

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 [CHANGED]

Starting at 3rd level, you learn additional Flurry Techniques that supplement your Ranger Form.

Blinding Shot. When you would use the *Chakra Strike* Flurry Technique with a ranged weapon, you attempt to blind the affected target, striking them in the eyes. The target must make a constitution saving throw, being Blinded until the beginning of your next turn on a failed save.

Brutal Shot. When you would hit a creature with a ranged weapon attack, you can spend a Bonus Action, adding 2 flurry die to the damage roll. The target must then make a Strength saving throw being Dazed on a failed save until the end of their next turn.

Crippling Shot. When you would hit a Creature with a ranged weapon attack, you can spend 5 chakra, adding 1 flurry die to the damage roll. When you do, the target must make a Dexterity Saving throw. On a failed save the targets movement is reduced by half, are knocked prone and makes their next Dexterity saving throw they make before the end of your next turn a penalty equal to 1 flurry die.

RANGER STYLES

Also, at 3rd level, you get to choose a Style that supports your combat style. You know 1 Style from the following List, and gain more as you gain levels in this class based on the Styles Known Table of the Weapon Specialist.

Shuriken Slinger. Ranged Bukijutsu you cast that uses Kunai, Shuriken or Senbon as Components deal additional damage equal to 1 Flurry Die. Additionally, you do not roll an ammunition die for the jutsu cast.

Dead-eye Stance. You gain a bonus to damage rolls made with ranged Taijutsu Attacks using a Bukijutsu, equal to 1 Flurry die while attacking a creature within 15 feet of you. Additionally, attacking a creature within 5 feet of you does not impose disadvantage on your ranged attacks.

Double Jeopardy. When you cast a Bukijutsu, that uses a ranged weapon or a weapon with the Thrown Property, that would force a creature to make a Saving throw, a creature that fails the saving throw takes additional damage equal to 2 Flurry Die. If they fail by 5 or more, they take additional damage equal to 3 flurry die. If they fail by 10 or more, they take additional damage equal to 5 flurry die.

Creating Distance. Once per turn, when you make a ranged Taijutsu Attack using a Bukijutsu, your movement speed increases by 15 feet while you are moving away from the target creature, until the end of your next turn. Your movement until the end of your turn does not provoke attacks of opportunity.

Keen Eyed Stance. Once per turn, when you score a critical hit with a ranged Taijutsu attack using a Bukijutsu, you may add 2 flurry die to the damage roll.

Rangers Aim. Once per turn, you can as a Bonus Action take aim at a creature you can see within range. The next Ranged Taijutsu attack you make with a Bukijutsu is made at advantage.

CURVED SHOT

Starting at 6th level, you learn how to work all the angles of a battlefield to your advantage. Once per turn, when you would miss a ranged Taijutsu attack with a Bukijutsu, you may add one Flurry Die to the attack roll, increasing the attack roll total by the result, potentially turning a miss into a hit.

QUICK DRAW

Beginning at 13th Level, you learn to perform miracles with your ranged weapons. On your first turn in combat, if you are not surprised, you can use your attack action to attack creatures that have not acted yet. Choose up to 6 creatures that you can see within 90 feet of you. Make a ranged weapon attack targeting each creature. On a hit, you deal your weapons damage and can apply a Flurry Technique to each attack made this way. Once you've used this feature you must complete a rest before you can use it again.

UNMATCHED EFFICIENCY

At 20th Level, you have an unmatched efficiency for your agility. Your Dexterity and Wisdom scores increase by 2. Your maximum for those scores increases by 2.

Additionally, once per turn if a ranged weapon attack you make, misses a target creature you can treat the miss as a hit. Alternatively, if you fail a Dexterity or Wisdom saving throw, you may treat it as a success. You can use each of these effects twice per rest.



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[CHANGED]

Starting at 3rd level, you learn additional Flurry Techniques that supplement your Samurai Form.

Frenetic Draw. When you would use the *Chakra Strike*

Flurry Technique, the target must make a Strength saving throw. On a failed save they gain disadvantage on all attacks and skill checks they make against you until the end of their next turn.

Riposte. When you would use the *Enhanced Deflection* Flurry Technique, you can immediately make two weapon attacks against the triggering creature as part of the Reaction.

SAMURAI STYLES

Also, at 3rd level, you get to choose a Style that supports your combat ability. You know 1 Style from the following List, and gain more as gain levels in this class based on the **Styles Known** Table of the Weapon Specialist.

Aggressive Draw. As a Reaction on your turn, you can take an aggressive stance. Until the end of your turn, your speed is increased by +30 feet and jump distance is increased by +10 feet. You gain an additional Bonus Action, which you can only use to Dash. Additionally, when you Dash or Jump, you have advantage on the first taijutsu or weapon attack you make against each creature within range of your weapon where you land or end your movement.

Blade Draw. As a Reaction to a creature missing, you with an attack, you may spend 5 chakra. When you do, you gain temporary hit points equal to your Weapon Specialist level for the next minute, and make a weapon attack against the triggering creature if they are within range. On a hit, they gain disadvantage against you for the remainder of their turn. You can use two Flurry Techniques in addition to this attack.

Fighting Spirit. As a Bonus Action on your turn spend 1 Hit Die to give yourself advantage on one weapon attack made before the end of the current turn. When you do so, you also gain 10 temporary hit points. Beginning at 10th level, this increases to two attacks and 20 temporary hit points, and at 20th level its 3 attacks and 30 temporary hit points. Temporary hit points gained from this feature last for 1 minute.

Crashing Wave. Once per turn, on your turn, you may spend 5 chakra. When you do, until the end of your turn, you reroll 1's and 2's for; Attack rolls, skill checks, and Saving throws. You must use the new results. If you roll a Natural 20 as a result of this feature, the next attack you make that deals damage to a creature deals additional damage equal to 3 Flurry die.

Defensive Draw. As a Bonus Action, you enter a defensive stance. Until the start of your next turn, you gain one of the following benefits. Once you gain this benefit of this stance twice, you must complete a short rest before you can gain its benefits again;

- You gain two special Reactions called *Defensive Offense* & *Defensive Break*. You can use either of these Reactions a combined total of twice, before the beginning of your next turn.

- **Defensive Offense.** As a Reaction to a hostile creature making a melee attack targeting you, you make a weapon attack targeting the triggering creature.
- **Defensive Break.** As a Reaction to a hostile creatures ranged attack, make a weapon attack. If the result of your weapon attack roll is greater than the triggering creatures attack total, their attack is negated.

Iatsu Draw. By spending your Bonus Action and Reaction on your turn, you can enter a quick strike stance. Your next melee weapon or taijutsu attack as the result of a Bukijutsu, before the end of your turn, adds your Weapon Specialist level to your next attack and damage rolls.

CIRCLE OF PROTECTION

At 6th Level, you learn to fend off attacks directed at you and other nearby creatures. If you or a creature you can see within 10 feet of you takes damage, as a Reaction, you ward everyone near you. Roll 1 flurry die, recording the result. You grant yourself and allied creatures within 10 feet of you; a Bonus to AC equal to half the result vs the triggering attack. If the attack would still hit, you grant yourself and all affected allies DR vs the triggering creature equal to the result until the beginning of your next turn. You can use this feature twice per short rest.

ENHANCED STRIKES

Starting at 13th Level, your weapon is constantly being fed your chakra, enhancing its offensive potential. Whenever you hit a creature with a weapon attack using a weapon you have as your **Weapon Focus**, the creature takes extra damage equal 1 flurry die.

MASTER OF FOCUS

At 20th level, you might overwhelm even the most implacable of foes. Your Strength and Constitution scores increase by 2. Your maximum for these scores increases by 2.

Additionally, as an action, you can spend 3 Chakra die 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 force damage equal to half of the damage you take from the attack.
- *Enhanced Strikes* now counts for Bukijutsu that use chosen weapon.



SLAYER FORM

The Weapon specialist who practices the art of Slaying, become consummate hunters, who live for the chase and the deadly stroke that brings it to a close. Slayers spend most of their time honing their weapon skills, studying the habits and anatomy of foes, and practicing unique combat maneuvers.

SLAYER TECHNIQUES[CHANGED]

Starting at 3rd level, you learn additional Flurry Techniques that supplement your Slayer Weapon Form.

These *Flurry Technique* effects all refer to a unique ability which allows them to Study a creature. A creatures studied by any of these effects are hereby known as a **Studied Target** for the purpose of Class features that refer to it. You can only have one Studied Target at a time.

Studied Crippling. When you would use the *Chakra Strike* Flurry Technique, the affected creature must make a Strength saving throw. On a failed save, they gain 1 rank of Weakened.

Studied Strike. When you deal damage, you ignore the target creatures DR (damage reduction) or Resistance (Pick one) to your attacks damage as you determine their most potent weakness in that moment.

SLAYER STYLES

Also, at 3rd level, you get to choose a Style that supports your combat ability. You know 1 style from the following list, and gain more as you gain levels in this class based on the **Styles Known** Table of the Weapon Specialist.

Blood Reader. As an action select one creature you can see within 120 feet of you and make a Survival Check vs a DC (8 + The creatures Level.) On a success, you become aware of the creatures current Hit Point total. You can use this feature once per creature, per short rest. If you use this feature against another creature, you lose awareness on the previous creatures hit points regardless if you pass or fail.

Studied Tracking. By spending 10 minutes studying, you may research one creature whose name and face you know even if you have never met them before, gaining a bonus to skill checks made to find that creature. If the targets rank is E, D or C your bonus is 2 Flurry die. If the targets rank is B or A, your bonus is 1 Flurry die. If the targets rank is S or unknown, your bonus is half of 1 Flurry die. This benefit lasts for 8 hours and can be gained, once per long rest.

Cooperative Strike. Once per turn, when you score a hit against a creature within 30 feet of you, that an allied creature has hit with an attack within the last round, you help in crippling the target, inflicting 1 rank of Bruised or Concussed.

Lethal Range. When you cast a Bukijutsu that makes a melee Taijutsu attack, increases its range by +10 feet, and deal additional damage equal to 1 flurry die. If the Bukijutsu makes a ranged Taijutsu attack, increases its range by +20 feet and on a hit can benefit from two flurry techniques this turn. Once you use this Style, you cannot gain its benefits until the end of your next turn.

Poisonous Slay. You gain Mastery with a Poisoners kit. When making a poison, reduce the DC to make the poison by 5. When you coat your weapon in a Poison you made, your weapon gains +1 Critical & Deadly properties. When a creature must make on a saving throw to resist a poison you've made, you may use your Taijutsu save DC or the Poisons DC, whichever is higher.

Reaping Stalker. Once per turn, when you would deal damage to a creature with a Bukijutsu who you have advantage against or you are hidden from, you increase the damage die rolled by 1 step. Once you gain the benefit of this style, you must spend an Action recharging it.

Vicious Technique. Once per turn, when you score a critical hit with a bukijutsu, you regain half the Jutsu's original chakra cost

STALKING PREDATOR

Beginning, at 6th level you have become a hunter unmatched by most. You can select one of two **Predator Exploits** you gain access to. You can switch which exploit you are using when you would complete a short rest.

VIPERS TONGUE

Skill: Deception

You utilize wit, charm and a bit of social engineering to deceive even the most attentive of individuals. When you would attempt the *Lie* or *Impersonate* skill Action, you can add 1 Flurry die to the check. On a success, your lie is passed off as genuine based on the context of the lie itself. If you beat the DC by 5 or more, the lie is accepted as the absolute truth and contesting thoughts or opposing truths are treated as the lie and they must attempt to convince affected individuals of the truth.

APEX GLARE

Skill: Intimidation

You attempt to break the will of your foe with but a glance. When you would take the *Coerce* or *Demoralize* skill action, you can add 1 Flurry die to the check. If a creature would gain a rank of Fear as a result of a skill action you take, they also gain 1 rank of Concussed.

QUARRY[CHANGED]

Starting at 13th level, When you would mark a creature as your **Studied Target**, you can instead mark them as your **Quarry**. You can have no more than one Quarry at a time. A creature is marked as your **Quarry** until you complete a rest of any type, they reach 0 hit points, are removed from the same dimension, or you removed them as a Bonus Action (Your choice). You can trigger up to two Flurry Techniques at once on your **Quarry** as part of the same action, even if they normally have different action costs/requirements.

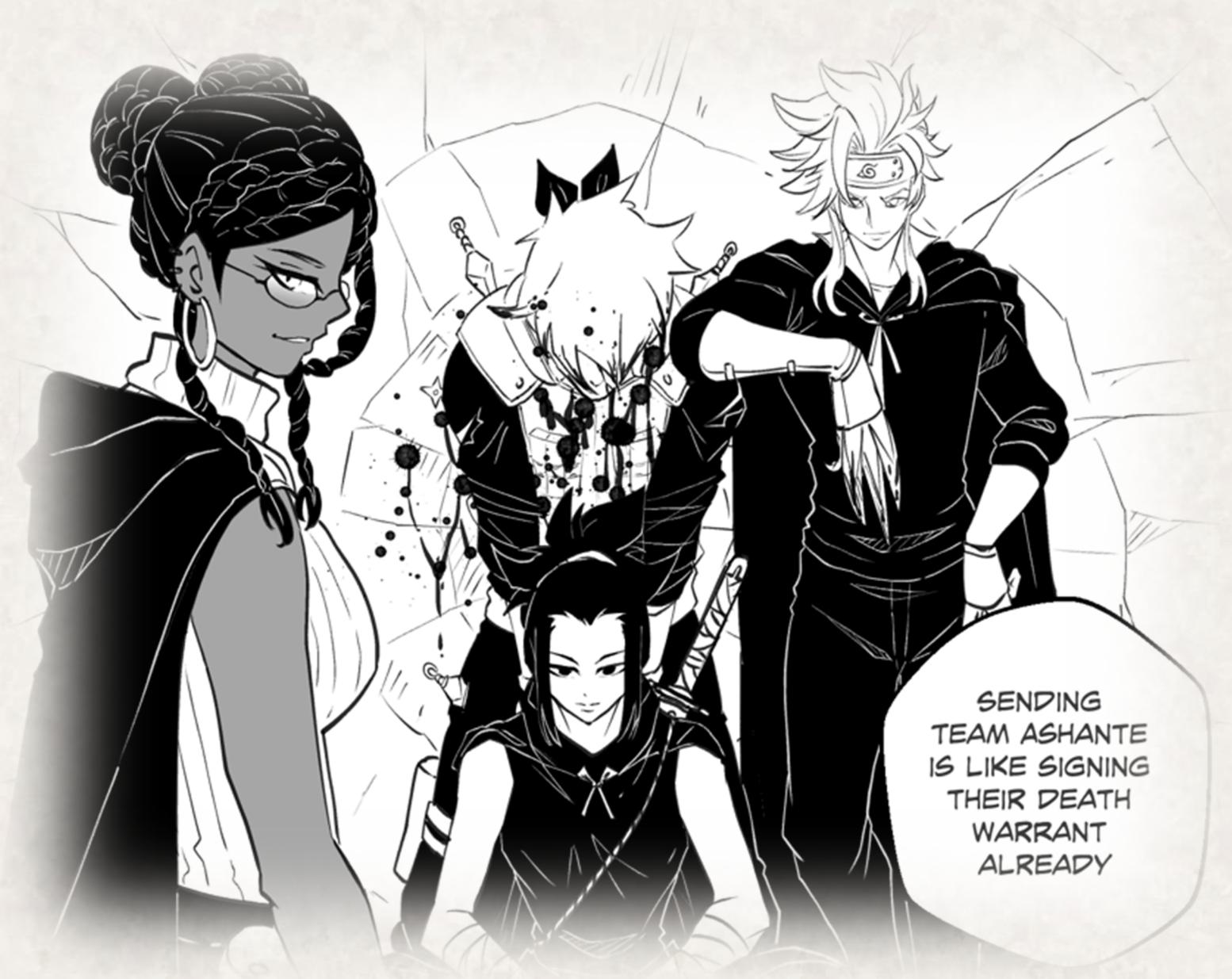
Additionally, you ignore difficult terrain and your movement speed cannot be reduced by any means when moving in a straight line towards your Quarry.

MASTER SLAYER

Starting, at 20th level, you become a master at killing or capturing your foes. When you cast a *Bukijutsu* that makes no more than 1 attack, against a creature currently marked as your *Quarry*, you can declare one of the following; *Kill*, *Stun* or *Cripple*

On a hit, the target must make a Strength Saving throw vs your *Taijutsu* Save DC. On a failed save, they suffer one of the following effects, based on the declaration. This feature has a number of charges equal to your Proficiency Bonus per long rest, with each option spending 1 charge, unless otherwise specified.

- **Kill** : If the target is an Elite, Standard or Minion, they immediately are killed. If the target is a Solo or have the Iconic classification you can instead trigger up to three Flurry Techniques at once as part of the action used to make this attack, even if they normally have different action costs/requirements. This option costs 2 charges of *Master Slayer*.
- **Stun** : Roll 1 Flurry Die. The target is Stunned, a number of their turns (or Elite Actions), equal to half the result of the roll.
- **Cripple**: Roll 1 Flurry Die. The target gain ranks of bruised equal to half the result.



PUPPET MASTER

Level	Proficiency Bonus	Features	Wood Tier	Bronze Tier	Silver Tier	Gold Tier	Platinum Tier	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Chakra Threads, Puppet Tool	—	—	—	—	—	6	D-Rank
2nd	+3	Tactics of the Craft, Puppet Technique, Puppet Upgrades	2	—	—	—	—	7	D-Rank
3rd	+3	Chakra Enhanced Retrofit	2	—	—	—	—	8	D-Rank
4th	+4	Ability Score Improvement/Feat	3	—	—	—	—	8	D-Rank
5th	+4	Extra Attack, Generalized Skill	3	—	—	—	—	9	C-Rank
6th	+4	Puppet Technique (2), Puppet Tool (2)	4	2	—	—	—	10	C-Rank
7th	+5	Tool Expertise	4	2	—	—	—	11	C-Rank
8th	+5	Ability Score Improvement/Feat	4	3	—	—	—	11	C-Rank
9th	+5	Chakra Threads (2), Puppet Tool (3)	4	3	—	—	—	12	B-Rank
10th	+6	Puppet Technique (3)	4	3	2	—	—	13	B-Rank
11th	+6	Tactics of the Craft (2)	4	3	2	—	—	14	B-Rank
12th	+6	Ability Score Improvement/Feat	4	3	3	—	—	14	B-Rank
13th	+7	Chakra Enhanced Retrofit (2)	4	3	3	—	—	15	A-Rank
14th	+7	Puppet Technique (4)	4	3	3	1	—	16	A-Rank
15th	+7	Always Prepared, Puppet Tool (4)	4	3	3	1	—	17	A-Rank
16th	+8	Ability Score Improvement/Feat	4	3	3	2	—	17	A-Rank
17th	+8	Puppet Technique (5)	4	3	3	2	—	18	S-Rank
18th	+8	Always Prepared (2)	4	3	3	3	1	19	S-Rank
19th	+9	Ability Score Improvement/Feat	4	3	3	3	1	20	S-Rank
20th	+9	Puppet Technique (6)	4	3	3	3	2	20	S-Rank

PUPPET MASTER

A Ryu sits in a tree, watching over her target as they approach. A smile spreads across her face as she open up the giant box, she carried with her, removing the giant mechanical scorpion and dropping it onto her target, enclosing them inside it.

With a loud explosion, a figure lands in the middle of the battlefield. As the dust clears, a hulking presence stands amidst the war-torn battlefield, a giant humanoid of wood and steel. The creaking head swivels to inspect the wreckage. It raises one of its 4 arms, and a beam of chakra lances out towards an enemy.

These shinobi, different as they might be, are connected by one common factor: they are masters of the art of ninja puppetry. This fighting form was created in Sunagakure, utilizing chakra threads to control specialized ninja tools. The puppets that these ninja use are hand-crafted, and special to each puppeteer. They are equipped with weapons, traps, poisons, and various other mechanisms. These puppets are incredibly difficult to use, and are only usable by those who have dedicated their lives to the art.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize ninja puppets of different types, specializing in one or two. Players would be able to create and utilize puppets for stealth or combat, while keeping themselves a little safer than others, or use them to gain new abilities for themselves. The characters this class is pulling inspiration from are as follows: Kankuro, Sasori, and Chiyo.

CREATING A PUPPET MASTER

When creating a Puppet Master, think about your characters background and drive to be a shinobi. Does the character have a rival? What drove your character down the path of ninja puppetry? Is it about curiosity and invention, or about the power their puppets bring? Did your character learn from another puppet crafter, or receive a vision or flash of inspiration to learn their craft?

Consider how your character interacts with the world, and what they represent. Consult your DM regarding brigades, guilds, or societies your character might belong to.

QUICK BUILD

You can make a Puppet Master quickly by following these suggestions. For Black, Red, Green, or White Technique, make your highest ability Intelligence, followed by Constitution or Dexterity; for Blue or Purple Technique, make Strength your highest, followed by Constitution. Second, choose Hatake, Nara, Jiton, or Non-Clan.



CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Puppet Master level

Hit Points at 1st Level and beyond: 8 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d10 per Puppet Master level

Chakra Points at 1st Level: 10 + your constitution modifier

Chakra Points at Higher Levels: 1d10 (or 6) + your Constitution Modifier per Puppet Master level after 1st.

PROFICIENCIES

Armor: Light armor, Medium Armor

Weapons: Simple Weapons, Battle Wires, Hand Crossbows, Heavy Crossbows, Fuma-Shuriken

Ninja Tools: Armorsmith kit, Weaponsmith kit.

Saving Throws: Strength, Constitution, Intelligence

Skills: Crafting, Choose three from Chakra Control, Deception, History, Insight, Intimidation, Investigation, Ninshou, Perception, Nature, Sleight of Hand, Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background. If you select a ranged weapon you also gain 1 Stack of ammunition:

- (a) a Hand crossbow and one stack of bolts or (b) any two simple weapons
- (a) One Kunai stack or (b) One Shuriken stack
- (a) Padded Cloth or (b) Combat Jacket
- Crafter's pack, and 1 paper bomb

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your Proficiency Bonus + your Intelligence Modifier

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier (your choice)

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier (your choice)

TAIJUTSU

Taijutsu save DC = 8 + your Proficiency Bonus + your Strength Modifier

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

CHAKRA THREADS

Beginning at 1st level, as a Puppet Master you learn the *Chakra Hands* E-Rank Ninjutsu for free. When you cast this jutsu, it takes the form of strings that extend from your fingertips. Chakra Hands no longer costs chakra nor an action to cast, and its duration becomes 10 minutes. The maximum weight your strings can lift is multiplied by your Proficiency Bonus.

At 9th level, losing the ability to mold chakra does not prevent you from using your Chakra Threads.

PUPPET TOOL

Beginning at 1st level, you craft a Puppet Tool to carry out your orders and protect you. Your Puppet Tool starts with the statistics below; You learn the *Mending* E-Rank Ninjutsu, which does not count against your known.

A Puppet Tool acts under your command via your chakra threads, thus, if you are unable to make Chakra Threads, you cannot control your Puppet. You can command a Puppet to move on your turn, and you can spend your action or Bonus Action to command a Puppet to take an action and Bonus Action, once per turn. A Puppet has one Bonus Action per round, and it can only be used to activate upgrades or Puppet Master features. You can also use your Reaction, to have your Puppet take a Reaction. Your Puppet has its own attack bonuses and Save DCs, calculated the same way as your own.

A Puppet Tool increases one of its ability scores by +2, or two ability scores by +1, when you gain an *Ability Score Improvement/Feat* from this class. A Puppet Tool can have no more than 20 in an ability score as normal.

While connected to a Puppet Tool or in contact with it, as an action, you can cast the *Mending* Ninjutsu to restore a number of its hit points equal to 2d6 + half your Puppet Master level. This die increases to 2d8 at 9th level and 2d10 at 15th level of this class. Alternatively, you can cast *Mending* for its entire duration while within 5 feet of the Puppet Tool. If you do, it recovers half of its maximum hit points. After healing the Puppet Tool this way, if it isn't destroyed after 1 minute, your chakra pulls it back together, regaining its full hit points.

On a full rest, you can spend 1 charge of an Armorsmith or Weaponsmith kit to scavenge an existing Puppet Tool to create a new one, or completely replicate a destroyed Puppet.

You store your Puppet Tool in a special reusable weapon scroll. You can store your Puppet Tool into this scroll as an action, and you can release it as part of rolling initiative or at any point on your turn. The size of the scroll reflects the puppet's size.

Starting at 6th level when you do not command a Puppet you are connected to on your turn, that puppet takes the dodge action. You also do not need to use your Reaction to command a Puppet to take its Reaction.

PUPPET TOOL

Medium Construct, Proficiency = Puppet Master's Proficiency

Armor Class 13 + your Proficiency Bonus (Natural Armor)

Hit Points 4 + [(5+Constitution Modifier) x Puppet Master level]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	5 (-3)	5 (-3)	5 (-3)

Saving Throws Proficient in All (Treat negative modifiers as +0)

Damage Immunity Psychic, Poison

Damage Resistance Acid, Chakra, Necrotic

Condition Immunities All Mental, Bleeding, Exhaustion, Poisoned

Weapon Proficiencies Always the same as yours.

Senses Passive Perception 7

Bound. A Puppet is bound to its user via chakra threads and can be no more than 500ft. from you. If the strings are not bound to the Puppet, it cannot move or take actions of any kind. If a creature other than its creator uses chakra threads to manipulate the puppet, it cannot use any Upgrades.

Hollow Shell. Puppet Tools cannot be affected by Genjutsu.

Mechanical Limits. Puppets cannot cast jutsu (or have such jutsu cast through them), or use effects, that increase its ranks of exhaustion or make Clones.

TACTICS OF THE CRAFT

While Puppet Masters possess unique and powerful bukijutsu in the form of a puppet, they are aware of the obvious flaw of their technique: placing all of their cards into another body which can be destroyed. As such, Puppet Masters prepare for this outcome by adopting *Tactics* to use that do not require their Puppet to function. These Tactics can be found at the end of this class description.

Beginning at 2nd level, you gain one tactic. At 11th level, you gain a second tactic. You can change your chosen tactics when you gain a level in this class.

PUPPET TECHNIQUE

At 2nd level, you focus on a specialized technique of puppetry, each of which are detailed at the end of the class description. Your choices grant you features at 2nd, 6th, 10th, 14th, 17th and 20th levels.

PUPPET UPGRADES

At 2nd level, you gain access to *Upgrades*, to improve your Puppet Tool's performance. Each Puppet Technique has its own exclusive list of Upgrades, listed below their features. You start with 2 Upgrades, and gain additional Upgrades as indicated on the Puppet Master class table.

During a long rest, you can spend charges of your armorsmith kit or weaponsmith kit to swap out your Upgrades. For each charge you spend, you can replace a number of Upgrades equal to your Intelligence Modifier. During a full rest, while you have an armorsmith kit or weaponsmith kit, you can swap out any number of Upgrades or change your puppet's chassis.

Not all Upgrades are created equal. Some Upgrades can only be acquired once you reach a certain level, shown on the class table and represented by material-based tiers. For example, at 5th level, you can take up to three *Wood* tier Upgrades. You can always choose to expend slots of higher tiers to gain more lower tier Upgrades. For example, at 6th level, you choose to take five *Wood* tier Upgrades, and one *Bronze* tier Upgrade, or simply take six *Wood* tier Upgrades.

CHAKRA ENHANCED RETROFIT

Beginning at 3rd level, your study of chakra-enhanced items and crafting allows you to easily equip seals.

Your *Puppet Tool* gains a number of seal slots equal to 2 + your Proficiency Bonus. You can place both Armor and Weapon seals on your puppet (Weapon Seals affect its natural weapons and Upgrades simultaneously.) If you do not have a Puppet Tool, select 1 weapon or armor you have to gain the benefits of this feature. This Weapon or Armor can be resealed without destroying it.



Additionally, you reduce the downtime and ryo needed to craft chakra-enhanced items by -25%. You also increase weekly market value for crafting non-chakra-enhanced items by +50 Ryo.

At 13th level, the downtime and ryo reduction increases to -50%, and you increase your weekly market value by +100 Ryo instead.

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, gain 1 rank of Mastery in a skill you are proficient in, & 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.

Also, when you take the Attack action, you may allow your Puppet to attack instead, for any number of attacks.

GENERALIZED SKILL

Puppet Tools are not just works of your craftsmanship, they are an extension of yourself, sharing in your combative prowess and skillset. Also at 5th level, select a number of skills equal to 2 + your Intelligence Modifier. Your Puppet Tools may use your skill bonuses for these chosen skills (though they may calculate these bonuses using their statistics, if the result is higher). You may swap the skills being used for this feature on a long rest.

If you do not have a Puppet Tool, select two skills. You gain proficiency in these chosen skills. Alternatively, you may select a single skill you are proficient in to gain a level of Mastery. Your selection is permanent.

TOOL EXPERTISE

Starting at 7th level, you gain a rank of Mastery with all tools and kits you have gained proficiency in through this class. You can also seal 5 extra bulk into an item scroll, as you enhance its sealing properties.

Also, when you use a jutsu scroll you can choose to use your relevant modifier instead of the static jutsu attack and Save DC calculations.

ALWAYS PREPARED

Beginning at 15th level, you always come prepared for whatever mission you take. You and your *Puppet Tool* gain an additional +5 to your maximum bulk (Or you gain a +10 to your max bulk if you do not have a Puppet).

Twice per full rest, while taking a short or long rest, you can convert up to 1 charge of a Toolkit or one Medical pill to be as if it was a Toolkit or Medical Pill of one quality higher. Alternatively, you can convert it to two uses of a lower quality Toolkit or Medical pill.

Also, you can change your *Puppet Upgrades* as if you took a long rest, during a short rest instead, so long as the Upgrades being exchanged are of a tier equal to or less than the current rank chosen.

At 18th level, after a rest of any type, you can select and create a temporary version of an Upgrade from your Puppet Technique you are qualified to take but do not have. This Upgrade must be of Silver tier or lower. You have this Upgrade until you complete a rest, during which you can select a temporary Upgrade with this feature again.

PUPPET MASTER TACTICS

AGILE TACTICS

You prioritize staying as far as you can from battle. You can take the Disengage or Dash actions as a Bonus Action, and can take the Hide action even when lightly obscured.

At 11th level, the first attack you make per round while Hidden does not automatically reveal you. This includes attacks made with your Puppet Tool.

DEFENSIVE TACTICS

You prioritize defense and survivability. Reduce the cost of any jutsu with the casting time of 1 Reaction that would provide you with any bonuses to saving throws, AC, or grant you damage reduction or temporary hit points, by an amount equal to the jutsu's rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)

At 11th level, when using any jutsu that gives you a bonus to saving throws or AC as a Reaction, for the first save you make or first attack against you, increase your saving throw or AC by half your Intelligence Modifier. For jutsu that give damage reduction or temporary hit points, increase the amount gained by twice your Intelligence Modifier, once per casting.

HELPFUL TACTICS (CHANGED/NEW)

You prioritize adaptability and aiding your allies. You or your Puppet Tool may take the Help Action as a bonus action. When you take the Help action to assist an ally in attacking a creature (your Puppet Tool counts as an allied creature), the target of the attack can be within 30 feet, instead of 5 feet, provided your ally can see and hear you.

At 11th level, select three Skill-Based Actions (Chapter 6., SHB) that require an Action to use. You may use these Skill-Based Actions as a bonus action, instead of an Action. You may swap the Skill-Based Actions selected for this effect on a rest of any type.

OFFENSIVE TACTICS

You prioritize offensive capability over everything else. Once per turn, you can add your Intelligence Modifier to an instance of damage you deal yourself or with your Puppet Tool. You can also make 1 weapon attack as a Bonus Action.

At 11th level, you can add your Intelligence Modifier to an attack you or your puppet makes up to twice per turn.

RESOURCEFUL TACTICS

You prioritize preparation over everything else. You gain proficiency in an additional 2 Toolkits, and gain a +1d4 to any rolls to craft or utilize any Toolkit-based actions. You can also use Explosive Tools as a Bonus Action, a number of times equal to your Intelligence Modifier per long rest.

At 11th level, this becomes every short rest.



PUPPET TECHNIQUES

BLACK TECHNIQUE ~ PUPPeteer

A Puppeteer is a Puppet Master that has committed themselves to creating a true, pure work of puppetry. A painstaking life ambition of continuous planning and learning.

Why a Puppeteer embarks on the quest to create this artistic construct can vary. For many, it is the pure pursuit of crafting the perfect creation, while for others, it is simply so they do not have to carry around their loot, or to have a loyal companion to always count on.

BLACK TECHNIQUE PROFICIENCY

When you choose this technique at 2nd level, you gain proficiency in Chakra Control and Stealth.

You gain proficiency in Poison Kits and you can use your highest Jutsu Save DC for the poison you or your puppets inflict, instead of the set DC. Additionally, all Poison Kits you buy or make have 2 extra uses.

Lastly, you gain an additional *Tactic* from the *Tactics of the Craft* feature. Gain another *Tactic* at 10th level.

PUPPeteer CHASSIS

Starting at 2nd level, you select a type of chassis for your Puppet Tool to embody. Your selection grants your puppet new abilities, ability score improvements and changes its appearance. Puppet Chassis are listed on the next page.

You also gain access to *Black Iron Upgrades*, which are Puppet Upgrades exclusive to the Black Technique.

LIFE-LIKE PUPPETRY

Starting at 6th level, you realize that in order for your Puppetry to evolve further, you must find a way to emulate the strength of real shinobi within their various mechanisms.

You are given a choice. Choose between the following; Your choice cannot be changed later.

- **Training:** By choosing this method, you choose to train with the most elite of Shinobi to see how they do things, and how to imitate them with your puppets. Select one Puppet. This Puppet gains 1 level in any class of your choice, excluding this class, Ninjutsu/Genjutsu Specialist, Medical-Nin, Science-Nin, and subclasses that grant it a nature release that you don't also have. Your selection grants the Puppet Tool the skill proficiencies and class/subclass features of the class. At 11th and 16th levels, you distribute another class level to the same puppet or a different puppet, with the same class or a different one.
- **Bloodline:** By choosing this method, you have uncovered the macabre acts of Puppet Masters hidden away within secret scrolls. You locate Shinobi's corpse and integrate their remains into your puppet. You are considered as gaining the *Bloodline, Latent* feat, only gaining 6 Bloodline Points and distributing any purchased features amongst your Puppet Tools. You cannot select the Hoshigaki, Inuzuka, or Kurama clans. If you opt to purchase a hijutsu feature, your Puppet Tool can select the chosen clan's hijutsu if you have the *Jutsu Specialization* upgrade, and can pick Hijutsu with a duration greater than instant. At 11th and 16th levels, you gain 6 more Bloodline Points to distribute amongst your Puppets. These can be the same clan or different clans.

DEDICATION TO TRADITION

Starting at 6th level, you know how to get exactly what you need. Poisons you buy are of the highest quality. You gain a +1 to Save DCs when you or your Puppet would use a poison. This increases to a +2 at 17th level.

Additionally, once per round, after you or your Puppet Tool take the Attack action, you can cast the *Mending* jutsu, ignoring its listed casting time.

PUPPET MANIPULATION TECHNIQUE

Starting at 10th level, your ventriloquial abilities have improved to the point where the motions feel almost instinctual. Once per round, you can command one Puppet Tool without using your action or Bonus Action. You cannot command this same Puppet Tool again using your action or Bonus Action for the remainder of the current round.

NOXIOUS HANDIWORK

Starting at 14th level your continuous exposure to poisons has left you more resilient than most. You gain resistance to poison damage and have advantage on saving throws that would inflict the envenomed condition.

Once per turn, when you or your puppet hit a creature with a weapon or taijutsu attack you can spend one use of your Poison Kit to force them to make a saving throw against a poison in your possession. Alternatively, as an action, your puppet can expend both uses of a poison to produce a cloud of poison in a 15-foot radius forcing all creatures to make a Constitution saving throw or suffer the effects of the poison.

ELEVATED DESIGN

Starting at 17th level, your dedication to the traditional ways of puppeteering has provided you with access to more upgrades that have been passed down to you from former Puppet Masters. All Puppet Tools you possess gain a +2 to two different ability scores. The maximums for these chosen scores are increased to 22.

Also, you gain an additional Bronze, Silver, and Gold tier Upgrade. These do not count against your chosen Upgrades.

MASTER OF THE BLACK TECHNIQUE

Starting at 20th level, your brilliant architectural mind has created puppets that are the models of perfected design and function for Puppet Masters of the Black Technique. What you have created will help teach Puppet Masters for generations to come.

At the start of each round, select one Puppet Tool you are commanding. This Puppet Tool adds +3 to attack rolls, skill checks, and saving throws, until the start of your next turn.



PUPPETEER CHASSIS

Below are the available Puppet Chassis. When you select a chassis, you add the prefix of the chassis to your puppet's name. For example, if you choose Warforged, your puppet becomes a Warforged puppet.

SPECIALIZED

ASI: +2 to any ability score of your choice

Your Puppet Tool defies all expectations, its design fueled by your own rampant creativity. A little less robust and stable, it is far more extensible to your visionary plans;

- You can select 2 free Wood tier Upgrades to start with that do not count against your Upgrade total.
- Your Puppet is able to be any size you like picking from Small, Medium, or Large.
- Your Puppet Tool gains the natural weapon **Slam**. Reach 5ft., one target. *Hit:* 1d6 + Strength Modifier + your Proficiency Bonus in bludgeoning, piercing, or slashing damage (Pick one, when you first craft this puppet). On a roll of a 17-20, your Puppet Tool inflicts 1 rank of a condition associated with the damage type of its weapon (*Bludgeoning=Bruised / Piercing=Weakened (until end of your next turn) / Slashing=Bleeding*)

QUADRUPEDAL

ASI: Strength & Constitution scores become 16.

Your Puppet Tool takes on a quadrupedal design. Larger and sturdier, it is more suitable to launch into the fray or carry its creator;

- Your Puppet gains the **Bulky Build** Upgrade, which does not count against your Upgrade total. It also becomes Large in size.
- Your Puppet's Movement Speed becomes 35 feet and it reduces all damage it receives, that is not fire, by -2.
- Your Puppet Tool gains the natural weapon **Bite**. Reach 5ft., one target. *Hit:* 1d10 + Strength Modifier + your Proficiency Bonus in piercing damage. On a roll of a 17-20, your Puppet Tool inflicts 1 rank of Weakened until the end of your next turn.

WARGORGED

ASI: Strength & Dexterity scores become 16.

Your Puppet Tool is roughly humanoid, and comes with the robust flexibility and options that this form provides;

- Your Puppet Tool's Strength and Dexterity become 16.
- Your Puppet Tool gains proficiency in all Simple and Martial Weapons, and in light and medium armor. When wearing armor, a Puppet adds its Dexterity Modifier to its Armor Class, up to the maximum that the armor would allow. Armor seals adorned on the Puppet and on the Armorset chosen do not stack.
- Your Puppet Tool gains the **Warfare Augmentation** Upgrade. This does not count against your Upgrade total.
- Your Puppet Tool gains the natural weapon **Strike**. Reach 5ft., one target. *Hit:* 1d6 + Strength Modifier + your Proficiency Bonus in bludgeoning damage. On a roll of a 17-20, your Puppet Tool inflicts 1 rank of Bruised.

WINGED

ASI: Dexterity score becomes 18, Constitution score becomes 14.

Your Puppet Tool is modeled off a flying creature. Smaller and lighter than most, it is kept aloft by intricate wings;

- Your Puppet gains the **Quickfooted** Upgrade, which does not count against your Upgrade total.
- Its base size becomes Small and it gains a flying speed equal to its movement speed.
- Your Puppet Tool gains the natural weapon **Talons**. Reach 5ft., one target. *Hit:* 1d8 + Dexterity Modifier + your Proficiency Bonus in slashing damage. On a roll of a 17-20, your Puppet Tool inflicts 1 rank of Bleeding.

NOTE ABOUT LIFE-LIKE PUPPETRY

With the Life-Like Puppetry feature, Puppeteers are blessed with a plethora of customizability. However, as a DM, keep in mind that you have the final say on what is and isn't allowed. We have done our best to exclude blatantly illogical options for the feature, but with how expansive the game is there may be other options that you may wish to disallow at your table.



BLACK IRON UPGRADES

All Black Iron Upgrades use you or your Puppet's, Ninjutsu, Genjutsu, or Taijutsu attack bonus and Save DC.

WOOD TIER

CHAKRA DISRUPTION BLADE

Techniques: Black, Perfect

You fit your Puppet Tool with multiple small compartments of Black Iron Sand, which is touted for having potent chakra disrupting abilities. Twice per rest, as a Bonus Action, you can activate this upgrade. When you do, particles of sand swirl around your Puppet Tool for the next minute. Alternatively, you can spend 5 chakra to activate this Upgrade before taking a rest.

When your Puppet Tool hits with a weapon attack, it deals an extra 1d8 chakra damage, which ignores DR, and once per turn, an affected creature must succeed a Constitution saving throw or gain disadvantage on checks to maintain concentration and increase the cost of all jutsu they cast by +5 until the end of their next turn. A creature who fails by 5 or more has their chakra completely disrupted, losing the ability to mold chakra until the end of their next turn. On a critical hit, creatures make this save with disadvantage.

At Later Levels: You can take this Upgrade as a Silver tier Upgrade. If you do, increase the damage die to a d12, and your Puppet Tool gains a +1 bonus to critical threat range for weapon attacks while this Upgrade is active. If they target a creature benefiting or concentrating on a jutsu, this bonus increases to a +2.

MECHANICAL LIGHT SHIELD BLOCK

Techniques: Black, Perfect

You build a manipulation shortcut into your Puppet to defend your allies. As a Reaction, when you, your Puppet Tool, or an ally within range of half your Puppet Tool's movement speed would be targeted with an attack, your Puppet moves and unfolds 4 segments down the length of one of its arms on all sides, and generates a stream of chakra through each segment to form a barrier. The triggering creature makes their attack roll at disadvantage. Additionally, until the start of the protected creature's next turn, the first attack roll made against them or the Puppet per turn, is made at disadvantage.

POISON MIST HELL

Techniques: Black, Perfect

A secret technique where the Puppeteer blinds their foes with a venomous haze. During a rest, you can install up to 3 Poison Tags of any quality into your Puppet Tool. These tags, when exploded, have their poison cloud's radius increased to 30 feet, and the cloud takes on a purple color.

On your turn, your Puppet Tool may use its action to launch one of its remaining Poison Tags at a creature within 30 feet of it. Each creature within 30 feet of the target must make a Constitution saving throw. On a failed save, a creature suffers the effects of the Poison Tag and takes 2d8 poison damage per rank of the tag, or half as much damage and no further effects on a success. If the tag is of a higher quality than base, the creatures suffer a -1 penalty to their saving throw for each quality rank above base.

SALAMANDER

Techniques: Black

Your Puppet Tool gains an amount of burrowing speed equal to its movement speed. While buried, it has knowledge of how many people are above it in a 10-foot radius.

As an action, while burrowed below a creature, your Puppet Tool can cast the **Earth Release: Headhunter Technique** jutsu, even if it does not know this jutsu.

BRONZE TIER

HIDDEN BLADES

Techniques: Black, Perfect

You install blades within your Puppet that aren't immediately visible to the eye. Your Puppet Tool gains the **Hidden Blade** natural weapon. When your Puppet Tool takes the Attack action, it can make an additional attack using its Hidden Blade. It can also use the weapon normally if it wants, and this weapon can be used as a component in jutsu. You cannot use this upgrade in conjunction with any upgrades that replace your puppet's attacks when taking the Attack action.

Hidden Blade: *Melee Weapon Attack: Ninjutsu or Taijutsu Attack Bonus to hit, reach 5ft., Hit: 1d6 + your Proficiency Bonus in piercing damage.*

IRON FORTRESS

Techniques: Black

Prerequisite: Puppet Tool Constitution score of 16+, Puppet Tool cannot have **Mechanical Light Shield Block**. You enhance your Puppet Tool's shielding and stationary ability by installing a grand shield on its body. Your Puppet Tool counts as half cover for Medium or smaller creatures within 5 feet of it, while between them and the attacker or while riding it. Additionally, it cannot be moved against its will, while in contact with the ground.

IRON MAIDEN

Techniques: Black

Prerequisite: You must have **Entrapment Mechanism** on one of your Puppet Tools. A secret execution technique first created by the Puppet Master Kankuro. Using your or your Puppet Tool's Reaction, while a creature is restrained by the Puppet Tool with the **Entrapment Mechanism**, the Puppet Tool with this Upgrade detaches its head, arms, and legs and brandishes long, slender piercing blades. The Puppet then thrusts each of these blades through the Puppet Tool restraining the creature,

piercing the target inside. The creature takes 5d10 piercing damage and must succeed a Constitution saving throw or gain 1d4+1 ranks of bleeding.

Your Puppet Tool then reforms, and the Puppet restraining the creature releases them. This damage ignores resistance, treats immunity as resistance, and ignores all damage reduction. You may use this Upgrade twice per rest. Alternatively, you can spend 10 chakra to use this upgrade without taking a rest.



PROSTHETIC ARM SENBON CANNON

Techniques: Black

A technique derived from the renowned Puppet Master, Sasori of the Red Sand. Upon acquiring this Upgrade, you install a large cannon on one of your Puppet's arms. As an action, you can have your Puppet Tool fire this cannon at a space within 120 feet, sending a massive missile. If there is a creature in this space, make a ranged attack, dealing your Puppet Tool's natural weapon damage on a hit. Regardless of a hit or miss, the missile's various compartments open, sending out a barrage of tiny senbon at creatures within a 30-foot radius.

All hostile creatures must make a Dexterity saving throw, taking 4d8 piercing damage on a failed saving throw, or half as much damage on a success. These senbon are also laced with poison. Hostile creatures must also make a Constitution saving throw, at disadvantage if they failed their Dexterity saving throw, becoming Poisoned for the next minute on a failed save.

You can use this Upgrade twice per rest, though your Puppet must travel to where the missile landed and use its action to place it back into itself each time it uses it.

POISON EXPULSION SYSTEM

Techniques: Black

After accumulating so much poison in its form, you have given your Puppet Tool the ability to expel large quantities as if it were a jutsu. Your puppet gains the ability to cast one ninjutsu with the Medical keyword of C-Rank or lower that deals poison, acid, or necrotic damage. It uses your chakra.

At Later Levels: You can take this Upgrade at higher tiers. If you take it as a Silver Upgrade, the jutsu can be of B-Rank or lower. If you take it as a Gold Upgrade, the jutsu can be of A-Rank or lower. If you take it as a Platinum Upgrade, your Puppet Tool gains two jutsu instead of one.

SILVER TIER

MECHANICAL LIGHT SHIELD SEAL

Techniques: Black

Prerequisite: Mechanical Light Shield Block

Your Puppet Tool may now use this Upgrade in response to itself, an allied creature, or you taking damage.

When your Puppet Tool uses this Upgrade, until the Upgrade ends, it reduces any damage it or the ally it is protecting receives by twice your Proficiency Bonus. It also grants itself and the ally a +2 bonus to Strength, Dexterity, and Constitution saving throws until the Upgrade ends.

POISON MIST HELL: CONTINUOUS FIRING

Techniques: Black, Perfect

Prerequisite: Poison Mist Hell & Needle Wave

After using the *Poison Mist Hell*, your Puppet Tool may then use its *Needle Wave* natural weapon's Multi-Target option as part of the same action, affecting all creatures within the poison cloud.

If you have multiple Puppet Tools with the *Needle Wave* upgrade, you may use your Reaction to have all Puppet Tools target all creatures with their *Needle Wave* as well, increasing the damage dealt by one damage die and imposing a -1 penalty on the Dexterity saving throw for creatures for each Puppet Tool that joins after the first.

SHADOW ACTOR

Techniques: Black

In order to activate this Upgrade, you and your Puppet Tool must not be within line of sight of a creature you can see. As an action, you transform your Puppet Tool into a near identical clone of yourself and the Puppet moves up to its movement speed and makes a melee attack using any melee weapon or Upgrade that would prompt a melee attack. This attack scores a critical hit on an 18-20. You immediately take the Hide action after using this Upgrade, at advantage.

On a hit, your "clone's" face begins to crack, revealing your Puppet's identity. The target must then make a Charisma saving throw at disadvantage, automatically failing if the Puppet Tool scored a critical hit. On a failed save, they are Surprised until the end of their next turn.

An allied creature within 60 feet of the creature and your Puppet Tool, can immediately use their Reaction to move, and use a feature or action that would normally require their action.

You can use this Upgrade twice per rest. Alternatively, you can spend 10 chakra to use this upgrade without taking a rest.

GOLD TIER

BLACK IRON

Techniques: Black

Prerequisite: Chakra Draining Trap/Chakra Sealing Trap

You learn more about the secret techniques from Sunagakure and begin to integrate your Puppet Tool with your new knowledge. Inside your Puppet, you place special black iron dust with powerful chakra suppressing abilities.

While your Puppet Tool has a creature grappled and restrained, using your Full Turn Action, it may release the sand within its body and encase the target within it as well as itself. The target creature is Stunned and loses the ability to mold chakra for the duration. The creature is also treated as being within total cover, and gains resistance to all damage as the sand protects it. Your Puppet Tool gains the same effects, preventing you from commanding it at all.

At the end of each of the creature's turns, they can make a Strength or Constitution saving throw (their choice) breaking free sending your Puppet Tool 60 feet away from them and ending the effects of this upgrade.

Once you use this Upgrade, you cannot do so again until you complete a rest. Alternatively, you can spend 15 chakra to use this upgrade without taking a rest.

TRIPLE IRON MAIDEN

Techniques: Black

Prerequisite: Iron Maiden

When a Puppet Tool with the *Entrapment Mechanism* Upgrade would successfully grapple a creature, you can spend 10 chakra to summon a clone of your Puppet Tool to attempt to grapple a different target within 20 feet of the original target, at advantage. This clone cannot take actions outside of grappling and has a number of hit points equal to your Puppet Master level, disappearing if it reaches 0 hp.

If both targets are restrained, when you use the *Iron Maiden* upgrade, you can have it affect both creatures. This only takes one use of *Iron Maiden* Upgrade.

Also, your *Iron Maiden* Upgrade is improved with seals that block evil entities. Restrained Aberrations, Demons, Monstrosities, or Undead have disadvantage on all rolls to break free from your Puppet Tool's *Entrapment Mechanism*.

THOUSAND HANDS MANIPULATION FORCE

Techniques: Black

You have placed an incredible amount of seals in a secret compartment on one part of your Puppet Tool. As an action, you can summon an innumerable amount of puppet arms from these seals, forcing each creature within 15 feet of your Puppet Tool to make a Dexterity saving throw, at disadvantage.

On a failed save, you can use an offensive feature from any one Black Iron Upgrade on the creature, making any attacks with advantage and forcing the creature to make any saving throw at disadvantage. Alternatively, your Puppet Tool can cast any jutsu it knows with the Medical Keyword that deals damage, making any attacks at advantage and forcing the creature to make any saving throw at disadvantage.

At the conclusion of this turn, the arms dislocate from your Puppet Tool, remaining on the battlefield as a Huge structure with hit points equal to your Puppet Tool's hit points, and an AC equal to your Ninjutsu DC or your Puppet Tool's Taijutsu DC. The structure emits a constant aura of poison gas, and the area in a 10-foot-radius surrounding it counts as difficult terrain, and if a creature enters this area or starts their turn there, they take poison damage equal to your Ninjutsu save DC, which cannot be reduced or resisted by any means other than complete immunity.

This area of pure poison remains for up to 1 hour, or until you use at least 10 minutes clearing it.

During that time, your Puppet Tool loses access to the limb carrying this upgrade. In its place, your Puppet Tool gains the following weapon; This weapon can be used as a component in jutsu.

Buzzsaw: *Melee Weapon Attack:* Ninjutsu or Taijutsu Attack Bonus to hit, reach 5ft., Hit: 2d10 + your Proficiency Bonus in slashing damage, and the target must make a Constitution saving throw or gain 1 rank of lacerated.

PLATINUM TIER

MONZAEMON'S LEGACY

Techniques: Black

The strength of your Puppets and your dedication to the traditional values of the Puppet Master has allowed you to create puppets with technique that matches Monzaemon Chikamatsu, the original Puppet Master. This Puppet Tool cannot make attack rolls, skill checks, ability checks, or saving throws at disadvantage.

Additionally, when this Puppet Tool would utilize any jutsu or Upgrade that would deal poison damage or inflict the envenomed condition, it increases its attack bonus and Save DC by +1 for the initial attack roll or saving throw. This bonus always applies to *Black Iron Upgrades*.

JADE DRAGON

Techniques: Black

Prerequisite: *Poison Expulsion System*

Your Puppet is able to unleash a wave of pure toxic destruction, akin to the breath of a dragon. By spending 20 chakra, your Puppet Tool can use its action to exhale a massive 120-foot cone of poison gas. All creatures within range must make a Constitution saving throw, at disadvantage. On a failed save, a creature takes 12d10 poison damage and gains 3 ranks of envenomed. A creature slowed for the duration of their envenomed condition. On a successful saving throw, a creature takes half damage and only gains 1 rank of envenomed.

This Upgrade ignores immunity to the Poisoned condition, ignores resistance to poison damage, and treats immunity to poison damage as resistance.

The poison gas created by this Upgrade remains in the affected area for 10 minutes and the area is considered difficult terrain. Moderate wind disperses this gas in 8 rounds. Strong wind disperses it in 4 rounds.

While outside the area of effect, a creature can remake the saving throw, without disadvantage, at the end of each of their turns, removing 1 rank of envenomed on a success, plus an additional rank for every 4 they succeed the saving throw by.



BLUE TECHNIQUE ~ WARMASTER

Puppet Masters who practice the Blue Technique are known as Warmasters. The traditional puppeteering styles call upon Puppet Masters to invest fully in their puppets for offense and protection, whilst the puppeteer themselves cowers away.

Warmasters share a great disdain for these tactics and instead fight alongside their puppets. They lead the way to victory and the Puppets follow behind, not the other way around. Some follow the Blue Technique to evolve a renowned practice from a mindset of cowardice, whilst others invest in the technique to make battle exciting.

BLUE TECHNIQUE PROFICIENCY

Starting at 2nd level, as you become accustomed to this modern technique, you begin to train in Martial Arts, dedicating as much time to battle as you do crafting. You gain proficiency in Martial Weapons and Heavy Armor, and the Martial Arts skill using Strength or Dexterity.

You also gain 1 Fighting Stance from Chapter 13: Customization options. You can't take a fighting style more than once, even if you get to choose again later.

Lastly, add your full proficiency to initiative checks.

PUPPET WEAPON TYPES

Also at 2nd level, you learn a secret method to transform your otherwise lackluster Puppet into a force to be reckoned with. Select one *Puppet Weapon Types* listed on the next page. Your selection grants your Puppet new abilities, ability score improvements, changes its appearance, and grants it access to a *Weapon Types*, which lets it transform into a weapon.

As part of rolling for initiative or as a Bonus Action, you can transform your Puppet into its **Weapon Mode**. Reverting your Puppet out of this mode costs a bonus action.

You also gain access to *Upgrades of War*, which are Puppet Upgrades exclusive to the Blue Technique.

LOCK ON

Starting at 6th level, you realize that you and your Puppet work best when fighting in tandem against the same target. As a Bonus Action or as part of the attack action, you can select one creature within 90 feet. You are **Locked-On** to this creature until you change your target as a Bonus Action, or the creature is killed or knocked unconscious. You and your puppet gain the following benefits against the creature you are Locked-On to:

- Both of you gain a +1d4 bonus to attack rolls against the target (or a +1 if you would already add a dice-based bonus to attack rolls). Against other targets, you and your Puppet gain a -1d4 penalty to attack rolls.
- Both of you gain a +1 to critical threat range against the target, dealing an extra die of damage on a critical hit. Against any other target, reduce your critical threat range by -1 (If your critical threat range decreases below the base [rolling a natural 20], you cannot score a critical hit).
- When you or your Puppet would hit the target with a unarmed/weapon, or Taijutsu attack, the other that didn't hit the target can make an extra attack against the target during the same turn, once per round.

BATTLE PRESSURE

Starting at 6th level, upon rolling initiative, during the first round of combat, you and your Puppet gain a +15 bonus to speed, a +1 to AC, and advantage on the next *Physical* saving throw/skill check you make this round.

Also at 6th level, you learn the E-Rank Ninjutsu *Chakra Blow*. When you take the Attack action, as long as you hit with at least 1 attack with the Attack action, you can cast Chakra Blow as part of the same action, affecting your final attack that hits.

MASTERFUL MOVEMENT

Starting at 10th level, you and your Puppet Tool, individually, suffer no damage or effects on a successful Dexterity saving throw against a hostile effect and may move up 10 feet without provoking opportunity attacks. On a failure, take half damage.

Also, you or your Puppet Tool can use their Reaction to interpose an attack roll that hits an allied creature within 15ft., becoming the new target of the attack. You and your Puppet Tool can cast a jutsu or use an ability as part of taking this Reaction, so long as the effect would help protect you or the allied creature. The latter half of this feature can be used twice per long rest.

TRANSFORMER

Starting at 14th level, on a long rest select a second *Puppet Weapon Type* for your Puppet Tool. Your Puppet Tool, as part of commanding it can transform into or out of this second Weapon Type, gaining all its benefits.

As an object interaction, you can reduce the current and maximum hit points of your Puppet Tool by 1/3rd to utilize its **Weapon Mode** and normal Puppet form at the same time (You do not count as your Puppet Tool while using the Weapon Mode this way). Reverting this effect takes a Bonus Action, giving the Puppet back its hp.

Finally, at the start of combat or as a Bonus Action, you can swap one Tactic from your *Tactics of the Craft* feature.

IT TAKES TWO TO TANGO

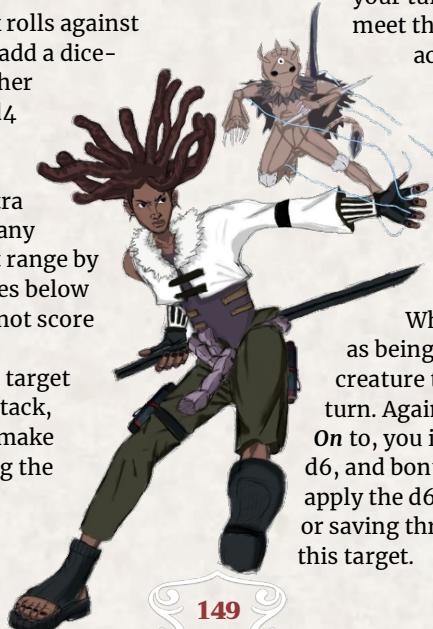
At 17th level, once per turn, when you or your Puppet land an attack on your turn, the other that did not score a hit can make an unarmed/weapon attack on the same target. If they hit, the one who hit the target first has advantage on the next attack roll against the target at the start of their next turn.

Also, you and your puppet may cast the same jutsu on your turn, as if it knew it, as long as you both meet the requirements and have the available action economy.

MASTER OF THE BLUE TECHNIQUE

Starting at 20th level, your brilliant mind has forged puppets that are the models of ideal design for Puppet Masters of the Blue Technique. What you've created will be passed on forever.

While in combat, all hostile creatures count as being **Locked-On**. Also, you can mark one creature to become **Hyper Locked-On** on your turn. Against the creature you are **Hyper Locked-On** to, you increase any d4 bonus from Lock On to a d6, and bonus to critical threat range by +1. Also, apply the d6 bonus to any skill checks, damage rolls, or saving throws you or your puppet make against this target.



PUPPET WEAPON TYPES

Below are the available Puppet Weapon types. When you select a Puppet Weapon type, you add the prefix of the Weapon Type to your puppet's name.

For each Weapon Type, your Puppet gains a special **Weapon Mode**, that allows it to transform into a living weapon of your wildest creation, inspired by the techniques of a particularly interesting group of warriors in the Land of Iron. Your Weapon Mode can be anything your heart can dream, from a simple katana to something unique like a backpack of spider legs that jab your opponents. The rules for the Weapon Mode are as follows: On a long rest, select one simple or martial weapon to base your **Weapon Mode** off of. You remove all properties from this weapon and rebuild it.

Select one of the following damage die sizes for your weapon. Based on your selection, your weapon can be equipped with a specific number of weapon properties, that at least one weapon of that type shares (ranged weapons get ranged weapon properties, melee weapons get melee weapon properties). The damage type of your weapon can be Bludgeoning, Piercing, or Slashing (pick one). While using this weapon, any weapon seals given the Puppet Tool are active on it. You cannot command your Puppet Tool, nor can it be targeted by any attack or saving throw. You can use your Bonus Action to make a single weapon attack with this weapon, or use an Upgrade that makes an attack or imposes a saving throw.

Lastly, your Puppet Tool may use its Weapon Mode as a natural weapon, while you are not using it, and you count as your Puppet Tool for any Warmaster features and Warmaster Upgrades that require it (aside from Weapon Type features). If the weapon is ever broken, the Puppet falls to 0 hit points.

Damage Die	Max. # of Properties
1d4 or 1d6	4
1d8 or 2d4 or 1d10	3
1d12 or 2d6	2

DRONE WEAPON

ASI: Wisdom score becomes 14. +1 to Dexterity score.

Your Puppet Tool becomes that of a small drone intended for reconnaissance and ranged battle. Taking elements from some Science-Nin, this weapon type incorporates Scientific Ninja Tools, granting you a device that allows you to command the Drone with a special wristband that transmits your chakra and thoughts, as opposed to Chakra Threads.

- The Drone's movement speed is increased by 30ft, and it gains a flying speed equal to its movement speed. The Drone can be up to 1000 feet away from you.
- As an action or Bonus Action, you can look through the eyes of the Drone. While doing so, you are blind to your surroundings, and from the Drone, you gain 10x your level in Darkvision (you can still benefit from special senses you have while looking through the Drone). You can stop looking through the Drone at any point (no action needed).
- The Drone is proficient in Investigation, Perception, Stealth, and Survival, and when the Drone would roll a 7 or lower on the d20 with these skills, treat it as an 8.
- The Drone gains access the natural weapon **Arrow Missile** (counts as a bow). Reach 90/180ft, Ammunition. Hit: 1d8 + Strength Modifier in piercing damage.

During a long rest, you can choose to add the *Overseer* property to the Drone's **Weapon Mode**. This does not count against your maximum properties. If you do, you gain the following benefits while wielding the Weapon;

- If melee, gain an extra rank of Reach. If ranged, attacks within your weapon's max range do not have disadvantage.
- When attacking a creature that would give you a non-dice-based penalty to your roll, you can make a Perception check vs. a DC 5 + their level to ignore these penalties until the end of the turn.

OGRE WEAPON

ASI: +2 to Strength score. +1 to Constitution score.

Your Puppet Tool becomes that of a large brute designed to rampage throughout the battlefield, inflicting massive destruction to aid the Puppet Master with its large size.

- The Ogre's size is Large. It becomes Huge at 14th level.
- The Ogre applies its Puppet Master's Proficiency Bonus when attempting to Grapple a creature, and does not reduce its movement speed when carrying a creature smaller than it.
- The Ogre deals double damage to structures, constructs, and objects. Also, the maximum amount the Ogre can lift is multiplied by your Proficiency Bonus.
- The Ogre gains the natural weapon, **Smash**. Reach 5ft., Unarmed property, one target. Hit: 3d4 + Strength Modifier in bludgeoning damage.

During a long rest, you can choose to add the *Titan* property to the Ogre's **Weapon Mode**. This does not count against your maximum properties. If you do, you gain the following benefits while wielding the weapon;

- This weapon's damage die increases by 1 step. If this would go beyond a 1d12, gain a +1 bonus to damage.
- This weapon's damage rolls ignore up to 3 DR.

SENTINEL WEAPON

ASI: +2 to Strength or Dexterity score. +1 to Strength or Dexterity score.

Your Puppet Tool becomes like a Sentinel, resembling a human warrior like traditional Puppets, but having more advanced mechanisms that allow it to act more akin to a soldier, which befits the Blue technique. This Puppet can be Small or Medium in size.

- The Sentinel gains a +1 bonus to attack rolls with weapons it wields, and increase the damage die of weapons it wields by 1 step.
- The Sentinel gains +10 bonus to movement speed, and it's always under the effects of the Disengage action.
- The Sentinel gains an additional Reaction per round, which it can only use to make attacks of opportunity. Creatures provoke attacks of opportunity from the Sentinel when they enter within 5ft. of it or an ally within 10ft. of it.
- The Sentinel can use Dexterity in place of Strength for weapons and Bukijutsu.

During a long rest, you can choose to add the *Okizeme* property to the Sentinel's **Weapon Mode**. This does not count against your maximum properties. If you do, you gain the following benefits while wielding this weapon;

- This weapon gains an extra weapon property.
- Bukijutsu and Taijutsu that use this weapon can be cast using Dexterity instead of Strength.

UPGRADES OF WAR

All Upgrades of War use you or your Puppet's, Taijutsu attack bonus and Save DC.

WOOD TIER

COVERING FIRE

Techniques: Blue

Your Puppet is able to fight in such a way that it gives allies an opportunity to escape. Your Puppet Tool can make a single melee or ranged weapon attack with an eligible weapon at a target within range. Regardless of a hit or miss, the Puppet can command one ally within 45ft. to move up to half their remaining movement, without provoking opportunity attacks. This upgrade can be used a number of times equal to your Proficiency Bonus per long rest.

PALADIN

Techniques: Blue, Perfect

You invest in extra materials to improve you or your Puppet's defense. You gain a *Warmaster Shield*, a simple weapon with the Light, Blocking, Finesse properties, and a damage die equal to a 1d6 Bludgeoning. Only you or your Puppet can use this shield. Wielding this shield cannot disqualify you from using a Taijutsu fighting stance that requires you to wield no weapons. This weapon can be used as a component in Jutsu.

While equipped, as a Reaction to taking damage, you can reduce the damage received by Xd6 (X = Proficiency).

At Later Levels: This upgrade can be taken as a Silver tier Upgrade to grant both you and your Puppet a shield.

STRAFING MANEUVERS

Techniques: Blue

When you or your Puppet Tool hits with unarmed, weapon, or Taijutsu, it can move up to 10 feet in any direction, without provoking opportunity attacks.

WARRIOR

Techniques: Blue, Perfect

You are skilled at using your weapon in collaborative attacks. You and your Puppet Tool learn the *Dragon Fly Dash* Jutsu; this does not count against your Jutsu Known. For the both of you, this jutsu gains the Taijutsu keyword, and has its range doubled. When either of you cast Dragon Fly Dash, if the ally hits with at least one attack, they gain the benefits of the Disengage action.

WEAPONIZED JUTSU CASTING

Techniques: Blue

You equip your Puppet Tool with jutsu that allow its designated potential to become realized. Your Puppet Tool learns the following jutsu at specific Puppet Master levels. These jutsu can be cast regardless of components, fighting stance, or keyword requirements, and use your chakra, though your puppet can concentrate on one of these jutsu if it requires concentration. (*Drones learn Surveillance Jutsu, Ogres learn Ravaging Jutsu, Sentinel learn Guardian Jutsu*). The Sentinel counts as wearing Medium armor for the purpose of casting the *Guardian Knight* jutsu (Does not apply while in its *Weapon Mode*).

These jutsu can use you or your Puppet's Taijutsu attack bonus and Save DC for calculations. While your Puppet Tool is in its *Weapon Mode* you can cast these jutsu yourself.

Ravaging

Jutsu

Guardian Jutsu

Level	Surveillance Jutsu	Ravaging Jutsu	Guardian Jutsu
2 nd	Prepared Needle Shot	Dempsey Roll	Weapon Deflect
6 th	Sealing Art: Mark of Finding	Beast	Guardian Knight
10 th	Kagura's Mind Eye	Breaker Fist	Ichimonji
14 th	Aura of Power	World Breaker	Shinobi Cross

BRONZE TIER

IMPROVED ARCHITECTURE I (BLUE)

Techniques: Blue

You improve upon the design of your Puppet Tool and its Weapon Mode in various ways. Your Puppet Tool gains specific benefits, based on its *Puppet Weapon Type* (You do not gain these benefits while using its *Weapon Mode*).

In addition, your Puppet's **Weapon Mode** is now unbreakable, and gains an extra property of your choice. Alternatively, you can choose to gain a +1 to damage rolls with your weapon.

- Drone Weapon:** The Drone has advantage on Stealth checks and doesn't provoke attacks of opportunity.
- Ogre Weapon:** The Ogre Weapon increases its maximum hit points by your Puppet Master level, and reduces all damage it receives by twice its Strength Modifier. It also ignores damage reduction and temporary hit points when damaging a structure, construct, or object.
- Sentinel Weapon:** The Sentinel Weapon increases either its Strength or Dexterity score by +2 (pick one). It also ignores difficult terrain and has advantage on saving throws that would hinder its movement speed in any way.

INGRAINED STRENGTH

Techniques: Blue, Perfect

You carve a single sigil of power inside your puppet, allowing it to fight more effectively. Choose one **Physical** condition of your choice. Your puppet gains advantage on saving throws and skill checks to resist the chosen condition.

At Higher Levels: This Upgrade can be taken using higher tier Upgrade slots. For each tier this Upgrade is taken at above Bronze tier, increase the number of conditions you can select by +1.

MOMENTUM

Techniques: Blue

This Upgrade cannot be used while your Puppet is in its *Weapon Mode*. You capitalize on the momentum of battle to attack with utmost force. When you, or your Puppet Tool, would begin to attack, for each attack that same creature lands, they gain 1 stack of *Momentum*. Alternatively, if you, or your Puppet Tool would cast a Taijutsu or Bukijutsu that imposes a saving throw, for each creature that fails the saving throw, the caster gains 1 stack of *Momentum*. Momentum is lost at the end of the end of your next turn.

When the other creature (you or the puppet), that did not attack or impose a saving throw with a Taijutsu or Bukijutsu, would then make an attack or impose a saving throw with a Taijutsu or Bukijutsu, they can spend all stacks of Momentum, adding a +2 to the damage dealt against all affected creatures for each stack spent. Momentum can only be spent once per round.

(Ex. If you cast *Combo Vault* and both attacks hit, you gain 2 stacks of Momentum. If your Puppet then casts *Shockwave Slash*, they can spend the Momentum you gained and add +4 to the damage dealt.)



TRACING ATTACK

Techniques: Blue

When your Puppet Tool hits with an unarmed, weapon, or Taijutsu attack, once per round, it can declare that the next allied creature to attack the affected target will make their attack roll at advantage.

You can benefit from this Upgrade a number of times equal to half your Proficiency Bonus, rounded up +1, per long rest.

SILVER TIER

AUTOBOT

Techniques: Blue

You have learned a way to command your Puppet instinctually. You no longer need to spend your action or Bonus Action to command your Puppet Tool and cannot use these actions to command them.

BATTLE FOCUS

Techniques: Blue

You and your Puppet Tool are dead set on the battle ahead. Twice per long rest, when you roll for initiative, you may roll a 1d4. Increase the number of rounds the first half of *Battle Pressure* remains active by the result.

DECEPTICON

Techniques: Blue

Prerequisite: *Transforming Apparatus*

While inert, your puppet looks like a normal mechanical object of a size equal to its original form. Your puppet can transform into a box, briefcase, or other similar objects. You gain proficiency in Deception and Stealth, and these skills are automatically considered as chosen with the *Generalized Skill* feature. If already proficient, this upgrade grants one level of Mastery.

You can make your puppet transform as an object interaction as long as you can touch it. If you hide your puppet from an enemy they are surprised.

PARRYING ATTACK

Techniques: Blue, Perfect

Prerequisite: *Paladin*

When you or your Puppet would use the Reaction of the *Paladin* Upgrade against an attack roll, as part of the same Reaction, the one who reacts can contest the attack roll of the triggering creature with a melee Taijutsu attack, comparing their result with the attacker's roll.

If this is a melee attack and they succeed, the creature is Dazed (or Staggered if you succeed by 5 or more) until the end of the current turn, and they can make one melee attack with your weapon against them.

On a hit, you also knock the creature back 15ft.

If this is a ranged attack and they succeed, the attack is deflected back up to 30 feet in straight line. If there is a creature within the path of the deflection, they can be hit by the deflected attack. Compare the reactor's attack roll to their AC. If you or your Puppet fail the contest with this Upgrade, reduce the damage reduction of the *Paladin* Reaction to d4s. This Upgrade three times per rest before you become too fatigued to execute this tactic again.

GOLD TIER

GILDED WEAPON

Techniques: Blue

You enhance your Puppet's *Weapon Mode* to be more lethal. You gain a +1 bonus to your Taijutsu Save DC for Taijutsu and Bukijutsu while wielding your Puppet's *Weapon Mode*.

Additionally, the weapon ignores 3 DR, you increase the weapon's damage die by 1 step and gain an additional weapon property that the weapon qualifies for.

KILL COMMAND

Techniques: Blue

This Upgrade cannot be used while your Puppet is in its Weapon Mode. You take an Overdrive mechanism used by other Puppet Masters and upgrade it further to enable your Puppet Tool to unleash utter destruction. When your Puppet Tool has less than half of its maximum hit points, you can spend 10 chakra to *Overcharge* them. When you do, your Puppet can immediately take its action as part of the same action, and gains additional benefits for the duration, listed below. Once this Upgrade ends, your Puppet Tool gains 4 ranks of weakened, which can only be removed on a long rest. This Upgrade ends after 1 minute or if your Puppet would stop being bloodied.

- Your Puppet Tool gains temporary hit points equal to your Puppet Master level at the start of each of your turns.
- Your Puppet Tool increases the damage of any weapons it uses by 1 die and by 1 die step.
- Your Puppet Tool has advantage on Strength and Constitution saving throws.
- Your Puppet Tool ignores resistance, treats immunity as resistance, and ignores half of all damage reduction, when attacking a target that you are *Locked-On* to.

IMPROVED ARCHITECTURE II (BLUE)

Techniques: Blue

Prerequisite: *Improved Architecture I (Blue)*

You improve upon the design of your Puppet Tool with pure innovation. Your Puppet Tool gains specific benefits, based on its *Puppet Weapon Type* (You do not gain these benefits while using its *Weapon Mode*).

In addition, your attack rolls with your Puppet's *Weapon Mode* attacks cannot be made at disadvantage.

- **Drone Weapon:** The Drone is now always under the effects of the *Non-Detection* Ninjutsu and learns the *Invisibility* Genjutsu. Additionally, while looking through the Drone, double its maximum Darkvision and gain 60ft of Chakra Sight, 30ft of Blindsight, and 15ft of True Sight.
- **Ogre Weapon:** The Ogre ignores difficult terrain and increases its Strength score by +4 (the maximum for its Strength becomes 24). Lastly, the Ogre can destroy structures by simply walking through them, if its thickness (ft.) would be less than the Ogre's Strength score.
- **Sentinel Weapon:** The Sentinel increases its Strength or Dexterity scores by +2 (Pick one). When the Sentinel hits with an attack of opportunity, the target's movement speed is reduced to 0 until the end of the current turn. The Sentinel also has advantage on attacks of opportunity and can target a creature with an attack of opportunity even if they are under an effect that would prevent one.

PLATINUM TIER

BLADE DANCE

Techniques: Blue

This Upgrade cannot be used while your Puppet is in its Weapon Mode. You construct a trigger switch on your puppet allowing it to activate at a moment's notice, unleashing its full power. Choose one taijutsu or bukijutsu you know that requires concentration or has a duration of 1 minute. As a free action on your turn, you can activate the trigger switch, and for the duration your puppet gains the benefits of this jutsu. While this jutsu is active, your puppet benefits from some additional features.

- Your puppet gains another attack when it takes the Attack action.
- Your puppet's movement speed is increased by +30 and it gains a +2 bonus to its AC and it gains advantage on Strength, Dexterity, and Constitution saving throws.
- Your puppet becomes immune to any conditions or effects that would lower its movement in any way.

After this Upgrade ends, your puppet's joints are eroded and you must spend an action to repair your puppet's joints. While your puppet has no use of its joints, it cannot take any actions. You can use this Upgrade once per full rest. If the *Kill Command* Upgrade was active while this Upgrade was active, when this Upgrade ends your Puppet becomes unable to be used at all until you take a long rest, as they have eroded their parts beyond immediate repair.

MY LIEGE

Techniques: Blue

Prerequisite: Autobot

This Upgrade cannot be used while your Puppet is in its Weapon Mode. Through many battles, your puppet has absorbed the lifeforce from your enemies, allowing it to show some signs of life. It has deemed you as worthy of its service and now acts more like a knight than a puppet.

Your puppet now has its own turns and you can choose for it to have the same initiative as you or allow it to roll its own initiative. It gains additional hit points equal to twice your Puppet Master level and gains chakra points equal to three times your Puppet Master level.

While within 15 feet of you, your puppet gains an additional Reaction, which can only be taken to make an attack against a creature that would enter or exit your puppet's melee attack range or shove you out of the area of any attack or physical saving throw that you would be forced to make.

Additionally, your puppet gains access to all bukijutsu or taijutsu you can cast.

UNLIMITED BLADE WORKS

Techniques: Blue

To use this Upgrade, your Puppet must be in its Weapon Mode. As an action, you can spend 20 chakra to channel a tremendous amount of force within your weapon. You attack with your weapon in a 120-foot-long, 15-foot wide line, producing a shockwave from your weapon and sending down clones of your weapon (melee) or shots of your weapon (ranged) down to the earth, striking all creatures before disappearing. All creatures within this area must make a Strength saving throw to withstand the blast, taking your weapon's damage + 15d10 on a failed save, or half as much on a successful one. The affected terrain becomes difficult terrain.

When you use this Upgrade, you must make a Crafting check vs. your chosen DC. On a failed check, your weapon breaks until you take a long rest (ignoring indestructibility it may have from Improved Architecture I). The DC increases by +3 each time this Upgrade is used before taking a long rest.



GREEN TECHNIQUE ~ MARIONETTIST

Puppet Masters who practice the Green Technique are known as Marionettists. Similar to Puppeteers, these Puppet Masters command one or multiple puppets to cleave their way to victory. But what sets the Green Technique apart is its focus on battlefield control.

The standard Bukijutsu practice of Puppet Tools is elevated to incorporate more complicated chakra techniques, such as Ninjutsu and Genjutsu, to command the tide of battle, as opposed to controlling a battle with Traps and other Shinobi tools.

GREEN TECHNIQUE PROFICIENCY

When you choose this technique at 2nd level, you gain proficiency in Chakra Control and your choice of Ninshou or Illusions. You can also substitute your Genjutsu ability modifier for your Intelligence, for Puppet Master features.

Additionally, select one nature release, picking from Earth, Wind, Fire, Water, or Lightning. You gain this nature release, and learn one ninjutsu of D-Rank with your chosen nature release keyword. Alternatively, you can choose to not take a nature release. If you choose not to take a release, you learn 2 Ninjutsu or Genjutsu of D-Rank or lower.

Finally, you gain the *Jutsu Channeler* Upgrade. This does not count against your known Upgrades. All Puppets you possess have this Upgrade, and jutsu cast through a Puppet can activate any Upgrades that require the Puppet to cast a jutsu, as if it had cast a jutsu.

PUPPET FRAMEWORKS

Also at 2nd level, you uncover new ways to craft Puppets with more illustrious materials, allowing for your Puppets to bolster a denser chakra network for you to utilize. Select one of the *Puppet Frameworks* listed on the following page. Your choice grants your puppets new abilities, ability score improvements, and changes their appearance.

You also gain access to *Magus Upgrades*, which are Puppet Upgrades exclusive to the Green Technique.

CRAFTSMAN OF THE NINSHOU CREED

Starting at 6th level, you and your Puppets become more adept at molding chakra. When you or Puppets cast a jutsu, you can always exclude each other from any negative effects the jutsu may cause. You and your Puppets can exclude up to 2 other creatures from such effects, spending 5 chakra per creature.

Also, all Puppets you possess gain the *Jutsu Specialization* Upgrade once for free. Your Puppet Tool gains an additional jutsu each time it gains this Upgrade.

CONTROLLED CHAKRA FLOW

Also at 6th level, your Puppet Tools gain a concentration slot separate from your pool. This concentration slot can only be utilized by your Puppet Tools, with any concentration jutsu any Puppet Tool casts going to this slot before taking from your available slots. Only when the Puppet concentrating takes damage must they roll to maintain concentration.

Also, you learn one of the following E-Rank jutsu. Depending on your choice, you gain an extra effect;

- *Firecracker Flash (Ninjutsu)*: You can cast this jutsu as part of the same action to cast a Ninjutsu of up to C-Rank.

- *Feather Burst (Genjutsu)*: When you cast this jutsu, all Puppets you possess may gain its benefits at once.

AUTONOMOUS ACTION

Starting at 10th level, you are able to command your Puppets instinctually. Once per round, you can command one Puppet Tool without using your action or Bonus Action. You cannot command this same Puppet Tool again using your actions for the remainder of the current round. Visually, your Puppets do not require your *Chakra Threads* to move.

CHAKRA CONDUITS

Starting at 14th level, you have been able to produce a generator within your Puppet Tools that allows them to create their own chakra. Your Puppet Tool gains a maximum number of chakra equal to half your maximum chakra. If you have multiple Puppet Tools, delegate how much chakra each Puppet receives from this maximum (*For a Matryoshka Puppet, the maximum chakra you delegate to the Puppet is split amongst its bodies*). You can adjust how much chakra each Puppet has on a rest.

Your Puppet Tools can use this chakra in place of your chakra for any Jutsu they cast or Puppet Master feature. Your Puppet Tools cannot share this chakra with any party or regain chakra by any means outside of this class.

Also, your Puppets gain a number of chakra dice (d8s) equal to your level in this class. Delegate these dice among your Puppet Tools. Your Puppet Tools can spend these dice the same way you would during a short rest. During a long or full rest, your Puppet Tools regain half or all of their chakra, respectively. Your Puppet Tools recover these dice the same way as you recover your dice.

BIG THINGS COME IN SMALL PACKAGES

Starting at 17th level, you and your puppets have learned to effectively condense or expand the chakra used for techniques, allowing far more versatility.

When you or your puppets would cast a jutsu, they may increase the area by up to 15 feet in each direction. Increasing the area of the jutsu this way reduces the amount of damage dice rolled by 2.

Alternatively, when you or your puppets would cast a jutsu they may decrease the area by up to 15ft. in each direction (Min. 5ft.). Decreasing the area this way increases the amount of damage dice rolled by 2.

MASTER OF THE GREEN TECHNIQUE

Starting at 20th level, your brilliant mind has created puppets that are the models of perfected design for Puppet Masters of the Green Technique. What

you have done will help teach Puppet Masters for generations.

Each long rest, select one Ninjutsu or Genjutsu of B-Rank or lower that you could learn, with a casting time of 1 action or Bonus Action, that does



not deal damage or affect any other creature. Your Puppets are now always under the effects of your chosen jutsu as long as you are conscious.

PUPPET FRAMEWORKS

Below are the available Puppet Frameworks. When you select a framework, your puppet gains a prefix to their name of the framework selected. For example, if your Puppet's name is Enigma and you select the Matryoshka Framework, your puppet's full name is "Enigma, the Matryoshka Puppet".

BESTIAL FRAMEWORK

ASI: +2 to one ability score. +1 to another ability score.

You design your Puppet to imitate the power of Sage Beasts. Upon crafting this puppet, you select one Sage Creature provided by the Summoning Technique. This Puppet gains access to some of this creature's power. This Puppet's Sage Creature rank is equal to your highest jutsu known rank.

- The Bestial Puppet starts as medium size, becoming Large in size at 10th level of this class.
- The Bestial Puppet gains 1 D-Rank trait from the chosen Sage Creature. At 10th level, it gains a 2nd D-Rank trait, and at 17th level, it gains the final D-Rank trait. Traits that require jutsu slots, require 5 chakra to use per slot required, instead. You cannot select traits that grant chakra or temporary chakra.
- The Bestial Puppet gains one **Natural Weapon** of the summon you chose.

MATRYOSHKA FRAMEWORK

ASI: +2 to Constitution score, +1 to another ability score

You design your puppet to be a small companion that can assist your allies as well as yourself in many small ways. These Marionettes traditionally stand on an ally's shoulder attaching to them by the use of chakra strings;

This Puppet can split itself into 1 to 3 bodies, which can be done on a rest. While split, divide your Puppet's maximum hit points among its split bodies. Each body shares the same statistics and most upgrades. Upgrades that grant the Puppet a weapon, or jutsu, are not shared, and must be delegated to a specific bodies. Each body counts as your Puppet Tool, but is its own distinct creature. You can only command one of these bodies per turn. This Puppet Tool can learn a maximum of 9 jutsu (3 Bodies can know up to 3 jutsu each).

- The Matryoshka Puppet becomes small in size and can be up to 1000 feet away from you. At 10th level, your Puppet Tool can be up to 1 mile away from you and at 17th level, it can be up to 10 miles away from you.
- The Matryoshka Puppet is fitted with a Radio Link that is automatically connected to any Radio Link networks your allies may be using. The range of this Radio Link is 1 mile. At 17th level, it becomes 10 miles.
- On your turn (no action required), you can one or more bodies of the Matryoshka attach itself to an allied creature within 5ft of them. While attached, the allied creature can command a body as a Bonus Action to grant them one of the following, once per round;
 - Have the Puppet concentrate on a jutsu in their place. This does not free up their concentration slot, but concentration checks and costs are now handled by the Puppet (Puppets use the Puppet Master's chakra).
 - Until the start of the ally's next turn, they increase their passive perception/insight by half your Proficiency Bonus.
 - Command the Puppet to take the attack action, cast a jutsu action, use an object, or use an upgrade.

SHADE FRAMEWORK

ASI: Charisma score becomes 16, +1 to Dexterity score

You design your Puppet to be especially proficient in casting Genjutsu. This framework comes with many benefits that aid this tool in molding the chakra of genjutsu, and other benefits such as increased stealth and evasion.

- The Shade's can use Charisma as its Genjutsu ability modifier.
- The Shade gains the **Ghillie Coating** upgrade for free, this does not count against your known upgrades.
- The Shade gains 1 D-Rank Genjutsu of your choice, that you could also qualify for. At 10th level, it learns one C-Rank Genjutsu of your choice, and one B-Rank Genjutsu at 17th level. (*These jutsu follow the same casting rules as the Jutsu Specialization upgrade.*)
- Genjutsu the Shade casts gain a +1 bonus to attack rolls and Save DC. Genjutsu it casts also deal an additional die of damage (once per turn).

SPELLBLADE FRAMEWORK

ASI: Intelligence score becomes 16, +1 to Strength score

You design your Puppet to be especially proficient in casting Ninjutsu. This framework comes with many benefits that aid this tool in molding the chakra of Ninjutsu, and other benefits to help with its offensive capabilities.

- The Spellblade gains a +1 bonus to its Armor Class.
- The Spellblade gains the **Warfare Augmentation** upgrade for free, this does not count against your known upgrades.
- The Spellblade gains 1 D-Rank Ninjutsu of your choice, that you could also qualify for. At 10th level, it learns one C-Rank Ninjutsu of your choice, and one B-Rank Ninjutsu at 17th level. (*These jutsu follow the same casting rules as the Jutsu Specialization upgrade.*)
- Once per turn, when the Spellblade would cast a Ninjutsu, it can perform a melee or ranged weapon attack as part of the same action against a creature within range (ranged attacks within 5ft. are not made at disadvantage).



MAGUS UPGRADES

All Magus Upgrades use you or your Puppet's, Ninjutsu or Genjutsu attack bonus and Save DC.

WOOD TIER

CHAKRA SENSORS

Techniques: Green, Perfect

You expand upon the light mechanism in your Puppet Tool's eyes to allow it to see even more. Your Puppet Tool gains 30 feet *Chakra Sight*. While a creature is in your Puppet Tool's chakra sight, you, your Puppet Tool, and any allies within 5 feet of your Puppet gain a +1 to AC and saving throws to resist this creature. You can take this upgrade multiple times, once for each Puppet Tool you have (The bonus to AC and saving throws cannot stack with multiple puppets).

If your Puppet has the *Eye Lights* Upgrade, double the range of the light sources produced, and increase the chakra sight by 15 feet.

ENVIRONMENTAL DISRUPTION

Techniques: Green

When you or your Puppet Tool would cast a jutsu, you can spend 3 chakra to cause the jutsu's affected area to become difficult terrain for the duration, and hostile creatures cannot benefit from any bonuses to speeds while in this difficult terrain. Jutsu that make an attack roll, the total distance your attack traveled to hit become difficult terrain. Jutsu with a duration of instant, the terrain lasts until the end of your next turn.

At Later Levels: This Upgrade can be taken using higher tier upgrade slots. For every two tiers taken above Wood, you can choose to increase the duration of the difficult terrain by +1 round.

PEERLESS CASTING

Techniques: Green, Perfect

Your Puppet Tool's jutsu is more difficult to counter. Creatures that would attempt to dispel, counter, or negate your Puppet's jutsu in any way do so at disadvantage.

Also, when your Puppet Tool would participate in a clash, it can use your or its own Chakra Control bonus in place of Ninshou, Martial Arts, or Illusions for its Clash check. (If Chakra Control is chosen using *Generalized Skill*, your Puppet Tool gains +1 ranks of Mastery in Chakra Control).

PIERCING CHAKRA

Techniques: Green

Jutsu your Puppet Tool casts are able to pierce the defenses of your foes more effectively. Select one classification of jutsu (Ninjutsu, Genjutsu, Taijutsu, Bukijutsu). Jutsu of your chosen type your Puppet Tool casts ignore up to -3 DR and deal an extra 3 damage against creatures that have temporary hit points. You can take this upgrade multiple times. A single Puppet can only acquire this upgrade twice.

At Later Levels: You can take this upgrade using a higher tier slot. For each tier above Wood, increase the amount of DR ignored and the bonus damage by 1. If taken using a Bronze or higher tier slot, this upgrade's effects also apply to the Puppet's unarmed and weapon attacks, as well as any Armory upgrades. If taken using a Silver or higher tier slot, Jutsu of the chosen type the puppet casts ignores resistance. If taken using a Gold or higher slot, Jutsu of the chosen type also treats immunity as resistance.

BRONZE TIER

CLASHING ADEPT

Techniques: Green

Prerequisite: *Peerless Casting*

Your Puppets are able to enhance the power of chakra to overcome dire odds in a flash. Twice per long rest, when your Puppet Tool or an ally within 5 feet would be targeted by a Ninjutsu or Genjutsu within 60 feet that would deal damage, your Puppet Tool can cast one Ninjutsu or Genjutsu they know or that you know with the casting time of 1 action and immediately initiate a clash with the jutsu. If the jutsu they cast doesn't have the clash keyword, it gains it. The triggering creature's jutsu does not need the clash keyword for this to work. (Genjutsu clash checks use the Illusions skill).

Also with this upgrade, when an allied creature within 30 feet, other than your Puppet, would enter a clash your Puppet may use its Reaction to boost their clash check by +1d6.

EMBOLDENED ELEMENTS

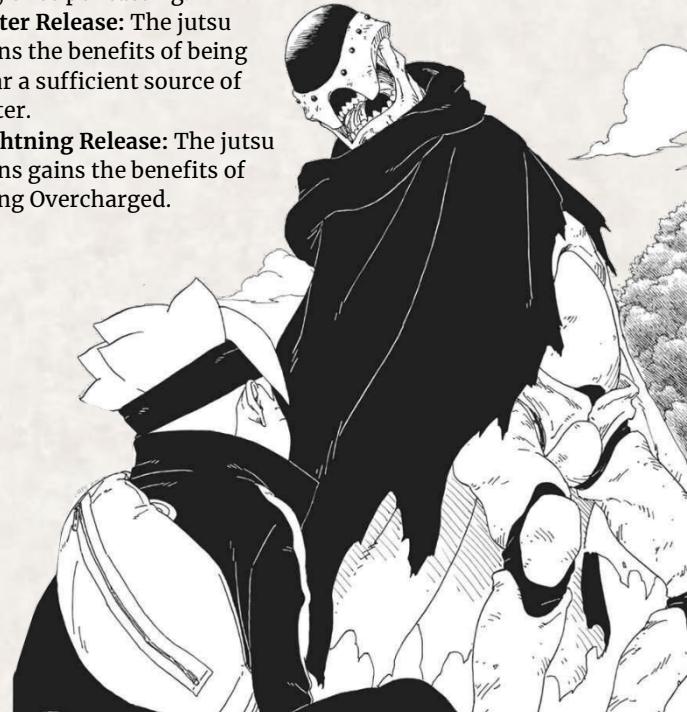
Techniques: Green

Your Puppet Tool is especially capable at molding the chakra of elements. You can benefit from this upgrade a number of times equal to your Proficiency Bonus per long rest.

When your Puppet casts a Ninjutsu, it can change the damage type of the jutsu to one that corresponds to a nature release you or your Puppets possess (Water=Cold). This can change up to 1 condition the jutsu inflicts, that has ranks, to 1 rank of a condition associated with the chosen element (Earth=Bruised, Wind=bleeding, Fire=Burned, Water=Chilled, Lightning= Shocked).

Alternatively, if the jutsu already possesses the nature release keyword of the element it is changing the damage type to, you can spend a use of this upgrade to inflict an additional effect based on the element chosen; These effects apply once per casting.

- Earth Release:** The jutsu increases any damage reduction, temporary hit points, or hit points gained by 2 dice, once per casting.
- Wind Release:** The jutsu gains the benefits of Swirl if it does not have it. If it does, increase the area of effect of Swirl by 5 feet in all directions.
- Fire Release:** The jutsu deals an additional amount of flat damage equal to half the total number of damage die, once per casting.
- Water Release:** The jutsu gains the benefits of being near a sufficient source of water.
- Lightning Release:** The jutsu gains the benefits of being Overcharged.



IMPROVED ARCHITECTURE (GREEN)

Techniques: Green

You improve upon the design of your frameworks in various ways. The Puppet Tool that gains this upgrade, gains a specific benefit depending on their framework; This upgrade can be taken multiple times, once for each Puppet you have.

- **Bestial Framework:** The Bestial Puppet increases another one of its ability scores that it could've increased at 2nd level by +2, and one C-Rank *Summon Trait* from the Sage Beast that it emulates. It cannot take the *Pack Tactics* trait.
- **Matryoshka Framework:** While the Matryoshka is attached to a creature, its AC is always equal to the AC of the ally it is on, if the resulting AC would be higher than their current AC. Also, these Puppet Tools can continue to act even if the creature they are attached to is incapacitated. Lastly, on a failed Strength, Dexterity, or Constitution saving throw, the Matryoshka takes only half damage. On a successful saving throw, it takes no damage.
- **Shade Framework:** When the Shade would cast a Genjutsu with its action, it can make one melee or ranged weapon attack as part of the same action (Ranged attacks within 5ft. are not made at disadvantage). Additionally, when the Shade casts a Genjutsu, creatures must succeed their DC by 7 or more to critically succeed, and critically fail if their result is below their DC by 4 or more.
- **Spellblade Framework:** Ninjutsu your Spellblade casts gain a +1 bonus to attack rolls and Save DC. Ninjutsu it casts also deal an extra die of damage (once per turn). Additionally, when the Spellblade makes its weapon attack as part casting a Ninjutsu, the weapon attack deals an extra 2 dice of damage, of a die size and damage type attributed to the Ninjutsu it cast.

SENSORY OVERLOAD

Techniques: Green

Genjutsu your Puppet Tool casts is adept at overloading

the senses of creatures it affects. When your Puppet Tool casts a Genjutsu, or you cast a Genjutsu through it, you can empower the jutsu based on a particular sensory keyword it possesses. You can use this upgrade a number of times equal to your Proficiency Bonus per long rest. The Puppet can benefit from this upgrade multiple times per casting, but each time you would activate one of the listed effects you spend 1 use of this upgrade.

- **Tactile:** Increase the damage dealt by your Genjutsu ability modifier. If you would already add your Genjutsu ability modifier, add your Proficiency Bonus. (This effect only works on Genjutsu that make an attack roll or impose a saving throw).
- **Auditory:** For the duration of the jutsu, one affected creature is treated as Deafened, as all they can hear is the sound of your illusion. If the jutsu allows creatures to repeat their saving throw, they do not automatically fail their repeat saving throw or make their saving throw at disadvantage as the result of this upgrade.
- **Inhale:** Your jutsu ignores resistance to it and treats immunity as resistance as the result of creatures being resistant/immune to the Poisoned condition.
- **Unaware:** Casting of your Genjutsu does not break stealth, nor does it require hand signs.

- **Visual:** Creatures with Chakra Sight do not make their saving throws at advantage, and creatures with Blindsight and/or True Sight make their saving throw at advantage, instead of automatically succeeding.

SUCCESSIVE CASTING

Techniques: Green

You install a mechanism to allow your Puppet Tool to make use of the resonance of your chakra left on an opponent struck by its jutsu to act as a guiding marker to make its next castings more lethal. Select one of the following options; You can take this upgrade a second time, to gain the other option, though it must be given to a different Puppet Tool. Only one hostile creature can be affected by this upgrade at a time (you choose when they would first be affected), and you can end this upgrade's effects on your turn (no action required).

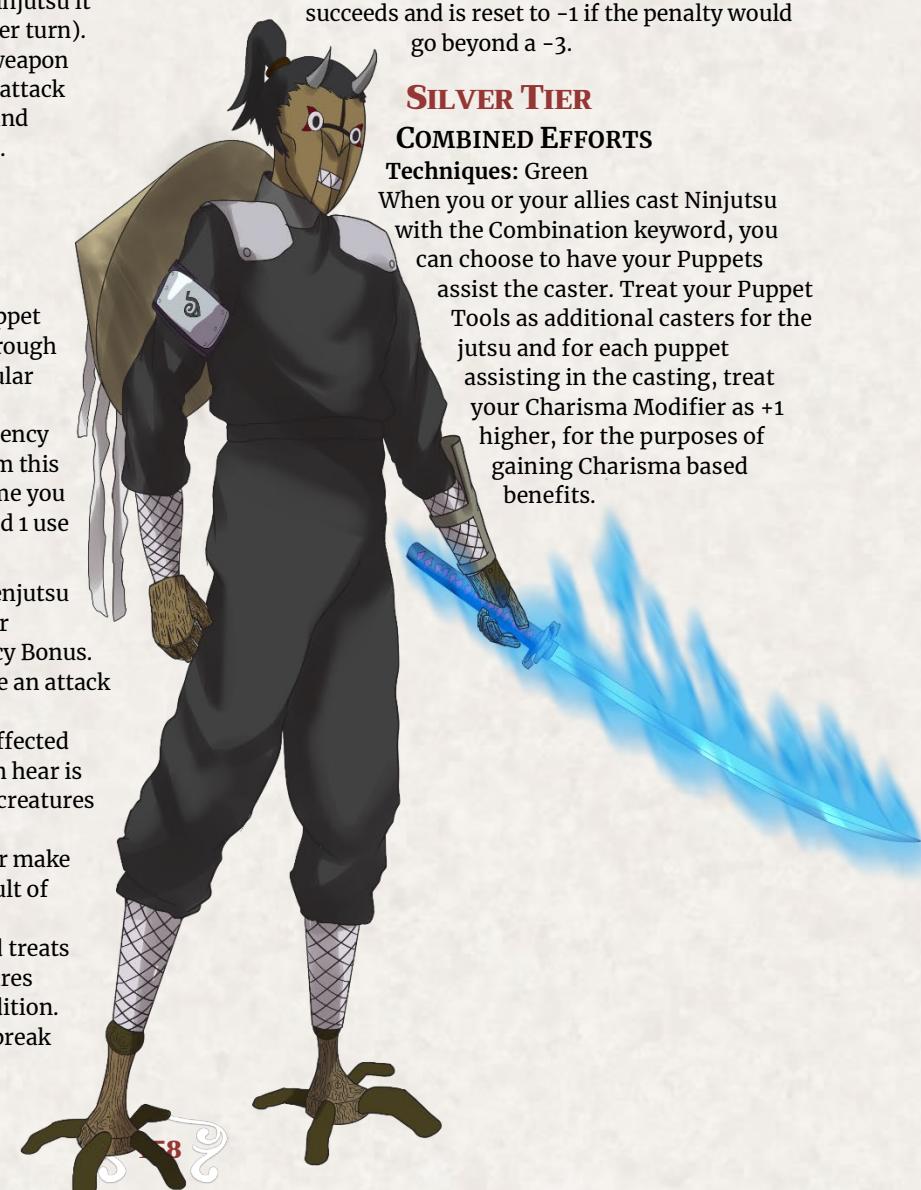
- **Offensive Focus:** For each attack your Puppet Tool lands with a Jutsu (or the *Natural Weapon* of the Bestial framework or the extra weapon attack upon casting a Genjutsu/Ninjutsu for the Shade/Spellblade frameworks), your Puppet Tool's next attack with a jutsu (or the above listed attacks) gains a +1 bonus to hit. This bonus can stack multiple times, but the total bonus is lost if your Puppet Tool misses and is reset back to +1 if the bonus would exceed a +3.
- **Oppressive Focus:** When a creature fails a saving throw from a Jutsu the Puppet Tool casts, they suffer a -1 penalty to the next saving throw they make against the next jutsu it casts. This penalty can stack multiple times, but the total penalty is lost if the creature succeeds and is reset to -1 if the penalty would go beyond a -3.

SILVER TIER

COMBINED EFFORTS

Techniques: Green

When you or your allies cast Ninjutsu with the Combination keyword, you can choose to have your Puppets assist the caster. Treat your Puppet Tools as additional casters for the jutsu and for each puppet assisting in the casting, treat your Charisma Modifier as +1 higher, for the purposes of gaining Charisma based benefits.



OVERFLOWING CHAKRA

Techniques: Green

Prerequisite: Chakra Regulators

Your Puppets pseudo-chakra network is so full of life that it can barely be contained. Your Puppet Tools are immune to effects that would prevent it from molding chakra or inhibit it from casting a jutsu in any way.

Additionally, twice per long rest, any Puppet Tool can touch a creature as an action to attempt to remove any of the above-mentioned effects from a different creature. If the effect is from an ability of B-Rank or lower, it automatically succeeds. If it is higher, the Puppet Tool makes a Chakra Control check against the DC of the effect causing the inhibiting effects, removing it on a success. Your Puppet Tools are Proficient in Chakra Control checks (or gain +1 rank of Mastery if already proficient or this skill is chosen with *Generalized Skill*).

PSYCHE OUT

Techniques: Green

Your Puppet Tool is able to alter how it molds the chakra of Genjutsu it casts to result in different effects. Your Puppet Tool can change one *sensory* keyword a Genjutsu it casts or that you cast through it to another *sensory* keyword (Auditory, Inhale, Tactile, Visual)

Additionally, when you would give *Mental or Sensory* condition with a Genjutsu, you can change the condition to a different *Mental or Sensory* condition, excluding the following (*Berserk, Invisible*). Doing this causes your jutsu to become less stable, forcing the swapped condition to last until the end of the creature's next turn instead of the usual duration.

RESIZABLE CASTING

Techniques: Green, Perfect

Your Puppets are able to mold chakra in such a precise way that they can innovate jutsu techniques that have been perfected over hundreds of years to be even more useful.

When your Puppet Tool casts a Ninjutsu or Genjutsu that creatures an area of effect (*Cube, Line, Cone, Cylinder, etc*), they can modify the shape following the **Conversion Rate** for the specific **Area Shape**. You cannot lower any dimension of the shape (length, height, width, etc) below 5ft.

Alternatively, they can completely change the area of effect to a **Basic Area** type, listed below. When they change to a **Basic Area**, the jutsu gains an additional 30 feet of range. You can apply **Conversion Rate** changes to **Basic Areas**.

This upgrade cannot be used with jutsu that summon a creature (constructs/structures work fine).

Area Shape	Conversion Rate	Basic Areas
Cone	Decrease the cone's length by 5 feet and increase its width by 5 feet, or vice versa.	15-foot Cone
Cube	Increase the cube's width by 5 feet and decrease its length by 5 feet, or vice versa.	20-foot Cube
Cylinder	Increase the cylinder's radius by 5 feet and decrease its height by 15 feet, or vice versa.	15-foot radius, 30-foot tall Cylinder
Line	Half the line's length and increase the width by 5 feet, or vice versa.	30-foot long, 5-foot wide Line
Sphere/Radius	Unavailable	15-foot radius or 15-foot sphere.

GOLD TIER

COLLABORATIVE GENJUTSU

Techniques: Green

Genjutsu your Puppet casts can now become even stronger with the help of allies. Genjutsu your Puppet casts gain a +1 bonus to Save DC.

When your Puppet Tool would cast a Genjutsu, up to three other allied creatures within 45 feet can spend chakra equal to half the jutsu's cost to embolden its effects. Each time an ally spends chakra to aid your Puppet Tool in casting the jutsu, the jutsu gains one of the following effects (Pick one). When at least one allied creature aids the Puppet in casting a Genjutsu this way, the Genjutsu is treated as having the *Combination* keyword.

- +2 damage dice as psychic damage, once per casting.
- +15ft of range or increase the area of effect by 5ft.
- Pick one of the following conditions. On a failed save, the creature gains 1 rank of your chosen condition (*Concussed* or *Dazzled*). The condition gained lasts until the end of the creature's next turn.
- Increase the damage die of the Genjutsu by 1 step (this option can only be taken once).
- +1 to critical threat range (this option can only be taken once)
- -1 to *Critical Failure* range (This option can only be taken once).

CRITICAL NINJUTSU

Techniques: Green

Ninjutsu your Puppet casts can now be exceptionally more deadly, or unintentionally more forgiving.

Ninjutsu your Puppet casts gain a +1 bonus to Save DC.

Creatures who fail their saving throw against your Puppet's Ninjutsu by 4 or more, take either an additional 3 dice of damage or gain an additional rank of a ranked condition (pick one, for all affected creatures).

FLOURISHING CHAKRA RESERVES

Techniques: Green

Prerequisite: Chakra Regulators

On your turn, your Puppet Tool can spend up to a number of its remaining chakra dice equal to its Constitution Modifier, gaining the result as temporary chakra for the next minute.

Additionally, when this Puppet Tool would fail a concentration check as the result of taking damage, it can spend one of its chakra die to instead succeed.



IMPROVED ARCHITECTURE II (GREEN)

Techniques: Green

Prerequisite: Improved Architecture I

You elevate the design of your Puppet Tools even further with more innovation. Your Puppet Tool gains additional benefits, depending on its Framework. You can take this upgrade multiple times, once for each Puppet Tool you have.

- **Bestial Framework:** The Bestial Puppet increases another one of its ability scores that it could've increased at 2nd level by +2, and one B-Rank Summon Trait from the Sage Beast that it emulates. Alternatively, it can take a lower rank trait. It cannot take the *Pack Tactics* trait.
- **Matryoshka Framework:** While the Matryoshka is attached to a creature, that creature reduces the cost of all jutsu they cast by -2 (Min. 1) (This can't stack with multiple puppets). Also, creatures whom the Matryoshka is attached to, gain new options to command them;
 - Grant the ally the benefits of one *Magus Upgrade* as if they possessed it, of Gold tier or lower, for 1 round.
- **Shade Framework:** When a creature succeeds a saving throw against a Genjutsu the Shade casts, the target always takes half the Genjutsu's damage. Additionally, while in stealth, creatures that make saving throws against the Shade do so with a -2.
- **Spellblade Framework:** When the Spellblade makes its extra weapon attack after casting a Ninjutsu, if the Ninjutsu was of B-Rank or higher, it can make two attacks. Regardless, the first attack it makes with this ability is at advantage.

PLATINUM TIER

DEAD ZONE

Techniques: Green

Prerequisite: Chakra Sealing Mechanism & Overflowing Chakra

Once per long rest, your Puppet Tool as an action can release a wave of disruption and disorder. All hostile creatures within 60 feet must make a Constitution or Wisdom saving throw (your choice for all creatures) against the Puppet Tool's highest save DC as it sends out a pulse of chakra. On a failed saving throw, affected creatures lose the ability to mold chakra until the end of their next turn. Furthermore, they cannot take actions or Bonus Actions until the end of their next turn. On a successful saving throw, creatures are instead Dazed and Slowed until the end of their next turn as they feel extremely woozy (Creatures who succeed by 5 or more, suffer no ill effects).

When your Puppet uses this upgrade, it must make a flat DC 13 Constitution check or become Stunned until the end of its next turn as it has overloaded its chakra network to the point where its systems fail. Your Puppet Tool can spend 2 of its chakra dice to use this action again, however, the DC and the rounds they are stunned for increase by +1 each time until the Puppet Tool takes a long rest.

INESCAPABLE CHAKRA

Techniques: Green

Jutsu your Puppet Tool casts have become virtually inescapable. When a creature would succeed a saving throw against a jutsu your Puppet casts or a *Magus Upgrade* your Puppet uses, your Puppet can force the creature to reroll the d20, taking the lowest result. Your Puppet Tool may also use this upgrade as a Reaction if a hostile creature succeeds a saving throw against an allied creature's jutsu, so long as the Puppet Tool is within 60 feet of this ally. This upgrade can only be used once per casting.

This Upgrade may be used three times per long rest. You recover one use of this upgrade on a short rest. Alternatively, your Puppet may spend 2 of its chakra die to use this upgrade an additional time without taking a rest.



PURPLE TECHNIQUE ~ JUGGERNAUT

Puppet Masters who practice the Purple Technique are known as Juggernauts. These shinobi break from the tradition of puppeteering and turn their wondrous Puppet Tools into armor they adorn.

Some Juggernauts seek to turn their puppet into a machine of death and terror while others become the arbiter of justice and order. Regardless of their goals, these shinobi are bound by one goal: To innovate and become an unstoppable force.

PURPLE TECHNIQUE PROFICIENCY

When you choose this technique at 2nd level, you begin specializing in skills to utilize your Puppet as a suit of armor. You gain proficiency in Heavy armor and the Disguise kit.

Choose between the following upgrades: **Chakra Blast**, **Integrated Weapon**, or **Power Fist**. You gain this Upgrade and it does not count against your total known Upgrades. This chosen upgrade increases its damage die by 1 step.

Lastly, while wearing your *Juggernaut Armor*, you are able to qualify for jutsu that require you to wear armor of a specific type, regardless of your Juggernaut Armor's type.

ARMOR CHASSIS

Also at 2nd level, you have developed a secret technique to transform your Puppet Tool into a set of usable armor. Your **Puppet Tool** gains the ability to turn into *Juggernaut Armor*. You can transform or detransform your Puppet as a Bonus Action in combat (and immediately don/doff your armor as part of the same action), or any point while in its armor state. While transformed into a set of armor, your Puppet Tool loses the ability to be commanded, and is no longer considered a creature, instead being treated as armor instead. While wearing your armor, any **Puppet Upgrades** it possesses can be activated and used by you.

When you craft your Juggernaut Armor, you create it with specific *Armor Chassis* in mind. Select one of the following Armor Chassis, listed on the following page. Your Juggernaut Armor gains the listed statistics and properties.

You also gain access to *Armorer's Upgrades*, which are Puppet Upgrades exclusive to the Purple Technique.

ARMORER'S EYE

Starting at 6th level, working with your Puppet more closely to craft the perfect set of armor has made you more adept at noticing the flaws in the armor of others. When facing a hostile creature wearing a set of armor either physically or from a jutsu such as *Chakra Skin*, you can as a Bonus Action make a Perception check vs. a DC equal to 5 + Twice the armor's bulk (or thrice the jutsu's rank). You may use Intelligence for Perception checks made this way.

On a success, your next attack against the creature ignores their armor or jutsu's bonus to AC, and any damage reduction granted by their armor or jutsu. If you succeed by 5 or more, increase this attack's critical threat range by +1. If you succeed by 10 or more, this next attack cannot be reacted to.

You can do this a number of times equal to your Proficiency Bonus per long rest.

ENHANCED VISION

Starting at 6th level, you have fit your armor with a special chakra visor that grants you 60 feet of Darkvision and doubles your normal sight range. If you already have Darkvision, it is increased by 60 feet instead. You can accurately make out the details of things within 1 mile of you.

Also at 6th level, you learn the E-Rank Ninjutsu *Enhanced Defense*. When you take the attack action, you can cast Enhanced Defense at the conclusion of your attack action.

INTELLIGENT DESIGN

Starting at 10th level, various battles have taught you that many flaws still exist within your armor's design, and you learn from your mistakes.

You realize the pockets within your suit to allow you breathe leave you with a vulnerability to poisons, so you install new filters. You become immune to airborne toxins and poisons while in your armor.

You have also realized that your armor must provide more for your physical strength to compete with the natural talent of martials. While wearing your *Juggernaut Armor*, you are proficient in all Strength skills, have Mastery on Strength saves, and increase either your Strength or Dexterity scores (and their maximum) by +2 (Pick one; This cannot be changed).

BRAWNY ENGINEERING

Starting at 14th level, you begin to understand that sometimes less is more. Instead of constantly innovating, it is best to improve on what you already have. Once per long rest, when you equip your *Juggernaut Armor*, you gain access to half your Puppet Tool's hit points, as temporary hit points. For every 1 of this THP you lose, your Puppet loses 1 HP. These temporary hit points cannot be restored by any means.

NEARLY PERFECTED ARCHITECTURE

Starting at 17th level, your brilliant mind has created a near flawless piece of Puppet Armor, but perhaps, more can still be added. Gain 2 Upgrades of Silver tier or lower for free. Additionally, select two Armor Properties from Chapter 5: Equipment. Your *Juggernaut Armor* gains these properties.

MASTER OF THE PURPLE TECHNIQUE

Starting at 20th level, what you have created is the pinnacle of what every follower of the Purple Technique wishes to one day create. Your work will serve as lessons for Puppet Masters to come. Your Intelligence score (and its maximum) is increased by +2. While wearing your *Juggernaut Armor*, it is increased by +2 once more.



JUGGERNAUT ARMOR CHASSIS

Armor Name	Description	Armor Type	AC	Dex Bonus	Bulk	Armor Properties
Weaved Mail	A unique chassis that takes the appearance of normal clothing. Like a set of wearable chakra strings, this armor is able to conduct your chakra to aid your survivability and make your defense nearly undetectable.	-	+0	Full modifier	0 Bulk	Smart, Mobile
Wooden Suit	A simple yet elegantly designed set of smooth wooden armor with various supports to aid in maneuverability as well as defense.	Light Armor	+3	Full Modifier	3 Bulk	Athletic, Mobile
Iron Shell	This armor is formed of multiple segments of iron, which grants you access to an armor set that is both sturdy and dependable, but not egregiously heavy.	Medium Armor	+5	Maximum +2	6 Bulk	Fashionable, Reinforced (4) Sturdy
Steel Fortress	A favorite of Sasori of the Red Sand. This Armor chassis is extremely large and durable, providing the most protection thanks to its Steel lining.	Heavy Armor	+8	-	8 Bulk	Bulky, Powerful Build, Reinforced (7), Threatening

*B/P/S – Bludgeoning, Piercing, Slashing

UNIQUE ARMOR PROPERTIES

ATHLETIC

Armor with the Athletic property grants a +1d4 bonus to Acrobatics.

MOBILE

Armor with the Mobile property grants a +5 bonus to movement speed and a +1 bonus to Dexterity skill checks and saving throws.

POWERFUL BUILD

Armor with the Powerful Build property causes the wearer to count as one size larger when determining their carrying capacity and weight they can push, drag, or lift. Increase your maximum bulk by +10. Lastly, increase your Strength Score by +2, up to the maximum of 22.

SMART

Armor with the Smart property enables the wearer to calculate their AC using the *Smart AC* calculation:

Smart AC: 10 + your Dexterity Modifier (Min. 1) + your Intelligence Modifier (Min. 1) + half your Proficiency Bonus (rounded down).

STURDY (RENAMED)

Armor with the Sturdy property enhances Reactions that would provide its wearer with damage reduction or temporary hit points. With such Reactions, add twice this armor's Reinforced DR value to the damage reduced or temporary hit points gained. This property does not take effect if the armor's Reinforced DR value would already reduce the damage being received.



ARMORER'S UPGRADES

All Armorer's Upgrades use you or your Puppet's, Ninjutsu or Taijutsu attack bonus and Save DC.

WOOD TIER

ADVANCED SOFTWARE

Techniques: Purple, Perfect

You integrate physical and digital technology into your Juggernaut Armor. Your armor is capable of connecting to the Ninja-Net, and you have advantage on checks against Regional Counter Hack systems. Your armor is also fitted with a Radio Link, with a maximum range equal to your Puppet Master level in miles.

You also now treat your armor as possessing a *Hackers kit*, with a number of charges equal to your Proficiency Bonus per long rest. You are proficient with this kit.

ACCELERATED MOVEMENT

Techniques: Purple, Perfect

You lighten your armor allowing for more mobility. Increase all movement speeds you possess by +10 feet.

At Later Levels: You can take this Upgrade using a higher tier Upgrade slot. If taken at Bronze tier or higher you may Dash as a Bonus Action. If taken at Gold tier or higher, you gain a +2 bonus to saving throws to resist having your movement speed lowered in any way.

BIONIC REFLEXERS

Techniques: Purple

You install highly flexible supports in the legs of your armor. You can fall 60 feet before taking fall damage while wearing your armor, and taking fall damage doesn't knock you prone. You also gain an extra benefit depending on your Armor Type;

- **Weaved Mail / Wooden Suit:** Standing up from being prone only costs 5 feet of movement.
- **Iron Shell / Steel Fortress:** You always half any fall damage you receive.

CHAKRA BLAST

Techniques: Purple, Perfect

You infuse your armor with a gauntlet that can conduct intense blasts of chakra. You gain the following natural weapon, *Chakra Blast*. This weapon counts as any Ranged weapon, any Bow, or Senbon. This weapon can be used as a component in Jutsu.

Chakra Blast. Ranged Weapon Attack: Ninjutsu or Taijutsu attack bonus to hit, Range 60ft, one target. Hit: $1d8 +$ Ninjutsu or Taijutsu ability modifier in force damage. As part of making an attack with this weapon, you can spend up to 3 chakra. For each point of chakra you spend, increase the damage dealt by +2.

ELEMENTAL REACTOR

Techniques: Purple

You fit your Puppet Tool with a special elemental reactor which enables you to cast jutsu of a specific element. Select between Earth, Wind, Fire, Water, or Lightning. You gain this element's reactor, gaining the jutsu associated with it as long as you meet the level requirement. You can take this upgrade multiple times, each time selecting a different element.

ELEMENTAL REACTOR TABLE

Level	Earth Reactor (Earth Release)	Wind Reactor (Wind Release)	Fire Reactor (Fire Release)	Water Reactor (Water Release)	Lightning Reactor (Lightning Release)
2 nd	Earthen Grasp	Passing Typhoon	Fox Fire	Water Whip	Thunder Tempest
6 th	Turning Palm	Wall of Wind	Fire Dragon Bullet	Wall of Water	Lightning King's Mantle
10 th	Earth-Style Palm	10,000 Slicing Blades	Fire Wall	Water Fang	Lightning Spear
14 th	Stone Needle	Drilling Wind Bullet	Great Fire Absorption	Falling Rain Needle	Lightning Shield

FARADAY FACEPLATE

Techniques: Purple

After casting a Jutsu of D-Rank or higher, until the start of your next turn, you have advantage on saving throws against being charmed, mind controlled, stunned, or dazed from Genjutsu.

At Higher Levels: You can take this Upgrade as a Silver tier Upgrade. If you do, you can activate the Upgrade by spending 3 chakra at the start of your turn, forgoing the need to cast a jutsu.

INTEGRATED WEAPON

Techniques: Purple, Perfect

You install a special weapon into your armor of your own design. Select one of the following options. You can take this upgrade a second time, to gain the other. These weapons use your Ninjutsu/Taijutsu modifier for attack and damage rolls. These weapons can be used as components in Jutsu.

Each weapon possesses a special ability to aid you even further, listed below their descriptions. You can use these abilities a total number of times equal to your Proficiency Bonus, per short or long rest.

- **Arm Blades:** You fit your armor with blades that can extend from your arms when you attack. This weapon deals $1d6 +$ your chosen modifier in slashing damage. This weapon counts as a Tonfa and Knuckle Blades.
 - *Double Strike.* Once per round, when you make an attack with the Arm Blade, you can make one additional attack with it as part of the same action.
- **Axe Tail:** You fit your armor with a long, serrated tail that can sway attacks from you. This weapon deals $1d8 +$ your chosen modifier in piercing damage. This weapon counts as Whip, Weighted Chain, and Scythe.
 - *Deflection.* As a Reaction to being targeted by an attack within 10 feet of you, you can increase your AC by 1d8 for the triggering attack. After using this Reaction, each time you are targeted by an attack until the end of the current turn, you can make an attack against the triggering creature using your tail, ignoring DR.

POWER FIST

Techniques: Purple, Perfect

You infuse your armor with a gauntlet that allows your fists to hit with incredible force. You gain the following natural weapon, *Power Fist*. This weapon has the Unarmed and Multiattack properties, and counts as a set of Combat Bracers and Iron Claws. This weapon can be used as a component in Jutsu. When you craft this upgrade, pick a damage type for it between Bludgeoning, Piercing, or Slashing.

Power Fist. Melee Weapon Attack: Ninjutsu or Taijutsu attack bonus to hit, Unarmed range, one target. Hit: $1d6 +$ Ninjutsu or Taijutsu ability modifier in your chosen damage type. As part of making an attack with this weapon, you can choose to spend 3 chakra. If you do, you knock the creature back 5ft. If the creature cannot be knocked back, increase the damage dealt by your proficiency in force damage.

BRONZE TIER

ADAPTIVE CAMOUFLAGE

Techniques: Purple

As an action, you can cover your Juggernaut armor in chakra, blending into your surroundings, similar to the *Body Camouflage* Ninjutsu. This lasts until you deactivate it. While active, you are considered lightly obscured, and can hide from a creature even when they have a clear line of sight to you.

DEEP-LEARNING ANALYSIS

Techniques: Purple

Prerequisite: *Advanced Software*

You expand upon your armor's ability to aid you pierce the defenses of the digital age. Increase the number of charges of your armor's natural kits by +2. You also have advantage on checks against the National Counter Hack systems.

Additionally, you can treat your armor's *Hacker's Kit* as a *Forensic Kit* as well, sharing the same number of charges. You are proficient with this kit.

ENVIRONMENTAL ADAPTATION

Techniques: Purple, Perfect

You install up to two of the following modifications to your armor to deal with the cruelty of mother nature. Unlike other upgrades, you can change the modifications to your armor during a short rest. Each of these mods should visually change your armor's appearance.

- **All-Season Boots:** Your Armor ignores the effects of naturally occurring difficult terrain (Ex. Rugged Badlands).
- **Anti-Coating:** Your Armor is immune to detrimental effects of naturally occurring poisonous environments and protects you from non-jutsu based poisons.
- **Cooling Ooze:** Your Armor is immune to any detrimental effects from naturally hot environments (Ex. Volcanos, Hot Deserts).
- **Heat Vision:** Your Armor is fitted with special lenses that allow it in darkness or through smoke. You gain Darkvision while in any form of darkness, and can see through non-jutsu based smoke with no difficulty (Ex. Smoke Bombs, Gas Vents).
- **Integrated Heaters:** Your Armor is immune to any detrimental effects from naturally cold environments (Ex. Snowy Alps)
- **Oxygen Converters:** Your Armor is built to let you swim to great depths. Your swimming speed is equal to your movement speed, and you can breathe underwater for up to X hours before needing a rest to clean your armor's filters. (X = Puppet Master level)

At Later Levels: You can take this Upgrade as a Gold tier upgrade to gain an additional +2 modifications.

INCAPACITATING BLASTS

Techniques: Purple

Prerequisite: *Chakra Blast*

You install one of two unique augments to your *Chakra Blast* that allow it to incapacitate your foes. You can use this upgrade as a Bonus Action, though if you do, you cannot use your *Chakra Blast* as an action on your turn. You can use this upgrade a number of times equal to your Intelligence Modifier per long rest.

- **Blinding Blast.** You generate a blast of light at all creatures within 10 feet of you, other than you. All creatures must succeed a Wisdom saving throw or become Blinded until the start of their next turn.

- **Concussive Blast.** You send a shockwave of sound at a creature within 60 feet of you. This creature must make a Wisdom saving throw become Deafened until the start of their next turn, and Dazed.

INTERNAL STORAGE

Techniques: Purple

You have managed to find unused space in your armor, allowing you to carry more resources. Increase your maximum bulk by 10. Also, items or other perishables that are stored in your armor last for twice as long.

ION FIST

Techniques: Purple

You integrate an ionized layer in your gauntlet, raising the maximum destructive capabilities. Your *Power Fist* now deals force damage in addition to its original damage type, and has its damage die increased by 1 step. (d4 → d6 → d8 → d10 → d12)

Also, once per turn, when you score a critical hit a powerful shockwave erupts from your *Power Fist* forcing all creatures within 5 feet other than you to make a Strength saving throw against your Ninjutsu or Taijutsu Save DC or be knocked prone.

MASTERED ARMAMENT

Techniques: Purple

You install an improved version of the special weapon you made previously into your armor. Select one of the following options; You can take this upgrade a second time to gain the other option.

Each weapon possesses a special ability to aid you even further, listed below their descriptions. You can use these abilities a total number of times equal to your Proficiency Bonus, per short or long rest.

- **Arm Blades:** Twice per round when you hit a creature with your arm blades you can pull them out violently. A creature must make a Constitution saving throw or gain a rank of bleeding. Also, you gain additional uses of your *Arm Blades, Double Strike* special ability equal to half your level.
- **Axe Tail:** When you would use *Deflection* you can instead react if an attack hits you, and the AC bonus rerolls 1s and 2s and lasts until the start of your next turn. Also, you gain additional uses of your *Axe Tail, Deflection* special ability equal to half your level.



STONECOLD STRONGHOLD

Techniques: Purple

When your Puppet Tool would not move on your turn, a blue sigil of chakra appears on the ground within a 10-foot radius of it. All allied creatures, excluding you and your Puppet Tool, gain a +1 to AC and Strength, Dexterity, and Constitution saving throws, for the first attack made against them and saving throw they make per round respectively.

At Higher Levels: You may take this upgrade as a Silver tier upgrade to also gain its effects when it activates. Furthermore, you can take it as a Gold upgrade, to increase the bonuses to a +2.

SILVER TIER

BATTLE READY ARMOR

Techniques: Purple

You have learned to adapt your armor to even the harshest situations. Choose a number of armor seals that would take up to 3 armor slots that you qualify for. You gain these armor seals and you can swap out which seals you are benefitting from on a full rest.

CHAKRA ENHANCED VISION

Techniques: Purple, Perfect

Your Juggernaut Armor's ability to perceive movement and detail is improved exponentially. None can escape your gaze. You gain the following benefits;

- You ignore any benefits creatures may possess as the result of cover (excluding full cover), and you can see creatures that are lightly or heavily obscured with no issues.
- When you would make a Dexterity saving throw against an effect you can see, you can make an Intelligence saving throw instead. You can gain this benefit a number of times equal to your intelligence modifier per long rest.
- When a creature hits you with a ranged attack roll and you can see the creature, you may cast the *True Strike* Genjutsu as a Reaction, targeting that creature.
- When a creature attempts to take a Hide action against you, you can immediately make an Intelligence or Wisdom (Perception; Your Choice) to contest its Stealth check.

HEALING SALVE

Techniques: Purple

Your armor is fitted with a special salve that can be used to mend your wounds or cure any afflictions. At the start of turn, before any action is taken, you can use one of the following. You can use this upgrade thrice per long rest.

- Recover 2d10 + your Proficiency Bonus in hit points. Using this effect at 0 hit points cost an additional use.
- Remove the Bruised, Dazed, Staggered, or any Elemental condition affecting you.

HEAVY PLATING

Techniques: Purple

Your armor becomes more adept at withstanding common forms of damage. Select one damage type (Bludgeoning, Piercing, Slashing). You gain resistance to this damage type.

At Later Levels: You can take this upgrade as a Gold or Platinum tier upgrade. For each tier above Silver, you select an additional damage type to gain resistance to from the given list.

KINETIC OVERFLOW

Techniques: Purple

Your armor is able to store the kinetic energy of your attacks or attacks you receive. This upgrade can store a number of *Kinetic Charges* equal to half your Proficiency Bonus. You can acquire these charges in one of two ways, listed below; To begin charging using one of the following methods, you first must spend 3 chakra. Once you select a method, if you would change to another method, you lose all charges you have acquired. Charges not spent within 1 minute are lost.

- **Absorption:** The first time each turn when you would take damage, you can gain 1 *Kinetic Charge*. Kinetic Charges gained this way cause your armor to begin to glow purple. As an action while benefiting from this

method, you can move up to your movement speed and release a 20-foot radius pulse of purple chakra, spending up to your total charges. Each creature must make a Dexterity saving throw against your Ninjutsu or Taijutsu Save DC. **Success:** Half damage. **Failure:** 2d6 force damage per charge spent. **Critical Failure (Fail by -5 or more):** Same damage, 15 feet of knockback and are knocked prone.

- **Accumulation:** The first time each turn when you would cast a Jutsu of D-Rank or higher or use your *Chakra Blast*, *Power Fist*, or *Integrated Weapon*, you can gain 1 *Kinetic Charge*. Kinetic Charges gained this way cause your armor to begin to glow blue. While benefiting from this method and you would cast a Jutsu of D-Rank or higher that deals damage, you can spend up to your total Kinetic Charges to increase the damage roll by 1d6 for each charge spent. Alternatively, if you deal damage with the above listed upgrades, you can spend charges in the same way, adding a +1d8 bonus to the damage roll per charge.

RAPID DISORDER

Techniques: Purple

You create a fun upgrade to cause a massive amount of disorder amongst your foes in the first moments of battle. You gain access to the unique natural weapon, *Opening Missiles*, a weapon that fires dozens of small rocket powered bullets from a multitude of compartments in your armor.

This weapon can only be used as an Action, or as a Reaction as part of rolling for initiative. If used on initiative, this weapon cannot be reacted to.

This weapon possesses the ammunition property. Each time you use this weapon, you lower your ammunition die by a step. If you run out of ammunition, you cannot use this upgrade again until you complete a long rest.

Opening Missiles. When this weapon is used, roll two dice equal in value to your current ammunition die and multiply the result by 5. This is the total amount of damage the weapon deals. For each creature you target, you decide how much of this damage you delegate to them, as piercing damage. *Area Weapon Attack:* Dexterity saving throw (vs. Ninjutsu or Taijutsu Save DC), Reach 120-foot radius, all creatures of your choice. **Success:** Half damage. **Failure:** Damage delegated and the creature is knocked prone. **Critical Failure (Fails DC by -5 or more):** Same effects as failure + 1 rank of Lacerated.

STURDY CRAFTSMANSHIP

Techniques: Purple

After taking a few too many beatings, you improve your armor with a mechanism similar to shock absorbers, allowing you to resist being pushed around. You have advantage on skill checks and saving throws to avoid being moved. Also, if you would be knocked back you are instead knocked back half the distance and you only take half as much falling damage.

GOLD TIER

ARMORED ADVENTURES

Techniques: Purple

You decide that it would be in your best interests to invest in a set of armor for one of your comrades as well. You craft another set of *Juggernaut Armor* for an ally during a full rest.

This armor can be of any armor listed in the *Armor Chassis* feature. This armor draws from your total *Puppet Upgrade* pool, but comes preinstalled with two *Wood Tier* Upgrades or *Bronze tier* Upgrades of your choice. This armor is esoterically designed, preventing any other creature including you from wearing this armor.

CLOAKING DEVICE

Techniques: Purple

Prerequisite: *Adaptive Camouflage*

Your armor is able to hide you from even the most trained of eyes. While *Active Camouflage* is active, if you do not move during your turn you can use your Reaction to take the Hide action using an Intelligence (Stealth) check. You make this check with disadvantage if you are within 5 feet of another creature or if you attacked during your turn.

Additionally, if you do not move while hidden, you cannot be sensed or seen by the following special senses: *Chakra Sight*, *Chakra Sense*, *Darkvision*, *Heatvision*.

Finally, once per rest, you are able to cast the *Invisibility Genjutsu* on yourself at no cost nor its concentration cost. When you cast *Invisibility* this way, the jutsu's rank is treated as your highest jutsu known rank.

G30

Techniques: Purple

Your armor is internally coated with a non-Newtonian slime that hardens in response to physical trauma. Your *Juggernaut Armor* gains the Fortified Armor property. When this property's effects trigger, you may gain $2d12+5$ temporary hit points until the end of the current turn, once per turn.

Additionally, at the start of each of your turns, you may spend 5 chakra to treat yourself as gaining a rest for the purposes of the Fortified property only.

FORTIFIED DEFENSES

Techniques: Purple

You redesign your armor to reinforce your muscles, allowing them to almost never fail under pressure. You do not lower your Strength checks, attack rolls, or saving throws as a result of conditions or effects from hostile creatures. Additionally, you have advantage on saving throws that would lower your strength score in any way.

FULL METAL JACKET

Techniques: Purple

Prerequisite: *Heavy Plating*

You have upgraded your armor to the point that techniques that would have turned it to dust, now barely scratch its surface. Your AC cannot be lowered in any way from hostile effects and jutsu, features, or effects that would destroy your armor are ineffective (your armor remains intact.)

INFILTRATOR

Techniques: Purple

Prerequisite: *Deep-Learning Analysis*

There is no system that can outsmart the hacking design of your armor. Increase the number of charges of your armor's natural kits by +2. You have advantage on checks against the Militarized Counter Hack systems. You can also treat your armor's *Hacker/Forensics* kit as a Security Kit, sharing the same number of charges. You are proficient with this kit.

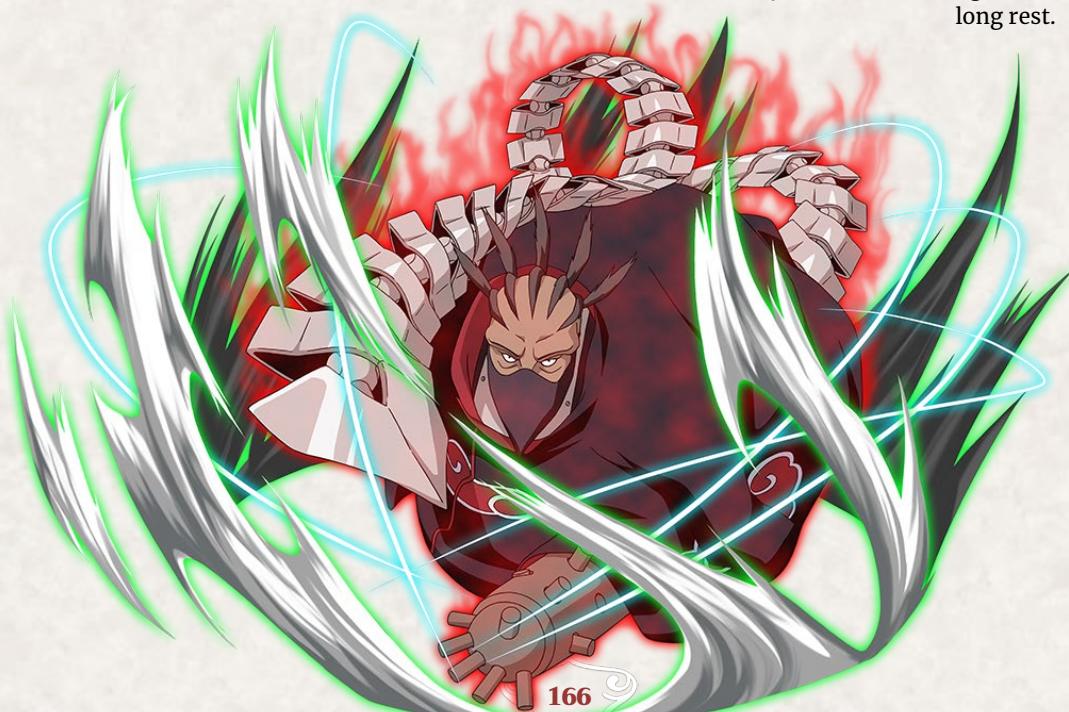
Using your armor's natural kits, you can complete any task that would require any of the available kits in half the required time, or 1 minute of the time would be greater than a minute.

SAVING GRACE

Techniques: Purple

You install a safety mechanism to protect your allies in the event their lives are in danger. As a Reaction to seeing an allied creature, other than you, fall to 0 hit points within 90 feet, you quickly eject from your *Juggernaut Armor* and use your *Chakra Threads* to throw it towards the creature, immediately donning your armor on them.

When this occurs, the creature is immediately stabilized at 1 hit point and is moved a distance equal to twice your movement speed. Once you use this upgrade you cannot use it again until you finish a long rest.



PLATINUM TIER

JUGGERNAUT SLAYER

Techniques: Purple

When you would reach 0 hit points while in combat, you may allow your armor shocks you in such a way that you are revitalized with more strength than before. For the next minute, you gain a +1d4 bonus to all attack rolls, saving throws, and *Physical* skill checks, gain a number of temporary hit points equal to your Puppet Master level at the start of each of your turn, are immune to all *Physical* conditions, and add your Proficiency Bonus to all damage rolls.

Your hit points are treated as 0 for this minute and cannot go below 0, but you remain conscious and when you take damage, you do not automatically fail a death saving throw, instead making a death saving throw at advantage. Once this upgrade ends, you gain 2 ranks of Exhaustion and Weakened, plus an additional 1 rank of both conditions for each round you were in this state for. You can end this state as an action on your turn. This upgrade ends early if you regain more than your Puppet Master level in hit points.

PHASE SUIT

Techniques: Purple

Prerequisite: Your Juggernaut Armor must be *Weaved Mail*, a *Wooden Suit*, or an *Iron Shell*.

Your armor is supercharged with lightning that allows you to briefly exit and re-enter reality. Your armor gains the following benefits; This upgrade possesses a number of **Spectral Charges** equal to your Intelligence Modifier per long rest, and each ability provided by this upgrade requires a specified number of charges to activate. If you would teleport or enter another dimension, you regain 1 Charge for this upgrade, once per round.

- **Spectral Dodge (1 Charge):** When you take damage from an attack roll, you can use your Reaction to briefly become intangible for the attack, causing it to miss you entirely. You cannot do this against critical hits and attacks that deal psychic damage.
- **Spectral Warp (1 Charge):** You gain the ability to cast the Ninjutsu, *Lightning Release: Lightning Step*, at no cost, regardless of whether you are able to cast it normally or not. If you can already cast this jutsu, double the distance you can travel with it when you use this upgrade to cast it. Using this upgrade to cast Lightning Step does not give you back a Charge for this upgrade.
- **Spectral Transposition (2 Charges):** As an action, you can become intangible, and move through creatures or objects until the end of your turn. If you end your turn inside a creature or object, you are forced to the nearest unoccupied location, taking 10 force damage for each foot you are forced to move.

MECH PILOT

Techniques: Purple

Prerequisite: Your Juggernaut Armor must be a *Steel Fortress*.

You have created something truly special. As an action, you can activate an enlargement mechanism inside of your armor, turning it into a Huge mechanical powerhouse. You pilot this mech from the inside. You can maintain this mech for 1 minute. If you go beyond this minute, you can spend 1 Hit and Chakra Die at the start of each of your turns to maintain it for an additional round. You gain the following benefits while this mech is active;

Once this upgrade ends, you gain 1 rank of Weakened and Slowed as your armor reverts back to normal. For every 2 hit die and chakra die you spent to maintain this upgrade, gain an additional rank of Weakened and Slowed.

- You gain a +3 bonus to your AC, and gain damage reduction equal to your Proficiency Bonus.
- Any ammunition spent on upgrades is restored.
- Your size becomes Huge, and you provide all other allied creatures within 10 feet of you gain the benefits of half cover. You can also house up to two allied creatures inside of your armor. Any effects that target those creatures, must instead target you first.
- You deal an extra die of damage with your *Chakra Fist*, *Power Fist*, or *Integrated Weapon*. Any **Armory** upgrades you may have, have their damage die increased by 1 step.
- Your movement speed is increased by +30, and you ignore difficult terrain.
- You have advantage on saving throws to resist Genjutsu.
- The maximum weight you can lift is multiplied by 100 and you have advantage on checks made to grapple or throw creatures that are smaller than you. You also deal double damage to structures, objects, and constructs.
- You have advantage on Strength and Dexterity skill checks.
- Against *Aberrations*, *Beasts*, *Constructs*, *Demons*, *Monstrosities*, *Mutants*, and *Plants*, you ignore resistance and treat immunity as resistance with damage rolls that include any *Armorer Upgrade* or upgrade with "Armory" in the name.



RED TECHNIQUE ~ PERFORMER

Puppet Masters who practice the Red Technique are known as Performers. Like traditional puppeteers, these shinobi focus on commanding their Puppet Tools, with a higher emphasis on the strength of numbers.

Performers are best known for creating a spectacle on the battlefield, commanding numerous puppets simultaneously to tear enemy forces asunder.

RED TECHNIQUE PROFICIENCY

When you choose this technique at 2nd level, you gain proficiency in Performance and Insight.

You have decided to invest in commanding multiple puppets. You gain a second *Puppet Tool*, however, both Puppet's Tools maximum range is reduced to only 250ft, and both Puppets have their hit points halved. When you command one puppet, you may command another puppet as well, though you can only command a specific puppet once per turn. Your Puppets draw from the same upgrade pool for *Puppet Upgrades*. When you would spend your action to *cast Mending* on a Puppet, you can target another Puppet Tool, to receive the healing.

You take precautions to protect your more fragile Puppets. Each Puppet Tool you acquire gains 1 Wood Tier upgrade for free.

Lastly, per rest, your Puppets gain four times your proficiency bonus in temporary hit points.

STRENGTH IN NUMBERS

Also at 2nd level, all Puppets you acquire are crafted with a specific *Puppet Role*. Listed on the next page, these roles grant your puppets new abilities and ability score increases.

You also gain access to *Upgrades of the Theatre*, which are Upgrades exclusive to the Red Technique.

PUPPET THEATRE

Starting at 6th level, you invest further time into your puppeteering skills, allowing for new techniques to be made up on the fly. As a Reaction, when you would see a creature cast a jutsu one of your puppets has the ability to cast you make a Performance check against the DC of the jutsu. You may use Intelligence or Charisma for this check. On a success, your puppet learns that jutsu until your next rest. (*Follow the rules for casting as stated in the Jutsu Specialization upgrade*.)

Additionally, your knowledge of your puppets has allowed you to emulate their fighting styles with frightening accuracy. As a Bonus Action you may change the *Puppet Role* of one of your puppets into a different role you have access to, that your Puppet's are not currently using. This role change lasts for 1 minute and can be canceled at any time as a free action. You may do this twice per long rest.

OVERTURE

Also at 6th level, your control over your puppets is so precise that even enemies get lost in the beauty of it. Twice per turn, when both of your puppets damage to the same creature, you add half your Puppet Master level to the damage.

Also at 6th level, you learn the E-Rank Ninjutsu *Sealing Art: String Light Formation*. When you take the attack action, you can cast Sealing Art: String Light Formation as part of the same action.

PERFORMANCE OF 10 PUPPETS

Starting at 10th level, you learn of a legendary technique of Puppet Master Chiyo, who through her White Technique, the former name of the Red technique, was able to command up to 10 Puppets at once, each puppet connected by a single thread from each finger. You learn the secrets of this iconic technique and do your best to emulate it.

You gain a special scroll of your description known as the *Performance Scroll*. This Scroll can be used once per long rest. When you use this scroll, you summon forth copies of your existing puppets, up to 10 Puppets total. You no longer command your Puppet Tools as normal and now command the *Puppet Swarm* statblock, listed on the following page. If the Puppet Swarm reaches 0 hit points, it is unsummoned and your Puppet Tools fall to half their remaining hit points.

OVERWHELMING MIGHT

Starting at 14th level you have begun to start using your numbers more efficiently than before. When you would force a creature to make a saving throw or make an attack roll, you can make all of your puppets use the technique overpowering them with sheer numbers.

For each puppet you make repeat this technique you must make a DC 13 Chakra Control check, increasing the DC by +2 for each additional puppet after the first, to a maximum of 5. For each puppet after the first you increase the initial attack roll by +1 and the damage by +2. Alternatively, if this was used with a jutsu or upgrade that requires a saving throw you increase the initial DC by +1.

You can use this feature a number of times equal to your Proficiency Bonus per long rest.

SYMPHONY OF PUPPETRY

Starting at 17th level, you have nearly reached the Summit of the Red Technique, and you know what you must do next. But in order to prepare for *that* technique, you must enhance your existing portfolio. Select one of the following options;

- **Expansion:** You decide to add more to your repertoire. You gain the *Expanded Puppetry* upgrade for free. If you have already taken this upgrade twice, you gain an upgrade of bronze tier or lower.
- **Enhancement:** You decide to make more out of what you already have. The two Puppets you started with at 2nd level double their maximum hit points, and increase one of their ability scores by +2, each.

MASTER OF THE RED TECHNIQUE

Starting at 20th level, you achieve the pinnacle of the Red Technique's teachings, gaining a small army's worth of power at your fingertips, capable of conquering an entire nation, all by itself. First created by the legendary Puppet Master, Sasori of the Red Sand.

When you would use your *Performance of 10 Puppets* feature, you can choose to summon the *Performance of 100 Puppets* instead. When you do, you gain access to additional features as noted on the Puppet Swarm statblock.



PUPPET SWARM

Huge Swarm of Puppets, unaligned

Armor Class (The Swarm has an AC equal to your Puppet Tool with the highest AC + 2)

Hit Points (The Sum of all your Puppet's Hit Points) x 1.5

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
X (+X)					

Saving Throws Proficient in All (Treat negative modifiers as +0)

Skills Same proficiencies as your Puppets

Damage Resistances Acid, Chakra, Necrotic

Damage Immunities Psychic, Poison

Condition Immunities All Mental, Bleeding, Poisoned

Senses Same Visual Sights as your Puppets, Passive Perception = Twice the highest Passive Perception amongst your Puppets.

One of Many. The Puppet Swarm counts as a single Puppet in regards to jutsu, attacks, and other effects that would target it, however, it counts as being multiple Puppets for the purposes of interactions with Red Technique class features. As a Bonus Action, you can command a single Puppet to take an action and move. The Puppet can only move up to half its movement speed away from the Swarm, as by the end of the turn it returns to the Swarm.

Puppet Tool. The Swarm has access to the same features as the **Puppet Tool** statblock. Any upgrades that provide passive effects are still active as normal, however, upgrades that require attack rolls or impose saving throws, can only be used with the **Attack** Special Action (Unless an upgrade specifies otherwise).

Puppet Swarm. The Puppet Swarm is made up of copies of your existing puppets, until you have 10/100 Puppets total. When determining the Puppet Swarm's stats, choose the highest stat for each ability score from each of your Puppets. Each copied Puppet shares the same statistics and Puppet Upgrades (Any upgrades with use limits or that require ammunition, have their uses/ammunition shared with the entire swarm and are NOT replenished when the swarm is activated). While the Puppet Swarm is active, you gain access to every **Puppet Role**, and the first time you summon the Puppet Swarm per full rest, you regain half of any expended uses of Upgrades. If you summon the Performance of 100 Puppets, regain all uses.

Performance of 100 Puppets. When the performance of 100 Puppets is active, the Puppet Swarm becomes Gargantuan in size, gains a +2 bonus to AC, deals +1 extra die of damage with weapons and upgrades, and increases the multiplier to its maximum hit points to 2 from 1.5. You also gain improvements to your **Special Actions** and more **Commands**, as noted below.

Puppet Performance. When you command your Puppet Tool using your Action, you instead command the Puppet Swarm to take the following **Special Actions**; These Special Actions take from a pool of **Commands**. While the Performance of 10 Puppets is active, you have 5 Commands to spend. While the Performance of 100 Puppets is active, you have 10 Commands to spend. You regain spent commands at the start of your next turn.

SPECIAL ACTIONS

Attack (X Commands). Select one weapon one of your Puppet's possesses. Make an attack with this weapon against a creature within range. For every command you spend to use this Special Action, you send Puppets to aid your initial Puppet Tool, giving the attack a +1 to hit and a +3 bonus to the damage roll. For every 2 Commands, impose a -1 penalty to all affected creature's first saving throw (Max. -3). If you use an upgrade that makes an attack roll or imposes a saving throw, you must spend an additional command to utilize it with this special action. **If the Performance of 100 Puppets is active and you spend at least two Commands, your Puppets gain advantage on the attack.**

Defend (2 Commands). You spend two commands to have Puppets circle around an allied creature within range and protect them. Until the start of your next turn, all attacks that target this creature are made with a -1d4 penalty, and the creature gains a +1d4 bonus to the first saving throw it makes per turn. **If the Performance of 100 Puppets is active, increase the 1d4s to 1d6s.**

Swarm (3 Commands). You spend 3 commands to swarm hostile creatures in a 20-foot radius within 60 feet of the swarm. Creature must make a Strength or Dexterity saving throw (Your choice, for all creatures), suffering the listed effects; **If the Performance of 100 Puppets is active, creatures have disadvantage on their saving throw.**

- **Strength Saving Throw:** The Puppets begin to pummel creatures. **Success:** Half damage, no effects. **Failure:** Weapons damage of one puppet +1 damage die, 1 ranks of a condition associated with the damage type of the weapon chosen (*Bludgeoning=Bruised, Piercing=Weakened, Slashing=Bleeding*). **Critical Failure (Fail by -5 or more):** Same effects, but the creature takes +2 die of damage.
- **Dexterity Saving Throw:** The Puppets begin to frantically attack creatures. **Success:** Half damage, no effects. **Failure:** Weapon's damage +1 damage die, 30 feet of horizontal knockback or 10 feet of knockback upwards (pick one, for all creatures). **Critical Failure (Fail by -5 or more):** Same effects, but the creatures are also dazed on a failure.



PUPPET ROLES

Below are the available Puppet Roles. Each Role gives your Puppets special abilities, increases their ability scores, and grants proficiency in one or more skills.

If a Puppet is already proficient with any of the skills provided by their role (or if the skills are chosen with *Generalized Skill*), then the role grants them +1 ranks of Mastery in each qualifying skill.

When you select a role, your puppet gains a title at the end of their name of the chosen role. For example, if you choose *Defender* and your Puppet's name Salamander, your puppet's full name is "Salamander, the Defender".

CONTROLLER

ASI: +2 to any ability score, +1 to any ability score (Negative scores chosen become 10 before the +2 is added).

Bonus Skill Proficiency: Chakra Control

Role Effect: This Puppet is adept at controlling the battlefield. When this puppet utilizes any of its upgrades that require a saving throw, it gains a bonus to its Save DC equal to 1/3rd your Proficiency Bonus, rounded up.

Once per rest, when you or an ally within 15 feet of this puppet is targeted with a jutsu with the Clash keyword, your puppet can attempt to deflect the jutsu, initiating a clash.

This Puppet adds your Proficiency to its Clash checks. If it already would, for any reason, then once per combat, if your Puppet may reroll a failed Clash check.

DEFENDER

ASI: +2 to Constitution score, +1 to Strength score

Bonus Skill Proficiency: Athletics

Role Effect: This Puppet stands firm in battle, withstanding even the strongest of blows. This Puppet gains a +3 bonus to Constitution skill checks and saving throws. It also gains a bonus to its AC equal to 1/3rd your Proficiency Bonus, rounded up.

LURKER

ASI: +2 to Dexterity score, Wisdom ability score starts at 11.

Bonus Skill Proficiency: Stealth

Role Effect: This Puppet has an unassuming appearance but its blows strike harder than even the most combat oriented puppets. This puppet gains a +1 bonus to critical threat range for its attacks and upgrades that require an attack roll. On a critical hit, add your Proficiency Bonus to the damage dealt.

STRIKER

ASI: +2 to Strength or Dexterity score, +1 to Constitution score

Bonus Skill Proficiency: Acrobatics, Martial Arts

Role Effect: This Puppet focuses on combat and aggression. This Puppet gains a bonus to attack rolls with its upgrades and weapons equal to 1/3rd your Proficiency Bonus.

SUPPORTER

ASI: +2 to Constitution score. Intelligence or Wisdom start at 10.

Bonus Skill Proficiency: Medicine

Role Effect: This Puppet is skilled in supporting its allies. Your Puppet increases all healing or temporary hit points granted by upgrades, actions, or jutsu it casts by your Proficiency Bonus.

SURVEYOR

ASI: Wisdom starts at 16. +1 to another ability score.

Bonus Skill Proficiency: Perception, Insight, Investigation

Role Effect: This Puppet is highly aware of its surroundings and forewarns its allies ahead of time. This Puppet has 60 feet of Darkvision. It may also use Wisdom in place of Intelligence for Investigation. Lastly, this Puppet may use Skill-Based actions associated with skills that this role grants proficiency in, as a bonus action, if the Skill-Based action requires an Action.



UPGRADES OF THE THEATRE

All Upgrades of the Theatre use you or your Puppet's, Ninjutsu or Genjutsu attack bonus and Save DC.

WOOD TIER

DECEITFUL DANCE

Techniques: Red

One of the first lessons of the Red Technique which teaches of a way to use the surroundings to mix in with the crowd. On your turn you can command your Puppets to hide. Your Puppets can hide even when lightly obscured, or within 10ft. of 3 or more creatures as they sink into their shadows.

You can only benefit from an upgrade unique to this subclass with "Dance" in the name once per turn.

BIRD'S OPENING

Techniques: Red

Your Puppets are able to capitalize on the shortcomings of enemies in tandem with your allies. When a hostile creature provokes an attack of opportunity from an ally within 15 feet of a Puppet Tool, that Puppet Tool may move up to 5 feet of the hostile creature and make a weapon or unarmed attack.

Also, while you have this upgrade, creatures that would begin their turn within the weapon's range of two or more of your Puppets (including the *Puppet Swarm*) count as being in difficult terrain.

PREEMPTIVE TUNING

Techniques: Red, Perfect

You always keep your instruments of war in good shape, and your puppets are included in this care routine. On the first turn of combat your puppets have advantage on the first attack roll or skill check they make, and the first instance of damage your puppet takes after a long or full rest is reduced by your 5 + your proficiency bonus.

At Later Levels: You can take this upgrade using a higher tier upgrade slot. For each tier you take this upgrade beyond wood, this upgrade's effects last for one additional attack roll/skill check and damage instance.

WATCHFUL EYE

Techniques: Red

You modify your Puppets to instinctually follow your lead when you aid your allies. When you take the *Help* action, all of your Puppets take the help action simultaneously. If you have *Helpful Tactics*, you and your Puppet Tools may grant the benefits of the Help action even with a skill neither you or your Puppets are proficient in.

BRONZE TIER

EVASIVE DANCE

Techniques: Red

While researching the history of the Red technique, you find the notes of a legendary puppet master who could control puppets to masterfully avoid attacks with a beautiful dance.

On your turn you can make your Puppet's dance, spending their Reactions. All attacks made against your Puppets have disadvantage and your Puppets make Dexterity saving throws at advantage. When a creature would miss an attack or your Puppet passes a saving throw as the result of this upgrade, you can make an Intelligence or Charisma (Performance) check vs. a DC equal to the enemy's level + 5. If you succeed, the creature gains 1 rank of charmed for 1 minute.

Creatures who fail make a Charisma saving throw at the end of their turns, ending the charmed condition on a success. A creature can only be charmed by this upgrade once every 24 hours.

You can only benefit from an upgrade unique to this subclass with "Dance" in the name once per turn.

HEAVEN ATTACK

Techniques: Red, Perfect

On the head of one of your Puppets, you install a series of metallic tendrils along its scalp which grant your Puppet the ability to attack numerous opponents with one strike. When you would command your Puppet Tools using your action, you can, using the Puppet's Reaction when the Puppet Tool with this upgrade scores a hit with an unarmed or weapon attack, activate this upgrade.

When you do, the target must succeed a Dexterity saving throw, or gain 2 ranks of Bleeding as the tendrils pierce through them. Regardless, take the attack roll result and compare it to the AC of all creatures within a set of five 10-foot long lines starting from the creature's space (but not including the creature). If the attack roll matches or exceeds their AC, they take the damage of your Puppet's attack. These lines cannot overlap except at the origin point and must have 5 feet of space between each other.

Once you use this upgrade you must wait until the end of your next turn to use it again.

At Later Levels: For each tier you take this upgrade above Bronze, increase the length of the lines by 5 feet and impose a -1 penalty to the triggering creature's Dexterity saving throw. If taken as a Platinum Upgrade, you can spend 5 chakra to make the attack roll as if you had advantage before you create the five lines.

PIANO WIRE

Techniques: Red

As an action, while the Puppet Tool with this upgrade is within 5ft of another Puppet Tool, you can command both Puppets to connect to each other using a special sharper variation of the *Chakra Threads* technique by spending 10 chakra. Both Puppet Tools then move up to 20 feet away from each other and travel up to their movement speed in the same direction in a straight line.

All creatures caught in between your Puppets are hit by these threads, and must make a Dexterity saving throw. **Success:** Half damage, no effects. **Failure:** Xd6+X slashing damage, 1d4 ranks of bleeding. Structures, Objects, and Constructs take double damage from this upgrade. (X = your Proficiency Bonus)



SYNCHRONOUS SOUND WAVES

Techniques: Red

Your Puppets are fitted with special speakers that enhance the harmful echoes of Auditory Genjutsu. When you or your Puppets would cast a Genjutsu with the Auditory keyword, that can target more than one target for its rank, and at least two of your Puppets are within 20 feet of each other, you can make an additional Genjutsu attack if the Genjutsu makes an attack roll. This attack must target a creature that has not already been targeted, and this attack inherits all of the jutsu's effects. If the Genjutsu instead affects an area of effect, you cause the area of effect to appear twice, affecting a different area. The area of effects cannot overlap.

You can benefit from this upgrade no more than once per round, and to activate this upgrade you must spend an amount of chakra equal to the Genjutsu's rank (*D-Rank: 2, C-Rank: 5, B-Rank: 8, A-Rank: 11, S-Rank: 14*).

SILVER TIER

GUARDIAN ANGELS

Techniques: Red

As an action you can command one or more Puppets you possess to each move up to within 5ft of an ally, other than you, within range of their movement speed and begin protecting the creature. While protecting a creature, a Puppet gains an additional Reaction per round that they can only use to Reaction that would protect the creature. Any attacks, damage rolls, saving throws, or other effects that would target the creature being protected, enable your Puppet to use its Reactions to attempt to negate the effects, even if a Reaction they use would normally only protect themselves.

This upgrade requires you to maintain concentration as if concentrating on a B-Rank jutsu, and you must spend your Bonus Action on consecutive turns to maintain this upgrade.

At Later Levels: You can take this upgrade as a Gold tier Upgrade to gain permanent advantage on checks to maintain concentration of this Upgrade

RIBBON DANCE

Techniques: Red

A technique that embodies one of the hardest hurdles for the Red Technique to face, tangling your chakra threads. On your turn when two or more of your Puppets would enter within 10ft. of a hostile creature, you can command them to enwrap the creature in your chakra threads. The creature must succeed a Strength saving throw or be grappled and restrained. While restrained this way, your Puppets gain a bonus to damage rolls on the creature equal to your Proficiency Bonus with weapon attacks, up to twice per turn.

At the start of each of their turns, an affected creature can repeat the saving throw at disadvantage to end these effects. You can only benefit from an upgrade unique to this subclass with "Dance" in the name once per turn.

UNDERSTUDY

Techniques: Red

Select one Puppet Tool you possess. This Puppet Tool gains the benefits of one Puppet Role another Puppet Tool is using; however, it does not gain any increases to its ability scores. You can take this upgrade a second time, placing it on another Puppet Tool picking another role currently in use.

While using the *Puppet Swarm*, apply the ability score increases that the Puppet Role selected normally applies to the ability scores of the Puppet Swarm.

GOLD TIER

DECISIVE DANCE

Techniques: Red

Prerequisite: Quickfooted

Throughout your journey as a puppet master you have uncovered more secrets of how to effectively maneuver your puppets. Your puppets movement speed is increased by 15 feet and your puppet gains advantage on saving throws or skill checks that would lower its movement in any way. Your puppet can now take the Dash, Dodge, or Hide action as a Bonus Action. If your puppet makes 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.

You can only benefit from an upgrade unique to this subclass with "Dance" in the name once per turn.

SYMPHONY OF DESTRUCTION

Techniques: Red

As an action, you command your Puppets to perform a Bukijutsu you or an allied creature knows to execute a perfect symphony of destruction and ruin. The Bukijutsu cast cannot have a range of self.

The Bukijutsu gains the Combination keyword and has its chakra cost tripled (its cost also becomes Special). All of your Puppet Tool's perform this jutsu simultaneously (The jutsu is treated as being cast once), and count as individual casters. The jutsu cast gains the following text; You cannot participate in the combination yourself, though your allies can and your Puppets treat your Charisma Modifier as their own.

Combination: For every caster that participates in the casting of this jutsu, increase the damage die by +1. This jutsu gains additional benefits, based on the highest Charisma Modifier among the casters.

- **+0 -1:** No Change.
- **+2 -3:** The jutsu gains a +2 bonus to attack rolls or Save DC (pick one)
- **+4 -5:** The jutsu gains a +3 bonus to attack rolls or Save DC (Pick one), and deals an extra 2 die of damage.

THREE JEWELS SUCTION CRUSHING

Techniques: Red

As an action, you can spend 15 chakra to command 3 Puppets, or to use 3 Commands with the *Puppet Swarm*, you are able to form your Puppets into a triangle formation, with each vertex representing the 三宝 Sanbō (Literally Meaning: Three Sacred Treasures).

At each vertex of the formation, your Puppets open a compartment revealing the symbols for Buddha (仏), Dharma (法), and Sangha (僧). In the middle of your Puppets, a 60-foot cone tornado forms. You cannot use this upgrade while your Puppets are within 15 feet of any creature.

All creatures within range of the tornado must make a Dexterity saving throw against your highest Save DC. On a failed save, creatures take $14d4$ wind damage, gain 1 rank of bleeding and weakened, and are pulled 30 feet inside the tornado, stopping at the center of the formation if they reach it. Constructs, structures, and objects have disadvantage on the saving throw and take double damage.



On a success, creatures take half damage and are only moved 5 feet.

Creatures who start their turn within the center must succeed a Dexterity (Acrobatics) check against your highest Save DC to regain half their movement speed, otherwise, it is set to 0 until the start of their next turn.

This upgrade counts as concentrating on an A-Rank jutsu. At the start of each of your turns, you can immediately spend 8 chakra to maintain the tornado and repeat the saving throw. Creatures who make their saving throw in the center do so at disadvantage and increase the damage taken by a step.

PLATINUM TIER

HALO DANCE

Techniques: Red

Derived from blue technique, a technique normally considered almost impossible for your average shinobi, is effortlessly replicated in this technique.

As full turn action, you command all your puppets to strike your opponent repeatedly from multiple angles at speeds incomprehensible to most shinobi, spending 20 chakra as their action. You can only use this upgrade while the *Puppet Swarm* is active. If the target creature would use Reaction in response to this upgrade's effect, they must spend an amount of additional chakra equal to your Puppet Master level (or twice your level if their Reaction does not require them to spend chakra).

Make 5 melee taijutsu attacks against a single target, dealing your weapons damage + 2d8 slashing damage and the target must make a Constitution saving throw against your highest jutsu Save DC. These attacks treat any DR as the result of armor, features, or traits, as half. On a fail, the target creature loses function of one of its arms for 24 hours. A jutsu that removes conditions, cast at A-Rank or Higher can heal the target's arm(s), granting it mobility and function.

If a creature fails the Constitution Saving Throw by 10 or more, their arm is instead severed. If a creature has an arm disabled, they make their Constitution Saving Throw at disadvantage for each arm disabled.

You can only benefit from an upgrade unique to this subclass with "Dance" in the name once per turn.



KING PUPPET

Techniques: Red

This upgrade can only be activated while the Puppet Swarm is being utilized. You see battle as a chess board with your Puppets being your chess pieces, and you the grandmaster that controls their every move.

While commanding your Puppet Swarm, you can declare a single Puppet to be denoted as the *King Puppet*. A King Puppet radiates with a white outline of chakra, and can be targeted specifically when the swarm would be targeted. The King Puppet raises the statistics of the entire Swarm by +1, and grants you an additional 3 Commands. The King Puppet has an AC equal to the Swarm's AC - 2, and 150 hit points (The King Puppet's hit points do not affect the Swarm). The King Puppet has resistance to damage from Area of Effects, and while the *Puppet Swarm* is not bloodied, imposes disadvantage on attack rolls made against it. If the *King Puppet* is killed, this upgrade ends and it cannot be used until you complete a long rest. This upgrade uses your highest Save DC for any saving throws.

While the King Puppet is active, it can direct the Swarm in new ways, following your input. The Swarm can utilize the following *Special Actions*:

- *Bishop's Cleave* (2 Commands). The King Puppet commands puppets to briefly travel in a 90-foot long line diagonally. Each creature within range must make a Dexterity saving throw, taking thrice the weapon's damage of the Swarm and being knocked prone on a failure or half damage on a success.
- *Knight's Charge* (2 Commands). The King Puppet commands puppets to attack at 4 different 10-foot wide cubes within 120 feet. Make one weapon attack with the Swarm and compare the result towards the AC of each creature within the cube. On a hit, creatures take the weapon's damage of the swarm +1 damage die, and are knocked upwards 30 feet.
- *Rook's Assault* (2 Commands). The King Puppet commands puppets to move the swarm 60 feet in a straight line, without spending its movement speed. All creatures that the Swarm would pass through, must make a Strength save, taking twice the weapon's damage of the swarm, being Dazed, and moved with the swarm plus an additional 15 feet of knockback on a failed save, or taking half damage on a success.
- *Queen's Gambit* (3 Commands). The King Puppet commands puppets to take two of the *Special Actions* granted by King Puppet at once (other than Queen's Gambit, ignoring command cost). Each time this special action is used, you must make a DC 21 Chakra Control check. On a failed save, the King Puppet loses an amount of hit points equal to half its maximum hit points. The DC increases by +4 each time this upgrade is used, per long rest.

WHITE TECHNIQUE ~ WEAVER

Some puppet masters focus on using their chakra threads to manipulate puppet tools or great suits of mechanical armor. Weavers take their use of these chakra threads to their limit, using them to manipulate their allies and enemies to more directly control the flow of battle.

Determining the proper flow of battle and how best to utilize their allies requires a cool head. Therefore, most Weavers tend to be lawful, using their abilities to maintain a certain order that they envision.

WHITE TECHNIQUE PROFICIENCY

Starting at 2nd level, you gain proficiency in the Martial Arts and Medicine skills. You gain the ability to more strongly manipulate the puppet master's signature ability: *Chakra Threads*. The distance of your chakra threads is doubled, and these threads now last until they are dispelled.

You can attach your threads to an ally within range of your *Chakra Threads* as a Bonus Action. You can detach your chakra threads at any time. While connected to a creature with your threads, you can use your action or Bonus Action to puppeteer your ally and make them take any type of action that they themselves are able to take, using the same action economy. You can also move them as a free action, using up their movement speed.

CHAKRA STRING AUGMENTS

Also at 2nd level, you have decided that you have little use for your *Puppet Tool*, so you decide to shave off what you don't need. You lose the Puppet Tool class feature and instead gain a set of *Weaver Gloves*. You are always adorned with these gloves as they enhance the potency of your Chakra Threads. Through these gloves, you are able to access the various upgrades of this class.

Select one the following upgrades between *Better Bonds*, *Chakra Pathway*, *Defensive Manipulation*, or *Thread Weapon*. You gain this upgrade for free.

You also gain access to *Interwoven Upgrades*, which are Upgrades exclusive to the White Technique.

Also, you gain two additional Jutsu of a rank you qualify for, not counting against your known. You gain 1 more jutsu this way at 6th, 10th, and 14th levels.

DIRECT CONNECTION

Starting at 6th level, Your chakra threads can act as a perfect medium to deliver jutsu. While you are connected to another creature via *Chakra Threads*, you can cast a jutsu on that creature directly. You gain the following:

- You do not require line of sight, and you do not need to see the creature to cast the jutsu on them.
- If the jutsu's range is touch, you are considered touching them while connected to them.
- If the jutsu requires an attack roll, you cannot roll at disadvantage.
- If the jutsu forces the target to make a saving throw, they cannot gain advantage.
- If the jutsu affects an area, you can choose to have it only affect the connected creature.

COMBAT ALERTNESS

Also at 6th level, you are always on edge with your chakra threads at the ready. You have advantage on initiative checks, and you can connect your *Chakra Threads* to an allied creature as part of rolling initiative, you can also make one creature you are connected to move up to their full movement speed.

Also at 6th level, you learn the E-Rank Ninjutsu *Medical Release: Virtue*. When you take the attack action or command an ally to take the attack action, you can cast Medical Release: Virtue as part of the same action, affecting all creatures you are connected to.

DOUBLED THREAD

Starting at 10th level, your control over your threads has reached new heights, allowing for more precise movements. The range of your chakra threads is doubled and you can take the help action as a Bonus Action to a creature attached to your threads. (If you have *Helpful Tactics*, you may help two creatures at once, provided they are both connected to your threads).

You can now connect your threads to 2 creatures at once, including as a part of rolling initiative and if you use your *White Technique Proficiency* feature, you can make all creatures you are connected to take the same general action (Dash, Dodge, Attack, Cast a Jutsu, etc.).

THREAD SAVANT

Starting at 14th level, your ability to manipulate others with your chakra threads is practically unmatched. Select one jutsu that you know (including jutsu gained through an upgrade) that does not deal damage, does not inflict a condition, and has a casting time of 1 action or Bonus Action. When you connect your *Chakra Threads* to a creature, you can simultaneously cast your chosen jutsu on the creature.

This feature cannot benefit from your *Grandmaster Manipulation* feature and you may switch your chosen jutsu at the conclusion of a full rest.

GRANDMASTER MANIPULATION

Starting at 17th level, your ability with chakra threads is stronger than most. When you connect your *Chakra Threads* to another creature, you can connect your threads to a number of creatures equal to half your Proficiency Bonus as part of the same action or Bonus Action.

You can control all creatures you are connected to with the same Action or Bonus Action. If you use your *White Technique Proficiency*, you can make all creatures you are connected to take the same general action (Dash, Dodge, Attack, Cast a Jutsu, etc.)

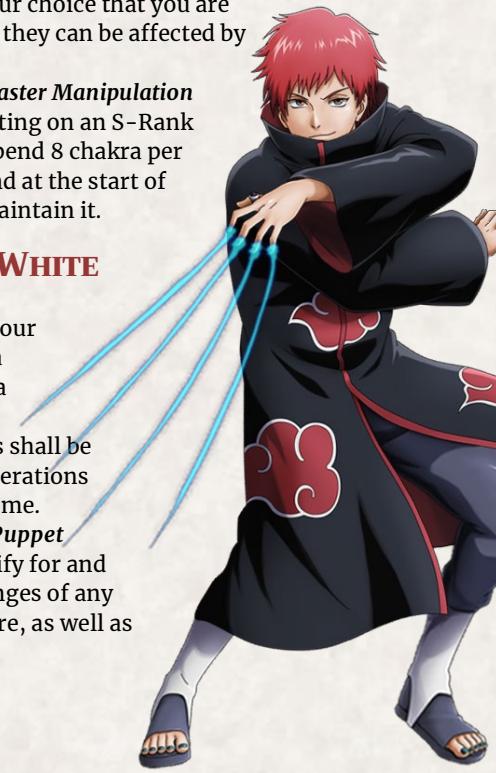
Upgrades that affect one creature now apply to any number creatures of your choice that you are connected to as long as they can be affected by that upgrade.

Maintaining *Grandmaster Manipulation* treats you as concentrating on an S-Rank jutsu, and you must expend 8 chakra per creature after the second at the start of each of your turns to maintain it.

MASTER OF THE WHITE TECHNIQUE

Starting at 20th level, your talent with your Chakra Threads has made you a paragon of the White Technique. Your talents shall be told to teach future generations of Puppet Masters to come.

You gain an extra 2 *Puppet Upgrades* that you qualify for and double the specified ranges of any White Technique Feature, as well as your *Chakra Threads*.



INTERWOVEN UPGRADES

All Interwoven Upgrades use your Ninjutsu, Taijutsu, or Genjutsu attack bonus and Save DC.

WOOD TIER

BETTER BONDS

Techniques: White

Any time you take the help action you can use it for any roll taken until the start of their next turn and you no longer use their movement when you make them move on your turn.

CHAKRA PATHWAY

Techniques: White

You can use your chakra threads to move your chakra to another space. While you are connected to another creature via chakra threads, when you cast a Ninjutsu or Genjutsu, you can do so as though you were in that creature's space, but you must use your own senses. This upgrade cannot be used with jutsu that have a range of Self, nor with jutsu that cause the creature to fall to 0 hit points or instantaneously die (unless they consent).

Also, while connected to a creature you are aware of any jutsu based effects or conditions affecting them, if the creature acquires them while you are connected

DEFENSIVE MANIPULATION

Techniques: White

As a Bonus Action, you can connect your chakra threads to a willing allied creature within 30 feet of you, using the threads to practically ward the creature against attack. You can maintain this connection for up to 1 minute. While connected, any creature who targets the connected creature with an attack or harmful jutsu must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or jutsu. This upgrade doesn't protect the creature from area effects, such as the lightning from *Lightning Release: Thunder Tempest*.

If the connected creature makes an attack, casts a jutsu that affects an enemy, or deals damage to another creature, the threads break and the connection ends.

ENTANGLING THREADS

Techniques: White

You learn to use your threads to constrict the movement of other creatures. You learn the following Puppet Master levels, as long as you have this upgrade (you ignore keyword prerequisites for these jutsu);

Puppet Master Level Entangling Jutsu

1st	Shadow Snake Bite
5th	Hair Binding Technique
9th	Body Pathway Derangement
13th	Forcecage

GRAPPLING THREADS

Techniques: White, Perfect

You strengthen your threads to hold a creature's weight. As an attack or an action, you may target a surface, object, or creature within 30 feet. If the target is Large or smaller, you can attempt to grapple the creature using an Intelligence (Athletics) or Wisdom (Athletics) check, pulling it to you and grappling the creature on a success.

Alternatively, if the target is Huge or larger, you can choose to be pulled to it; this does not grapple the target. You are automatically pulled toward a structure that is larger than you.

HEIGHTENED SENSES

Techniques: White

Do your decision to remove your Puppet Tool, your ability to master the *Tactics of the Craft* is unclouded as the techniques befit you greatly. While you have this upgrade, you may learn an additional Tactic.

While connected to an allied creature, at the start of your turn select one Tactic you know. This creature gains the benefits of the chosen tactic until the start of your turn.

At Later Levels: You can take this Upgrade as a Bronze or Silver tier upgrade. At Bronze tier or higher, all creatures you are connected to may benefit from your chosen tactic. At Silver tier, you learn another Tactic.

MEDICINAL STRINGS

Techniques: White, Perfect

To better assist your allies in battle, you begin to specialize in Medical Release. You gain access to jutsu with the Medical keyword, that restore hit points, grant temporary hit points, reduce damage, or provide a boost or boon to an allied creature in any way, of D-Rank or lower.

While you have this upgrade, any medical jutsu you cast can be made to target 1 or more specific creatures that you are connected to, as long as the jutsu does not have a range of Self. If you ever remove this upgrade, you do not lose any jutsu you learned but become unable to cast them unless you have access to the Medical keyword from another source or regain this Upgrade.

At Later Levels: You can take this upgrade as a Bronze, Silver, or Gold tier upgrade to gain access to Medical jutsu of up to C-Rank, B-Rank, or A-Rank respectively.

SLINGSHOT

Techniques: White, Perfect

Your proficiency with your chakra threads allows you to catch projectiles midair. As a Reaction when you would be hit with a ranged weapon attack you can attempt to grab the projectile out of the air and fling it back.

Make a melee weapon attack vs your opponent's attack roll. If your roll is higher than your opponent's you catch the projectile out of the air. If you beat your opponent's attack roll you can use that attack roll to attempt the creature who attempted to hit you.

THREAD WEAPON

Techniques: White, Perfect

You give a more physical presence to your chakra threads. As a Bonus Action, you can form your chakra threads into a chained hand scythe, a chained spear, a whip, or battle wire. You are proficient with this weapon while using this upgrade, and the weapon gains a special version of the finesse property, that allows you to use your Ninjutsu ability modifier for weapon attacks. You cannot be disarmed of this weapon, nor can it break. You can end this effect as a Bonus Action. This weapon can be used as a component in Jutsu. This weapon can benefit from your *Chakra Enhanced Retrofit* feature.

Additionally, thrown weapons you wield gain the returning property and ignore half cover.





BRONZE TIER

ANTAGONISTIC CONNECTION

Techniques: White

When you use your chakra threads to connect to a creature, you can attempt to connect to unwilling or hostile creatures as well as willing allied creatures. When you attempt to connect to an unwilling or hostile creature, the creature must make a Dexterity saving throw, avoiding the threads on a success.

A creature you connected to this way can make a Strength saving throw as an action, breaking out on a success.

While using this upgrade, you are considered to be concentrating on a B-Rank jutsu

BOB AND WEAVE

Techniques: White

When you take the help action on a creature connected to your strings, they can also get advantage on the first saving throw they make, instead of an attack roll or skill check. Additionally, they get the benefits of the Disengage action.

This upgrade can't benefit from your *Grandmaster Manipulation* feature.

CHAKRA SLASH

Techniques: White, Perfect

Prerequisite: Thread Weapon

You can give more power to your Thread Weapon. Increase the die step of your Thread Weapon by one step. ($d4 > d6 > d8 > d10 > d12$)

Additionally, when you use your *Thread Weapon*, you may wrap it an existing weapon. When you do, that weapon gains all the benefits of the *Thread Weapon* upgrade.

DIRECTED DISRUPTION

Techniques: White

Prerequisite: *Antagonistic Connection*

You use your connection to direct a pure pulse of chakra into another creature. While you are connected to a creature, you can use your Bonus Action to direct your chakra to disturb the chakra flow of one creature you are connected to, giving that creature the Weakened condition until the end of their next turn, being overwhelmed by your chakra.

FEEDBACK LOOP

Techniques: White

Your chakra threads can better connect to a creature's chakra network. While you are connected to a creature via chakra thread, you can cast one jutsu they know, even if you don't have the required keyword prerequisites (such as Medical or any Nature Release). You cannot cast a jutsu with the Hijutsu keyword in this way. You still expend the normal amount of chakra for the jutsu. Once you cast a jutsu in this way, your connection to that creature ends, as the threads took on too much chakra to maintain their structure.

You can only use this upgrade a number of times equal to your Constitution Modifier, and you regain any expended uses when you complete a short or long rest.

POWERED PUPPETEERING

Techniques: White

Your chakra threads can imbue others with your own chakra. When you use your *White Technique Proficiency* feature to make a creature use the Cast a Jutsu action, you can spend your own chakra to make them cast the jutsu chosen, instead of letting the creature choose to spend their own chakra. The chakra you expend is the normal cost of the jutsu.

QUICK THINKING

Techniques: White

As a Reaction to being hit by a melee or ranged attack, you can attempt to pull another creature in to take your place. Select a creature within 30 feet of you. The creature must make a Strength saving throw. On failure, you pull them towards you whilst also simultaneously pulling yourself to their previous position. The target of the attack becomes this new creature.

SPIDER'S WEB

Techniques: White

You can lay your strings out within a 90-foot radius to restrain other creatures. This action takes 1 minute to complete, and whenever a hostile creature steps on a space that you are affecting, they are treated as surprised and must make a Dexterity saving throw at disadvantage, becoming restrained and grappled on a failed save, or jumping back 20 feet on success as they avoid becoming grappled by your strings. Creatures who possess Chakra Sight or True Sight cannot be surprised by this upgrade and they do not roll at disadvantage. Target creatures can make a Strength (Athletics) as an action against your Ninjutsu/Genjutsu Save DC to end this effect.

Regardless of whether the creature passes or fails they cannot be affected by this upgrade again. This upgrade dissipates after 1 hour and can be used a number of times equal to your Proficiency Bonus per long rest.

THREAD FORCE

Techniques: White

Prerequisite: *Antagonistic Connection*

While connected to a hostile creature via chakra thread, you can force one creature to make a Constitution saving throw against your Ninjutsu or Genjutsu Save DC as a Bonus Action, as you force your chakra into their body. On a failed save, the target takes 3d10 force damage and is moved 5 feet in a direction of your choice or knocked prone.

Additionally, you can spend chakra points to increase the potency of this effect. You can only spend a number of chakra points on this upgrade equal to your Proficiency Bonus. For every 3 chakra points you spend, the target either takes 1d10 additional damage or gets moved 10 additional feet in the same direction.

Alternatively, by spending at least 6 chakra, you can force the target to make a Constitution saving throw or become restrained until the end of their next turn.

VIRTUOUS STRINGS

Techniques: White

You have modified your techniques to further support your allies. When you cast *Virtue* you add an additional die to the result. This increases to 2 dice at 10th level, 3 dice at 14th level, and 4 dice at 18th level.

SILVER TIER

ASSISTED POWER

Techniques: White

As an action while a creature is connected to your strings, you can boost their power with your own manipulation. For the next minute, the creature can add 1/3rd your Proficiency Bonus (rounded up) to any attack roll, skill check, or saving throw they make. They lose this boost if you move your threads to another creature, you become incapacitated, you die, or you lose concentration, as if concentrating on a B-Rank jutsu.

This upgrade can't benefit from your Grandmaster Manipulation feature.

COMBINED STRENGTH

Techniques: White

Your connection with a creature allows you to innately understand their thoughts. You do not need to use your Reaction to cast a combination jutsu cast by a creature you are connected to, once per turn. Additionally, you can use intelligence instead of charisma for combination effects.

FORCEFUL SUPPRESSION

Techniques: White

Prerequisite: *Grappling Threads*

When you grapple a creature with *Grappling Threads* they become restrained for the duration. Additionally, attempts to break out of your threads are made at disadvantage.

DEAD MANS ATONEMENT

Techniques: White

Prerequisites: *Antagonistic Connection* and one of the following: *Forceful Suppression*, *Spider's Web*, *Judgement Chains*

While you have a creature restrained by your threads you can force them to atone, as an action, by hoisting them in the air by the neck, creating a painful noose out of chakra. A creature restrained in this way must make a Constitution saving throw at the start of each of their turns gaining one rank of exhaustion on a failed save.

You can maintain this effect on each of your turns by spending your Bonus Action. Once a creature passes this saving throw they remove one rank of exhaustion gained from this upgrade, and if they make this saving throw while they have 0 ranks of exhaustion they desperately escape your threads, ending the effect. If a creature fails this saving throw 3 times in a row they become unconscious until they take damage or a full turn action is used to wake them.

You may do this twice per long rest.

INEVITABLE FEAST

Techniques: White

Prerequisite: *Spider's Web*

When a creature is restrained by your *Spider's Web* upgrade, you can spend 10 chakra and place them under a genjutsu simultaneously on failure, at the cost of some of your string's integrity. At the start of each of their turns, they can repeat the dexterity saving throw at disadvantage to break free. On consecutive failures, they begin to see and feel a creature (of your choosing) appear from the shadows behind them, terrorizing them. The creatures take 3d6 psychic damage and gain 1 rank of fear. If a creature gains 5 ranks of Fear while trapped by this upgrade, they fall unconscious and this upgrade's effects end.



MERCILESS THREADS

Techniques: White

Prerequisite: Chakra Slash

Your mastery over your threads is nearing its peak, and as such, so have your techniques. When you attack a creature with one of your threads you may make an additional attack as a Bonus Action. On a hit the target is restrained and takes damage as normal.

Additionally, whenever you would grapple a creature with your thread weapons they are instead restrained.

SEVER THE CONNECTION

Techniques: White

Prerequisite: Antagonistic Connection

While connected to a hostile creature via chakra thread, you can violently sever the connection. As a Bonus Action, you can spend 10 chakra to force a creature to make a Constitution Saving Throw dealing 6d8 force damage and inflicting a rank of lacerated on a failed save, or half as much on a successful one. A creature who is forced to make a Concentration check as a result of this upgrade, makes it at disadvantage.

SYMBIOTIC MIND

Techniques: White

Creatures connected to your threads gain a bonus to gain a Constitution (Chakra Control) made to maintain concentration equal to your intelligence modifier. Additionally, you can spend the cost of the jutsu again to maintain concentration.

GOLD TIER

CHAKRA CHANNELER

Techniques: White

Prerequisite: Chakra Pathway

You can make any jutsu you cast that has a range of self target a creature connected to your threads instead of you. Jutsu that create constructs or summon creatures, objects, or structures do not benefit from this upgrade.

Additionally, while connected to a creature you can spend your Reaction to enable them to react unless they are unconscious or petrified.

Finally, you can cast jutsu with the casting time of 1 Reaction, as if you were the connected creature. This first time you do this on an ally other than yourself, per round, does not cost your Reaction.

JUDGEMENT CHAINS

Techniques: White

You have learned to solidify your chakra strings into chains to further execute your will. As an action, while you are connected to a hostile creature you can force them to make a Constitution saving throw at disadvantage, removing their chakra molding and restraining them on a failed save. Creatures who are restrained by this upgrade can attempt to break out as an action versus the listed Save DC at disadvantage.

You can maintain this upgrade for up to 1 minute, or until you lose concentration on it, as if concentrating on a jutsu.

LETHAL STRINGS (NEW!)

Techniques: White

You are able to channel additional chakra through your threads to grant allies a boon to their lethality, and further cripple opponents caught in your strings.

Once per round, when you command an Ally with your strings or affect them with an Upgrade, you may grant them a 2d10 bonus to their next damage roll before the end of their next turn.

Furthermore, if you have *Antagonistic Connection*, then at the start of each of the affected creature's turns, you may cause them to deal 2d10 necrotic damage immediately, which ignores passive damage reduction. You may also cause this effect to occur when creatures fail a saving throw against one of your *Interwoven Upgrades* or an effect that uses your *Thread Weapon*. This damage cannot be dealt to a single target no more than once per round.

RESILIENT STRINGS

Techniques: White

Prerequisite: Thread Force and Thread Weapons

Your minute control over creatures you are attached to allows them to narrowly escape dangerous situations. When a creature who is attached to one of your strings is forced to make a saving throw or skill check or suffer from a *Physical* condition, they make saving throws or skill checks at advantage.



PLATINUM TIER

AUGMENTED POWER

Techniques: White

Prerequisite: Assisted Power

You deepen your focus and bring your puppeteering to a new level. As an action you infuse even more chakra into your strings, almost overloading them with power. Until the end of their next turn, creatures of your choice attached to your strings make any attack roll, skill check, or saving throw they make at advantage.

On subsequent turns you may maintain this feature as a Bonus Action. They lose this boost if you move your threads to another creature, you become incapacitated, you die, or you lose concentration, as if concentrating on an S-Rank jutsu.

DEVOUR PREY

Techniques: White

Prerequisite: Inevitable Feast

When a creature has 1 or more ranks of fear as a result of *Inevitable Feast* you can begin to devour them.

As an action you can make a melee ninjutsu attack roll while you are in the area created by *Spider's Web* dealing 6d12 force damage and reducing the opponent's chakra by half the damage dealt.

For each rank of fear a creature has as a result of *Inevitable Feast* increases the damage by 1d12.

Creatures with 2 or more ranks of fear as a result of *Inevitable Feast* count as surprised when targeted by this attack.

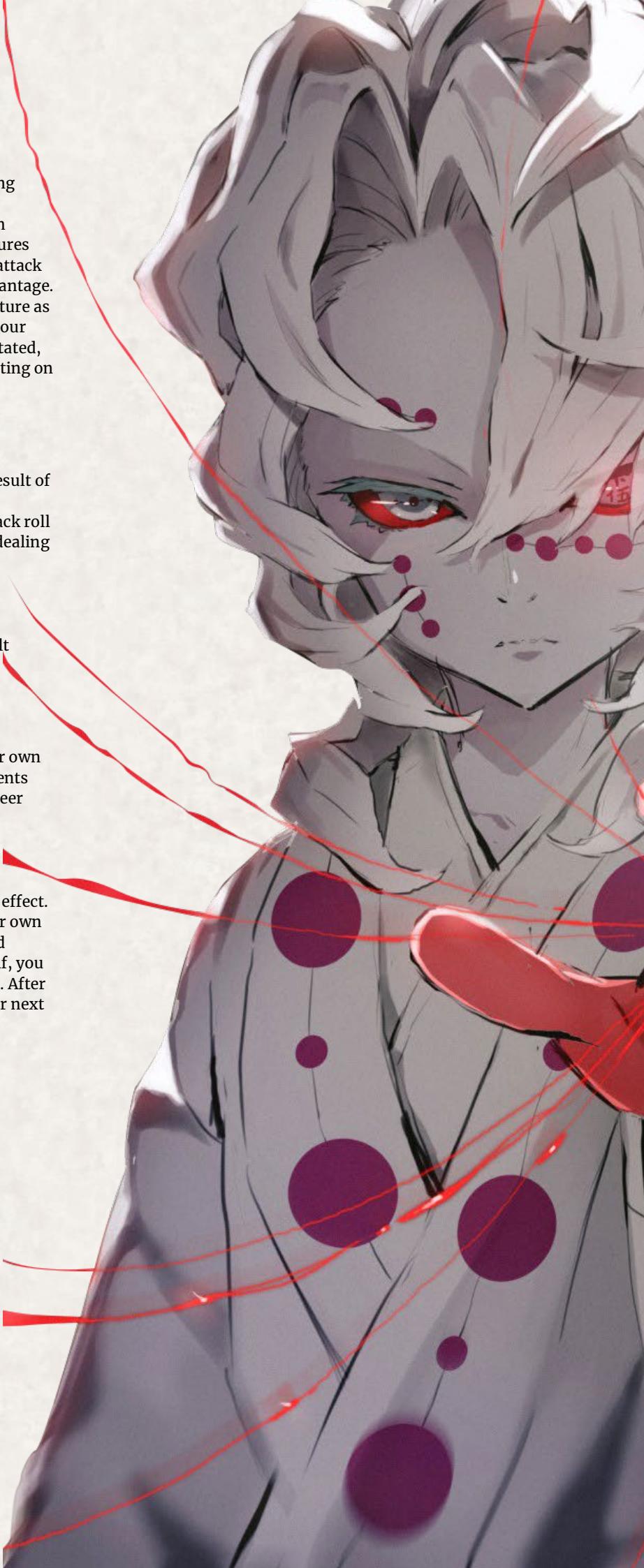
MARIONETTE MANIPULATION

Techniques: White

You have learned to control your body with your own strings, allowing you to perform flawless movements free of error. As an action you can begin to puppeteer your own body.

For the next minute, your speed is increased by +30, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws and on a successful save you take no damage and suffer no effect.

You gain the benefits of being connected to your own threads. You also gain one additional Reaction and Bonus Action. While you are puppeteering yourself, you may not connect your strings to an allied creature. After 1 minute you become stunned until the end of your next turn and suffer 1 rank of exhaustion.



PUPPET MASTER UPGRADES

Using Upgrades: Any Upgrade that requires an attack roll or imposes a saving throw, may use the Ninjutsu, Taijutsu, or Genjutsu attack bonus/Save DC of the Puppet Master, or of the Puppet with the upgrade.

WOOD TIER

ARMORY: EXPLOSIVE LAUNCHER

Techniques: All, Perfect

An ideal armament for dealing with large crowds of foes or inconvenient structures, first crafted by Ajisai Haruno. You install a launching mechanism of your own description in your Puppet Tool, Juggernaut Armor, or Weaver Gloves. This launcher can hold up to 3 Explosive Tools. When the one equipped with this upgrade would take the attack action, they can replace one attack to launch one of these explosives at a creature within 60ft. Loading this upgrade with explosives takes an action.

At Higher Levels: This upgrade can be taken using higher tier upgrade slots. For each tier this upgrade is taken at above Wood tier, increase the number of explosive tools this upgrade can hold by +1.

ARMORY: HOOK SHOT

Techniques: All, Perfect

A useful armament for getting around, created by Araya Jiton. You install a small device that fires a chain with a spiked head onto your Puppet Tool, Juggernaut Armor, or Weaver Gloves, gaining the *Hook Shot* natural weapon. This weapon can be used with an action or Bonus Action, once per turn.

This weapon possesses the ammunition property. Each time this weapon is used, roll your ammunition die. Once all ammunition is expended, it can only be recovered on a long rest.

Hook Shot. Ranged Weapon Attack: Range (40/120ft.), one target. **Hit:** 1d10 + your Proficiency Bonus in piercing damage. If the creature is of your size or smaller, it must succeed a Strength saving throw against the DC of your chosen attack type or be pulled to the nearest empty adjacent to you. If they are larger than you, you are pulled in a straight line to the nearest empty space adjacent to it. Non-Sentient structures, objects, and constructs that are targeted allow you to roll at advantage, do not force you to roll for ammunition, and can move you/it without a save.

BULKY BUILD

Techniques: Black, Blue, Green, Red

You add more material to your Puppet Tool to enhance its defenses. Your Puppet Tool gains a +1 to its AC, and reduces all damage it receives by -2. You can take this upgrade up to 3 times, per Puppet Tool.

CHAKRA RESONANCE

Techniques: Black, Blue, Green, Red

You have developed a system to share your chakra to your Puppet in place of yourself. When you cast a jutsu with a range of Self or Touch, you can, in place of yourself, originate the casting of the jutsu in your Puppet's space, allowing it to benefit from the jutsu as if you cast it. This Upgrade does not work with jutsu that would create objects, structures, or summon creatures. (For those who follow the Green Technique, only one Matryoshka body can gain the benefits of this Upgrade.)

At Later Levels: You can choose to take this upgrade as a Silver tier upgrade. If you do, when you cast a jutsu with a range of Self, you and your Puppet always simultaneously benefit.

CHARISMATIC PRESENCE

Techniques: Black, Blue, Green, Purple, Red, Perfect

You're skilled at using your Puppet Tool as a way to get what you want out of a conversation. While engaged in a social conversation and your Puppet Tool is present nearby (or you are wearing your *Juggernaut Armor*), you can choose to give yourself proficiency in Persuasion, Performance, and Intimidation temporarily. If you are already proficient, gain +1 rank of Mastery to the roll. A creature can be affected by this upgrade twice per hour.

You must narrate the context for what you or your Puppet is doing to gain the benefits of this upgrade (Ex. Intimidating a foreign invader, your Puppet gives a threatening stare; You are trying to impress someone, and your Puppet gives them a smile).

COUNTERMEASURES

Techniques: All, Perfect

Your Puppet Tool is equipped with useful jutsu to aid you or your allies in a pinch. Twice per rest, your Puppet Tool may cast the *Release* or *Escape Technique* on an allied creature within 30ft as an action or Bonus Action. Your Puppet Tool applies its proficiency bonus to skill checks made with these jutsu (If it already would or these skills are under the effects of *Generalized Skill*, apply +1 ranks of Mastery to the checks instead).

For those who practice the White or Purple techniques, if you are the one being targeted for this upgrade, as long as you are wearing your *Weaver Gloves* or *Juggernaut Armor*, you can use this upgrade at the start of your turn (no action required), once per turn.

DECoy MODE

Techniques: Black, Blue, Green, Purple

Your Puppet gains the ability to cast the *Transform Genjutsu* at no cost, as if it was your level. While it is transformed with this upgrade, it adds any skill bonus the jutsu would give to Perception and Stealth checks, and your puppet is able to move without the use of Strings, though it cannot attack, use any upgrade, and its range is halved.

DESTRUCTIVE HABITS

Techniques: Black, Blue, Green, Purple

Your Puppet Tool must be Large to benefit from this upgrade. You fit your Puppet Tool with hydraulic mechanisms that can allow it to put more force when obstacles come in its way. Your Puppet Tool now deals double damage to constructs, structures, and objects with its Natural Weapons, Upgrades, and Jutsu. If your Puppet already does this, it instead deals triple damage.

For those who follow the Purple technique, this upgrades benefits apply to you if you are wearing your Juggernaut Armor and it is an Iron Shell or Steel Fortress.

ENTRAPMENT MECHANISM

Techniques: Black, Blue, Green, Red

You install a mechanism to restrain its targets. When your puppet attempts to grapple a creature, it applies your Proficiency Bonus to the roll. If it already would apply its proficiency bonus, through any effect, it gains a +3 bonus to the roll. When you successfully grapple a creature with this upgrade, the target creature is restrained, and your puppet still has the rest of its appendages for other uses.

Additionally, it can move its restrained target without any reduction of its movement speed.

EYE LIGHTS

Techniques: Black, Blue, Green, Purple, Red, Perfect

You install small light producing mechanisms in your Puppet's eyes. On your turn (no action required), you can activate or deactivate these lights. While active, your Puppet emits 15 feet of bright light and 30 feet of Dim Light, in the shape of a line or cone (you pick). While these lights are active, your Puppet cannot be blinded and raises its Passive Perception by +2. You can take this upgrade multiple times, once for each Puppet you have.

GHILLIE COATING

Techniques: Black, Blue, Green, Red, Perfect

You augment your puppet with a special coating to make it harder to detect. Your puppet gains proficiency in the Stealth skill (or +1 ranks of Mastery, if already proficient) or Stealth is chosen with *Generalized Skill*.

Additionally, it can take the Hide action as a bonus action, or as a Reaction on its turn.

GO-PRO

Techniques: Blue, Green, Purple

You fit your Puppet Tool with a small device that can record what your Puppet Tool sees as well as what it hears. Your Puppet Tool can record up to 1 hour of footage (spread throughout one or multiple recordings), before it begins to overwrite its stored data. As an action on your turn, you can have your Puppet Tool project a holographic render of what it has seen and play any audio that would accompany it.

HONED EDGE

Techniques: All, Perfect

You have refined your technique with weapons, allowing them to become far deadlier than normal. Choose one weapon property from the following: Blocking, Critical, Deadly, Disarm, Finesse, Multiattack (enables the use of a Bonus Action), or Reach. One weapon you or your Puppet possesses gains this chosen property. This upgrade can be taken multiple times, applying to a different weapon each time.

JUTSU CHANNELER

Techniques: Black, Blue, Green, Red

You learn how to displace your chakra through your threads when you cast a jutsu. When you cast a jutsu, you can cast it as if you were in your Puppet Tool's space. This upgrade cannot be used with jutsu that would cause the Puppet to fall to 0 hit points or die. You can take this upgrade multiple times, once for each Puppet Tool you have.

Alternatively, if your Puppet Tool would be affected by an effect that would normally trigger a jutsu with a casting time of 1 Reaction if you were affected by the effect, you can cast that jutsu, affecting the Puppet Tool as well as yourself.

If you cast a *Bukijutsu*, your Puppet must be equipped with a weapon that satisfies the jutsu's components. *Taijutsu* and *Bukijutsu* can use the Puppet's casting statistics.

OBSERVANT GAZE

Techniques: Blue, Green, Red, Perfect

The eyes/sensors of your Puppet Tool are able to move quickly to analyze an incoming threat. When your Puppet Tools take the Read the Enemy action, they can use your skill proficiencies for whatever checks they require, and spread any benefits they would receive to you, and any allies within 5 feet of them.

If you take the Read the Enemy action, all of your Puppets always gain its benefits.

QUICKFOOTED

Techniques: Black, Blue, Green, Red, Perfect

You invest in parts that are both light-weight and flexible. Your Puppet increases its movement speed by 15 feet, and gains proficiency in the Athletics and Acrobatics skills. If already proficient (or these skills are chosen with *Generalized Skill*, it gains +1 ranks of Mastery). You can take this upgrade multiple times, once for each Puppet.

Additionally, your Puppet can take the dash action as a Bonus Action. When your Puppet would Dash, its jumping speed is doubled until it stops moving.

TRANSFORMING APPARATUS

Techniques: Black, Blue, Green, Perfect

You install clever mechanisms to allow your Puppet Tool to change its size. As an action or Bonus Action on your turn, you can have your Puppet become one size smaller or one size larger, to a minimum of small and a maximum of huge. Activating this upgrade again reverts your Puppet's size.

While your Puppet Tool is one size smaller, it gains a +1 to Dexterity saves and can move through spaces occupied by other creatures larger than it.

While your Puppet Tool is one size bigger, it increases its AC by +1 but lowers its movement speed by 5 feet.

WARRIOR AUGMENTATION

Techniques: All

Select one Fighting Stance from Chapter 13: Customization options. Your Puppet Tool gains this Fighting Stance. Puppets are able to use Bonus Action stance abilities.

For those who follow the Black or Green Technique, you can select this upgrade multiple times, once for each Puppet Tool you have.

For those who follow the Red Technique, this upgrade is given to 2 Puppet Tools you possess when acquired (though your Puppets can have two different Fighting Stances). You can select this upgrade again if you acquire 2 more Puppets.

For those who follow the Purple or White Technique, you yourself gain a fighting stance, only when wearing your *Juggernaut Armor* or *Weaver Gloves* respectively.

BRONZE TIER

ARMORY: FIRE AND WATER BLASTER

Techniques: All, Perfect

An armament first created by the renowned puppet master, Shugi Gizo. You install a small blaster inside of your Puppet, Armor, or Weaver Gloves that can be fitted with either oil or water to launch a blast of fire or water respectively. Choose one of the following options; You can select this upgrade a second time to gain the other option. You can use this upgrade a number of times equal to half your Proficiency Bonus per long rest. X is equal to your Proficiency Bonus.

- **Fire Ray.** Ranged Weapon Attack: Range 120ft, one target. Hit: $Xd4 + \text{Nin/Tai/Gen ability modifier}$ in Fire damage. On a roll of a 18–20, inflict 1 rank of Burned until the end of the creature's next turn. This weapon can be refilled before resting by finding a source of oil.
- **Water Ray.** Ranged Weapon Attack: Range 120ft, one target. Hit: $Xd4 + \text{Nin/Tai/Gen ability modifier}$ in Cold damage. On a roll of a 18–20, inflict 1 rank of Chilled until the end of the creature's next turn. This weapon can be refilled before resting by finding a source of water, that does not come from a jutsu.

ARMORY: NEEDLE WAVE

Techniques: All, Perfect

You fit your Puppet Tool, Armor, or Weaver Gloves with a senbon launcher that can fire eight waves of Senbon with incredible speed, and with high precision. As an action, your Puppet Tool can fire the Needle Wave, either at a specific target or in a wide area of effect. Choose one of the following attack types. Damage rolls with this weapon ignore up to 5 DR on each affected target. This upgrade can be taken multiple times, once per each Puppet Tool.

This upgrade relies on the ammunition property. Each time this upgrade is used, roll for your ammunition as normal. Once you run out of ammunition, you cannot use this upgrade again until you complete a long rest.

- **Single Target:** Ranged Weapon Attack: Range 80ft, one target. Hit: $Xd12 + X$ piercing damage. X equals half your Proficiency Bonus, rounded up.
- **Multi-target:** Ranged Area Attack: Dexterity Saving Throw, 40ft Cone. **Success:** Half damage. **Fail:** $Xd6$ piercing damage. X equals your full Proficiency Bonus.

CHAKRA DRAINING MECHANISM

Techniques: Black, Blue, Green, Red

Your puppet is equipped with an absorbing seal meant to drain the energy from its enemies. As an action, while your Puppet is grappling a creature it can attempt to drain the creature's chakra. The creature must succeed on a Constitution saving throw or lose $5d6$ chakra. You regain the amount of chakra they lost as chakra for yourself. You can use this upgrade a number of times equal to half your Proficiency Bonus, per long rest.

At Higher Levels: You can take this Upgrade using a higher tier Upgrade slot. For each tier after Bronze, increase the chakra drained by $1d6$.

CHAKRA REGULATORS

Techniques: Green, Purple, Red, White, Perfect

You install more chakra conducting material within your Puppets. Treat the Chakra Control skill as being chosen for the **Generalized Skill** feature, and your Puppets no longer have disadvantage on checks to maintain concentration.

For those who practice the Purple or White techniques, gain a $+1d4$ bonus to concentration checks while wearing your **Juggernaut Armor** or **Weaver Gloves** respectively. Gain this bonus automatically if this upgrade is chosen as a Perfect upgrade.

CHAKRA SEALING TRAP

Techniques: Black, Blue, Green, Red, Perfect

Your Puppet Tool is fitted with a device that allows it to suppress the chakra of others, as well as its own. This upgrade can be used offensively or supportively. Once you have used this upgrade you cannot use it again until you take a rest. This ends early if your Puppet reaches 0 hp. Alternatively, this upgrade can be activated without taking a rest by spending 6 chakra.

Offensively: Your Puppet Tool emits a 30-foot destabilizing aura for 1 minute. When a hostile creature within range would cast a jutsu, it must make a Constitution saving throw. On a failed save, they spend an additional amount of chakra equal to half the cost of the jutsu. Creatures who fail by 10 or more by double the cost.

Supportively: As an action, your Puppet Tool performs the **SUPPRESS CHAKRA** Skill Based Action, using your chakra control bonus, with a $+1d4$ bonus. When your Puppet Tool does this, it suppresses the chakra of all

allied creatures within 30 feet of it. This effect persists as long as the allied creature remains within 120ft of the Puppet Tool. This lasts for 1 hour, or until your Puppet Tool enters combat.

ELEMENTAL INTEGRATION

Techniques: Black, Blue, Green, Purple, Red

Prerequisite: You must have at least one Nature Release.

You construct your Puppet with special fibers/rods to conduct elemental chakra better. Upon taking this upgrade, select one nature release you possess. Your Puppet now appears to visually generate this release while in use (Ex. Wind causes gusts to appear around the puppet, Earth manifests as dust/sand/debris, Fire makes tiny cinders, etc) and your puppet gains resistance to your element's damage type (water =cold) and immunity to its condition. (**Earth=Bruised**, **Wind=Dazed**, **Fire=Burned**, **Water=Chilled**, **Lightning= Shocked**).

If you've chosen earth or water release your puppet is now classified as either a Quake Shard or a source of water respectively for allied creatures within 20ft of it in regards to jutsu only.

At Later Levels: You can select this upgrade as a Silver tier upgrade if you also have a second nature release. If you do, your Puppet Tool now gains this Upgrade's benefits for two nature releases.

ENHANCED DURABILITY

Techniques: All

You specialize in higher quality materials to improve the durability of your Puppet Tools. This Upgrade changes depending on your chosen technique;

- **Black/Blue/Green:** Increase the hit points of your Puppet Tool by +10. For each level after 2nd level, increase your Puppet's hit points by +2. You can take this upgrade multiple times, once for each puppet tool you have.
- **Purple:** Your armor gains a +1 bonus to its AC calculation, and increases the Reinforced property by 3
- **Red:** Increase the hit points of all of your Puppet Tools by +5. For each level after 2nd level, increase their hit points by +1.
- **White:** Increase your hit points by +1 for each level you have in this class. If your **Weaver Gloves** are ever removed, you lose this increase to your maximum hit points, though this cannot cause you to go below 1 hp.

INTEGRATED SIGHT MECHANISM

Techniques: Black, Blue, Green, Red

You fit yourself and your Puppet Tool with a visual connection mechanism. As an action on your turn, you can blind yourself to your surroundings in order to be able to see through your Puppet Tool's vision, gaining any special sight your Puppet Tool has, but losing any you have yourself. You can maintain this visual connection for up to 1 minute, or you can end it early as a Bonus Action on your turn.

JUTSU SPECIALIZATION

Techniques: Black, Blue, Green, Red

You install a mechanism to enable your Puppet Tool to utilize jutsu. Your Puppet Tool gains access to two D-Rank **Ninjutsu**, **Taijutsu**, or **Bukijutsu** that you know, once knew, or that one of your allies knows (as long as you can access the same keywords). The jutsu learned must have a casting time of 1 action, Bonus Action, or Reaction, and a duration of instant (Bonus Action jutsu use the Puppet's action to cast). You can change the jutsu the Puppet knows on a long rest.

For those who follow the Red or Green Technique, Puppets that acquire this upgrade can also learn **Ninjutsu** or **Genjutsu**, with a maximum duration of 1 minute. Your Puppet Tool has disadvantage on concentration checks, and shares your concentration slots.

All jutsu your Puppet Tool casts uses your chakra. For Ninjutsu and Genjutsu, it uses either your or its own Ninjutsu and Genjutsu ability modifier to calculate its Ninjutsu and Genjutsu attack bonus and Save DC respectively. Taijutsu and Bukijutsu use only the Puppet's statistics for calculating its Taijutsu attack bonus and Save DC.

This upgrade can be taken multiple times, either giving it to the same Puppet Tool for it to gain 2 more jutsu of a rank attributed to the upgrade tier, or to a different Puppet.

At Later Levels: You can take this upgrade as a Silver, Gold, or Platinum tier upgrade to grant your Puppet Tool access to jutsu up to C-Rank, up to B-Rank, or up to A-Rank.

LONG DISTANCE RELATIONSHIP

Techniques: Black, Blue, Green, Red

Your strings can command your Puppet Tool from much farther. Double the distance your Puppet Tools can be from you.

TAG-TEAM

Techniques: Blue, Black, Red

When you or one of your Puppets would cast a jutsu with the **Combo** keyword, the other or one of your other puppets, can target one affected creature with a jutsu with the **Finisher** keyword, in the other's stead, using a Reaction. This does not allow you to cast multiple Finishers as Finishers within the same round.

At Higher Levels: You can take this Upgrade using higher tier Upgrade slots. For each tier taken above Bronze, when a Puppet would perform a Finisher in place of another allied creature, increase the damage dealt by +1d10. This damage can trigger once per round. If taken using a Gold tier Upgrade slot, your Puppets can perform Finishers in place of any allied creature within 15 feet of them.

SILVER TIER

ARMORY: DEAFENING SPEAKER

Techniques: All

A weapon first created by Kurayami Nara. You craft a chakra fueled speaker into your Puppet Tool. Your Puppet Tool as an action can spend 6 chakra to release a 15-foot radius or 15-foot cone (pick one) of deafening sound. All creatures within range must make a Constitution saving throw, taking 6d10 force and becoming Deafened on a failure, or half damage and no effects on a success. A creature deafened by this upgrade remakes the saving throw to remove the deafened condition at the end of each of their turns. Creatures who fail their saving throw by 7 or more are Stunned until the start of their next turn.

ARMORY: OVERDRIVE

Techniques: Black, Green, Purple

An armament first crafted by the renowned puppet master, Kaito Sarutobi. You build special structures for your puppet to handle more demanding manipulations. Using your action, you can overcharge your puppet with chakra.

For the next minute, its speed is increased by +30, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to make a single weapon attack, or take the Dash, Disengage, Hide, or Use an Object action. Once you use this upgrade, you cannot use it again until you complete a long rest. If you are incapacitated, this upgrade ends early.

CHAKRA CANNON

Techniques: All

You craft a cannon into a part of your puppet meant to channel your chakra into a single blast of destructive power. As an Action, it can spend 15 of your chakra to unleash a 60-foot line, 5-foot wide beam of pure chakra in a direction of your choice. Each creature caught in the line must make a Dexterity saving throw, taking 12d12 force damage and being knocked prone on a failed save. Or no damage on a successful save or effects.

DEPLOYABLE SHIELD

Techniques: Black, Red

You integrate your puppet with a deployable shield, that allows for cover at a moment's notice. As an action you can command your puppet to deploy this shield in all its glory. This shield has a number of hit points equal to 5 times your puppet master level and an AC of 23. This shield is 15 feet wide, 1 foot thick, and 5 feet tall. Deploying the shield as an action grants creatures within 5 feet of it three-quarters cover.

Alternatively, this shield can be deployed as Reaction. Deploying the shield as a Reaction grants creatures within 5 feet of it half cover. A shield deployed as a Reaction is 5 feet wide, 1 foot thick, and 5 feet tall but maintains the same hit point and AC statistics. This shield can be deployed twice per short rest.



EXPANDED PUPPETRY

Techniques: Black, Green, Red

You have decided that more is better. You craft an additional Puppet. All Puppet Tools you create share a single Reaction (unless otherwise specified), but each Puppet has its own action. When you craft a new Puppet Tool, you must redistribute your upgrades and Ability Score Improvements between both of your Puppets. Depending on your chosen Puppet Technique, this upgrade's effects change; This upgrade can be taken an additional time (up to 2 times total).

- **Black/Green:** Each new Puppet crafted increases one ability score by +2. (For those who follow the Green technique, you cannot have more than one Matryoshka).
- **Red:** Each Puppet crafted is treated as gaining an equal number of Ability Score Improvements, negating the need to redistribute their ability scores.

EXPLODING PUPPET MECHANISM

Techniques: Black, Blue, Green, Purple, Red

Prerequisite: For those who practice the Purple technique, your Armor Type must be a Steel Fortress.

You rig your puppet to explode in the event it is destroyed to deal significant damage. When your puppet tool is reduced to 0 hit points, the tags attached to it explodes. Each creature within 30 feet of the puppet tool must make a Dexterity saving throw, taking $15d4+15$ fire damage on a failed save, or half as much on a successful one. Once this happens the puppet and all its parts are destroyed beyond repair.

For those who practice the Purple technique, you eject yourself 45 feet away from your Armor when you use this upgrade.

FORCE OF WILL

Techniques: Blue, Green, Purple

Your force of will continues to fuel your Puppets to battle even as your mind weakens and your body begins to wither. If you fall unconscious while commanding your Puppet Tools, your Puppet Tools are still able to act as if you were commanding them. You also do not need to make death saving throws at the start of each of your turns until all of your Puppets reach 0 hit points.

For those who practice the Purple technique, this upgrade can also apply while wearing your *Juggernaut Armor*, granting you the ability to continue moving and taking actions on your turn, though you are unable to cast jutsu not granted by an upgrade. If you also have the *Juggernaut Slayer* upgrade, this upgrade can trigger after that upgrade ends.

HOVERING MECHANISM

Techniques: Black, Blue, Green, Purple, Red, Perfect

You add a mechanism to allow your Puppet Tool to fly. How exactly your Puppet Tool's mechanism appears is up to you. Your Puppet Tool gains 30 feet of flying speed. If your Puppet already has a flying speed, increase its flying speed by +20 feet. Effects that would multiply your movement speed, such as the Dash action, multiply your Puppet's flying speed as well.

For those who practice the Red Technique, two Puppet Tools gain the benefits of this upgrade when you acquire it.

For those who practice the Purple technique, if your Juggernaut Armor is *Weaved Mail* or a *Wooden Suit*, increase the flying speed by +10 feet. If it is a Steel Fortress, decrease the flying speed by -10ft.

GOLD TIER

ACCUMULATED STRENGTH

Techniques: Blue, White, Perfect

You have begun to see the strings that tie the world itself together, expanding your brain to adjust these strings to new possibilities. As a Bonus Action you can connect your strings to inanimate object(s) to increase your striking power.

Make an Intelligence (Chakra Control) check based on the size of the object; small 10, medium 15, huge 20, gargantuan 25 on a success you coalesce the mass into a weapon you can use. When you or someone connected to your strings would make a melee attack you can embolden it with your object(s), increasing the damage by an amount of die equal to the size, +1 small, +2 medium etc. you can do this twice per round.

You can maintain this mass of object(s) for a number of rounds equal to your Proficiency Bonus. Each application of extra damage as a result of this upgrade reduces the duration by 1 round. If you can no longer maintain this mass of objects(s) becomes too heavy to bear and falls into an unusable glob of debris.

ARMORY: BEHEADER'S BLADE

Techniques: All

A macabre upgrade first invented by the eccentric Puppet Master Yu Igarashi. It uses one's own lifeforce to enhance the user or their puppet's power. As a Bonus Action, you can activate this upgrade. When you do, select one of you or your puppet's melee weapons, losing Hit Points equal to the weapon's damage + 2d8, transforming it into a large, bloody scythe, and gaining the following benefits for 1 minute;

- This weapon deals an extra 2d8 necrotic damage, twice per turn.
- The weapon's reach is increased by 5 feet.
- Attacks made with the weapon have a +1 to attack and damage rolls.
- Once per round, when the wielder of the weapon scores a critical hit, the target must succeed a Constitution Saving throw or be stunned until the end of their next turn.
- When a creature would be reduced to 0 hit points by this weapon, they immediately die, being beheaded and unable to be revived by any means short of an S-Rank jutsu.

ARMORY: MIRAGE DISC

Techniques: All, Perfect

An upgrade that twists the perception of one-self to strike fear into the hearts of their enemies. Created by the mysterious puppet master, Sara. On your turn, you may activate this upgrade. When you do, sound waves begin to emit from this upgrade, distorting the appearance of Puppet Tool/Juggernaut Armor/You for the duration, making the one with this upgrade look absolutely terrifying.

At the start of each of your turns, all hostile creatures within 30 feet of the one with this upgrade must make a Charisma saving throw at disadvantage. On a failed save, they gain 1 rank of Fear against them for the duration of this upgrade. Creatures with Chakra Sight, or True Sight do not roll at disadvantage. The one with this upgrade gains extra benefits against frightened creatures

- **1+ Ranks:** +2 to damage rolls, per rank of Fear.
- **2+ Ranks:** You and your Puppet Tool have advantage on a number of attacks against a particular frightened creature, per round, equal to their ranks of Fear.

- **3+ Ranks:** Creatures make saving throws against you & your Puppet with a penalty equal to half their Fear ranks.

You may use this upgrade for up to 10 minutes per long rest and can deactivate it early as a bonus action.

EXPANDED FRAME

Techniques: Black, Blue, Green, Red

Prerequisite: Enhanced Durability

You reinforce and expand your Puppet Tool's frame. Your Puppet increases its size category by one, up to a maximum of Large. The Puppet gains advantage on Strength checks and Strength saving throws, and gains 5 damage reduction against all damage types, excluding fire. Additionally, if your Puppet is large after taking this upgrade, it increases the damage die of its weapons (and upgrades) by +1.

You can take this upgrade multiple times, once for each Puppet Tool you have.

PERFECT SIGHT

Techniques: Black, Blue, Green, Purple, Red

Prerequisite: Eye Lights

You improve upon the light mechanisms within your Puppet's eyes. You can choose to double the areas of both sources of light when your Puppet uses the Eye Light upgrade. Regardless of whether it is active, your Puppet Tool can use your skill bonuses for Search action checks, and also has advantage on Search action checks.

Once per rest, on your turn (no action required) you can allow yourself to see through both your Puppet Tool's perspective and your perspective simultaneously. If either of you can see the other, you are both immune to being surprised, blinded, and dazzled, and the first attack roll made against either of you per turn is at disadvantage. This effect lasts for 1 minute or until you dismiss it on your turn. If you dismiss it early, you can reactivate it again later.

STUBBORN TARGET

Techniques: Black, Blue, Green, Red

Prerequisite: Quickfooted

Your Puppet Tool instinctively knows how to protect itself from danger. When your Puppet Tool would make a saving throw against a jutsu-based area of effect, it can choose to automatically succeed the saving throw, suffering no damage or effects. A Puppet Tool can benefit from this upgrade twice per rest. You can take this upgrade multiple times, once for each Puppet Tool you have.

THUNDERING MIGHT

Techniques: Black, Blue, Green, Red

Prerequisite: Destructive Habits

Your puppet can leverage its increased size and chakra infused nature to unleash a crushing stomp of chakra, when it brings its weight down. Your puppet tool can replace any attack made with the attack action with the Chakra Pulse Ninjutsu using your level and save DC.

Your Puppet can also attack twice, instead of once, when it takes the attack action.

UNDYING FORM

Techniques: Black, Blue, Green, Red, White

Prerequisite: Countermeasures

You install a tiny electronic device that surges your Puppet Tool (or you if you practice the White Technique) with chakra to restabilize itself. At the start of your next turn after they fall to 0 hit points, they can make a Constitution saving throw against a DC equal to half the damage remaining after they fall to 0 hit points. On a success, they revive at 1 hit point instead.

For those that practice the White technique, you have a +1d6 bonus to death saving throws for the next 3 death saving throws you make after this upgrade activates. Once this upgrade activates it cannot activate again until you take a long rest.



COOKING NIN

Level	Proficiency Bonus	Features	Cooking Dice	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Cooking Tool Infusion, Shinobi Snacks	1d4	6	D-Rank
2nd	+3	Cooking Focus, Food for the Soul	1d4	7	D-Rank
3rd	+3	Tool Expertise	1d4	8	D-Rank
4th	+4	Ability Score Improvement/Feat	1d4	8	D-Rank
5th	+4	Cooking Focus (2)	1d6	9	C-Rank
6th	+4	Cooking Tool (2), Wandering Aroma	1d6	10	C-Rank
7th	+5	War and Food	1d6	11	C-Rank
8th	+5	Ability Score Improvement/Feat	1d6	11	C-Rank
9th	+5	Cooking Focus (3)	1d8	12	B-Rank
10th	+6	Iron Stomach	1d8	13	B-Rank
11th	+6	Cooking Tool (3)	1d8	14	B-Rank
12th	+6	Ability Score Improvement/Feat	1d8	14	B-Rank
13th	+7	Cooking Focus (4)	1d10	15	A-Rank
14th	+7	Iron Stomach (2), Wandering Aroma (2)	1d10	16	A-Rank
15th	+7	Food for the Soul (2), War and Food (2)	1d10	17	A-Rank
16th	+8	Ability Score Improvement/Feat	1d10	17	A-Rank
17th	+8	Cooking Focus (5)	1d12	18	S-Rank
18th	+8	-	1d12	19	S-Rank
19th	+9	Ability Score Improvement/Feat	1d12	20	S-Rank
20th	+9	Peerless Taste	1d12	20	S-Rank

COOKING-NIN

An Akimichi at a fireplace, watching over his stew as it boils and bubbles. A smile spreads across his face as he pulls out an empty bowl, and pours some food inside.

His allies look at him in utter confusion. "It took you all of 10 minutes to make that, are you sure it's done?", the female asks. "Trust me" the cook says with a smile. She drinks it down and remarks "I guess it was fine...Wait, do you hear that?". Weapons and attacks of all types come flying from the surrounding area. The female team mate is able to dodge or deflect the litany of attacks while saying "I have never moved this fast before.", the cook draws his blade with a grin and says "It's the salt, added a bit of pep to your step."

These shinobi, different as they might be, are connected by one common factor: Cooking. While not a form of combat or even defense, Cooking-Ninjas have a special place within the ranks of the shinobi world, they occupy a special role on teams and within squads as the teams primary support and secondary healer in some cases.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize food and other edible items to allow them to support and protect their team in a variety of unique ways. This class was almost entirely designed by @Have a nice day Please#2982, also known as @Habdu.

CREATING A COOKING-NIN

When creating a Cooking-Nin, think about your characters background and drive to be a shinobi. Does the character have a rival? What drove your character down the path of cooking? Is it about curiosity and experimentation? Did you have a master or is it a family tradition?

Consider how your character interacts with the world, and what they represent. Consult your DM regarding brigades, guilds, or societies your character might belong to.

QUICK BUILD

You can make a Cooking-Nin quickly by following these suggestions. Make your highest ability Intelligence, followed by Constitution or Dexterity. Second choose Akimichi, Uzumaki, Nara, or Non-Clan.



CLASS FEATURES

As a Cooking-Nin, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Cooking-Nin level

Hit Points at 1st Level: 8 + your constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Cooking-Nin level after 1st.

CHAKRA POINTS

Chakra Dice: 1d10 per Cooking-Nin level

Chakra Points at 1st Level: 10 + your constitution modifier

Chakra Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Cooking-Nin level after 1st.

PROFICIENCIES

Armor: Light armor, Medium Armor

weapons: Simple weapons

Ninja Tools: Cooking Kit, Poison Kit

saving throws: Constitution, Charisma, Intelligence.

Skills: Survival, Choose three from Athletics,

Crafting, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background. If you select a ranged weapon you also gain 1 Stack of ammunition:

- (a) Padded Cloth or (b) Combat Jacket
- One Simple weapon
- (a) One Kunai Stack or (b) One Shuriken Stack
- Cooking Tools, Flash Tag, Paper Bomb

JUTSU CASTING

NINJUTSU

Ninjutsu save DC = 8 + your proficiency bonus + your Intelligence modifier

Ninjutsu attack modifier = your proficiency bonus + your Intelligence modifier

GENJUTSU

Genjutsu save DC = 8 + your proficiency bonus + your Wisdom modifier (your choice)

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

TAIJUTSU

Taijutsu save DC = 8 + your proficiency bonus + your Strength modifier

Taijutsu attack modifier = your proficiency bonus + your Strength modifier

COOKING TOOL INFUSION

Beginning at 1st level, you learn to infuse a myriad of cooking tools with chakra, allowing them to be used in combat.

You gain a **Cooking Tool**: a frying pan, or other item of your description that fits your personal way of cooking. You are proficient in cooking tools. Your cooking tool deals damage equal to your Cooking Dice and you can choose to use Intelligence in place of Strength when determining your attack and damage rolls. creatures that are not proficient with a cooking tool, cannot use their features.

As this is your weapon, you get to customize it in a variety of ways. At 1st level you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties:

- Blocking
- Hidden
- Thrown (45/90)
- Unarmed
- Deadly

At 6th level, your **Cooking Tool** gains an additional weapon property of your choice:

- Light (You also gain an additional Cooking Tool, which is an exact copy of this Cooking Tool, and may only be used while wielding this Cooking Tool)
- Lethal 2
- Returning (This can only be taken if your Cooking Tool has the Thrown Property)
- Critical
- Trip, Disarm, Grapple

At 11th level, your **Cooking Tool** gains an additional weapon property of your choice:

- Reach 3
- Multiattack
- Tactical
- Critical 2 (This can only be taken if your Cooking Tool has the Critical Property)

SHINOBI SNACKS

At 1st level, when you would take a short or Long Rest, you can create a number of **Shinobi Snacks** equal to your proficiency bonus plus your Intelligence. These Snacks are of any design of your choice, but they contain secret ingredients that bestow a multitude of different effects.

When you create a **Snack**, it contains the special properties of one secret ingredient and maintains its potency for 24 hours or until your next Rest, which causes it to spoil, losing its ability to impart its special effect.

Most Snacks will utilize a special die called a **Cooking Dice**, which starts as a d4. This die grows in size as you gain levels in this class, which can be found on the Cooking-Nin class table, in the **Cooking Dice** column. Regardless, Snacks can only have one secret ingredient at a time. You can then choose to distribute them among yourself and willing and allied creatures. To consume, you can spend an Object Interaction on your turn to eat a Snack, or you can use your Bonus Action to feed the Snack to someone else.

Finally, a creature cannot gain the benefit of more than one **Snack** at a time. If a Snack has a duration of any kind, a creature cannot gain the benefits of a second Snack with a duration unless otherwise specified.

- **Angry Peppers:** This ingredient is hot to the touch. The creature loses the ability to taste or smell for the next hour. For the next minute, they increase the damage they deal with melee attacks by the result of the **Cooking Dice**, twice per turn. They cannot roll lower than your current charisma modifier.
- **Banana Slama:** For a number of rounds equal to the result of your **Cooking Dice**, you become immune to a condition that you are not currently inflicted with.
- **Black Peppers:** The creature gains a bonus to speed equal $10 \times$ the result of your **Cooking Dice** for the next minute.
- **Chakra flowing Crème:** The creature gains temporary chakra equal to the result of your **Cooking Dice**. The result cannot be lower than your Charisma Modifier
- **Hearty Sauce:** The creature regains Hit Points equal to the 3 times the result of your **Cooking Dice**. At 11th level, the result cannot be lower than your Charisma Modifier
- **Trail Mix:** The creature of this snack may, for a number of rounds equal to the result of your **Cooking Dice**, use any Skill Action that requires an action, as a bonus action.
- **Salty Pesto:** The creature may consume this Snack as a part of rolling initiative. They gain a bonus to their initiative equal to the result of your **Cooking Dice**.
- **Sodium Rocks:** The creature adds the result of your **Cooking Dice** to their next saving throw.
- **Spicy Curry:** The creature adds half the result of your **Cooking Dice** to their next attack and damage rolls.
- **Sushi Rice:** The creature gains a bonus to their swim speed, and movement speed while running on water, equal to $5 \times$ the result of your **Cooking Dice** for the next minute, you also gain the ability to breath under water for the next hour.
- **Guava Juice:** If used within 4 hours of taking a short or Long Rest, the creature can remain awake and energized, and still gain the benefits of the short or Long Rest without requiring sleep. A creature who attempts to gain this benefit twice within a 24-hour period immediately fall asleep and remain so for 16 straight hours, unable to be awoken until they complete this ingredient induced sleep.
- **Veggie Paste:** The creature chooses two damage types, gaining resistance to one and vulnerability to the other one, for a number of their turns equal to the result of your **Cooking Dice**.

COOKING STYLE

Beginning at 2nd level, you select a Style of cooking that's fits your niche. You try to emulate this style of cooking to better assist your allies or yourself. Your focus grants you features at 2nd level and again at 5th, 9th, 13th and 17th levels. Alongside this style, you learn additional secret ingredients which can be infused into your *Shinobi Snacks*

FOOD FOR THE SOUL

Starting at 2nd level, you have learned to nourish both the body and soul. Whenever you would complete a short or Long Rest, select one ability score of your choice. All willing allied creatures gain Advantage on their first Ability Check and saving throw that uses the chosen ability score.

TOOL EXPERTISE

Beginning at 3rd level, select one skill and one Ninja Tool that you are proficient in. You gain Mastery in the chosen skill and tool.

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, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.



WANDERING AROMA

At 7th level, when a creature would eat one of your Snacks you may, as a Reaction, activate one of your **Auras**, centered on them, for the duration of the Snack.

Auras have a range of 15ft, and a creature can only benefit from one Aura at a time.

You may activate an Aura in this way number of times per long rest equal to your proficiency bonus.

Additionally, starting at 13th level, the result of your **Cooking Dice**, when used as a part of an *Aura*, cannot be lower than your charisma modifier.

- **Bolstering Scent:** Allied creatures who enter, or start their turns within, this Aura gain, or increase their current, THP equal to the result of your **Cooking Dice** (rounded up), until the start of their next turn.
Additionally, when you activate this Aura, choose 1 damage type when you activate this aura, which the THP granted by it is resistant to.
- **Enraging Scent:** Allied creatures who enter, or start their turns within, this Aura, increase the next damage they deal until the end of their turn, with an attack, by your **Cooking Dice** + half your charisma modifier, once per Turn.
- **Motivating Scent:** Allied creatures who enter, or start their turns within, this Aura increase their skill checks by half the result of your **Cooking Dice** until the start of their next turn. Additionally, while benefiting from this Aura a creature cannot have disadvantage on saving throws. Finally, once per Aura activation, they may increase one saving throw they make by half the average result of your **Cooking Dice**.
- **Rallying Scent:** Allied creatures who enter, or start their turns within, this Aura increase their movement speeds by +15 feet and, when they would enter difficult terrain for the first time while benefiting from this Aura, they ignore your **Cooking Dice** x 5 feet of difficult terrain, until the start of their next turn.
Additionally, while benefiting from this Aura, they cannot be moved or teleported against their will.

WAR AND FOOD

Beginning at 7th level, you have mastered the ability to manifest dishes in the middle of battle, while under stress and duress.

As an action, you may spend a use of your Cooking Kit. When you do you gain the benefit of the *Shinobi Snacks* class feature as if you had completed a rest. When creating snacks using this feature, you can make a number of them equal to your intelligence modifier. All willing creatures of your choice within 30 feet of you can be given a snack as if you had thrown it to them.

You can use this feature once per long rest.

Beginning at 15th level, you can use this feature twice times per long rest.

IRON STOMACH

Beginning at 10th level, you have dealt with your fair share of rotten or out-of-date food. You can identify poisonous food or drink from a glance along.

You also gain advantage on saving throws made to resist the envenomed condition.

Beginning at 14th level, your allies have also experienced a series of different dishes of your make and have developed a refined pallet. Whenever an allied creature would complete a rest of any type while within 30 feet of you, they gain advantage on saving throws made to resist the envenomed condition for the next 8 hours.

PEERLESS TASTE

Beginning at 20th level, you have learned to create perfect dishes and unmatched flavors. When you would gain the benefits of *Shinobi Snacks* as a result of a rest, the first time a creature would gain the benefit of a snack per rest, they gain the following bonus effects.

- User regains hit points equal to twice the result.
- User gains temporary chakra points equal to twice the result.
- User gain a +2 bonus to AC for the next minute.
- User gains advantage to all saving throws they do not have proficiency in for the next minute.
- User gains an additional Bonus Action on each of its turns for the next minute



COOKING FOCUS

BATTLE COOK

Battle Cooks learn to fight in the heat of combat with their cooking tools while supporting their allies in the fray, overwhelming their adversaries with a flurry of attacks and boosting their allies with Snacks.

EXPERT COMBATANT

Your combat training has allowed you to use your cooking tools in ways that others could never even dream of.

Beginning at 2nd level, choose one martial or simple weapon, your *Cooking Tools* are considered to be this weapon for the purpose of Bukijutsu, including fulfilling keyword requirements.

BONUS TOOL INFUSION: CARVING KNIFE

You gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. This weapon is harsh looking and mean, it has more spikes or a sharper blade.

At 2nd level you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties. your cooking tool deals damage equal to your *Cooking Dice* and you can also use Intelligence in place of Strength when determining your attack and damage rolls:

- **Mighty Hit:** Increase damage dealt with this Weapon by your *Cooking Dice*, once per turn.
- **Switch Mode:** This weapon has two modes, which you may switch between as a Bonus Action. In light mode the weapon has the Light Property and gives you a +2 AC, while in heavy mode you increase this Weapons damage Dice size by +1, and gains the Two-Handed and Heavy Properties.
- **Defensive Block:** When a creature Hits you with an attack you may, as a Reaction, roll your *Cooking Dice* and reduce the attacks result by half the result of your *Cooking Dice*.



Starting at 6th level, your cooking tool gains one additional weapon property of your choice;

- **Multiattack.**
- **Thrown (45/90)**
- **Defenseless Parry:** When an attack would miss you, you can instead cause it to hit as a Reaction. If you do you, you take max damage from the attack and you can cast a *Bukijutsu* as a part of this Reaction.
- **Elemental Spit:** When you would make a *Taijutsu* or weapon attack against a creature, using this cooking tool, you can as a Reaction spit an elemental salve onto your weapon, changing the damage to lightning, fire, earth, or cold, and increasing the attacks damage by 2d10, 3d10 at 7th level, or 4d10 at 14th level.

Beginning at 11th level, your cooking tool gains one additional weapon property of your choice;

- **Momentum:** When you move at least 30ft in a straight line before making an attack with this cooking tool, you gain Advantage.
- **In The Flow:** When you damage a creature with this cooking tool, increase the damage by 1d4. Then, each time you damage a creature with this cooking tool, increase the damage bonus from this property by 1d4. You may gain the damage bonus from this property a number of times per turn equal to half your proficiency bonus, until you deal 0 damage to a creature, miss an attack, or at the start of your second turn after starting this flow.

COMBAT SNACKS

Also, at 2nd level, you learn to cook with additional secret ingredients that can be used with your *Shinobi Snacks* class feature.

- **Rocky Road:** When a Creature consumes this Snack, which is full of sharp and rocky ingredients, for the next Minute they may, as a Bonus Action, spit them into the ground, leaving a field of dangerous spikes. You create a 10-foot radius sphere centered on a point within 30 feet of you, which becomes difficult terrain. When a Creature enters, or starts their turn within this area, they must make a Dexterity saving throw, being inflicted with 1 rank of bleed, and an additional 1 rank for every 5 feet they move in the area until the end of their turn on a failure. The ingredients lose their sharpness after a number of rounds equal to half the result of your *Cooking dice*.
- **Croque Madame:** The creature of this Snack gains a bonus to their AC equal to half the result of your *Cooking Dice*, or your Charisma Modifier if it would be higher, for the next minute. Each time the creature is damaged, the bonus is reduced by -1.
- **Red Velvet:** You can eat this Snack as a Reaction when a creature would hit you with a *bukijutsu* or melee weapon attack within 5ft. Compare the result of 2 of your *Cooking Dice* against the creatures weapon damage dice, and if your result is higher, the attack misses.
- **Creme Brulee:** When you eat this Snack, record the result of your *Cooking Dice*. When you deal damage with an attack, you can select a number of damage die equal to the result and those dice instead deal max damage.

SPIRITED FIGHTER

Beginning at 5th level, you can use Charisma as your Taijutsu modifier when casting Bukijutsu.

FIGHTING AURA

At 9th level, your snacks tooth-rotting sweetness extend to their aroma, granting you an additional Aura. You may activate this Aura once, then twice at 14th level, per Long Rest without spending a use of your Auras.

- **Battlefield Scent:** When a creature would start their turns within this Aura, roll 1d6, and they gain one of the following benefits based on the result, until the end of their next turn:
 - 1: Increase their next attack roll by +2.
 - 2-3: Increase the next damage they deal by +4.
 - 4-5: The next time they damage a creature, ignore half of that creatures DR.
 - 6: Increase their AC against the next attack they're targeted with by +2.

Additionally, if a creature benefiting from this *Aura* would further increase any of the bonuses granted by this *Aura* (i.e. Casting a Jutsu, or using a feature, that directly increases your AC by 3, while benefiting from the 6 option, they reroll their benefit).

Finally, the creature this *Aura* is centered on may, as a reaction, end this *Aura* to choose one option and grant its bonuses to all creatures within this *Aura*, replacing any other options they may be benefiting from.

BESCUIT

Beginning at 13th level you can attack twice, instead of once, whenever you take the attack Action on your turn, if you would cast a Bukijutsu as an Action you can make one melee attack with your cooking tool as a Bonus Action.

MASTER OF DINING AND DICING

Beginning at 17th level, you now know how to strike perfectly with your cooking tools. You gain a +2 to attack rolls and Ability Checks made with your Bonus Tool Infusion.

Additionally, critical hits made with your Cooking Tools cannot be reacted to and double your ability modifier to damage rolls.



Credit: Kaeomon#0879 on Discord

ENTREMETIER CHEF

Cooking-Nin who focus on becoming entremetier learn to cook with different soft and hard doughs and move with unmatched speed as they do so.

FAST AND FURIOUS

Beginning at 2nd Level, you can use your intelligence or charisma instead of your dexterity for Initiative rolls.

BONUS TOOL INFUSION: SKEWER

You gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a cooking tool; this Weapon is light and easy to use not slowing you down at all.

At 2nd level, you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage:

- **Light.**
- **Charge:** When you take the Dash Action, you may until the end of your Turn, as a Bonus Action, make an attack with this cooking tool, at Advantage.
- **Speed Demon:** You gain +10 movement speed and, when you move at least 10ft in a straight line before making an attack, deal an extra 1d8 damage with this cooking tool, once per creature, up to thrice per turn.

Starting at 6th level, your *Cooking Tool* gains an additional weapon property of your choice;

- **Critical Draw:** During the first round of combat your melee weapon attacks score a critical hit on a roll of 17 or higher on any creature that hasn't acted this combat.
- **Archdemon Speed:** You gain +15 movement speed and, when you move at least 20ft in straight line before making an attack, deal an extra 1d10 damage with this cooking tool, once per creature, up to thrice per turn.
- **Precision:** Increase the attack and damage rolls of attacks you make, with this cooking tool, against creatures who haven't acted this combat by +2.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice;

- **Punish Draw:** During the first round of combat, when you would damage a creature who hasn't acted this combat, with this cooking tool, they have Disadvantage on saving throws, and other creatures have Advantage against them, until the start of their turn.
- **Goddemon Speed:** You gain +10 movement speed and, when you move at least 30ft before making an attack, you deal an extra 1d12 damage with this cooking tool, once per turn, up to thrice per turn.
- **Weakness Exploit:** During the first round of combat, the first creature who you would critically hit, with this cooking tool, who hasn't acted this combat, cannot benefit from DR, THP, or resistance, against the damage you deal

SWIFT SNACKS

When you choose this Focus beginning at 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature. All Snacks granted by this subclass can be taken as both a Free Action on your turn or as a part of initiative, when you would make an Initiative roll.

• **Proscuitto Bushetta:** If used as a part of initiative, the creature adds the result of your Cooking Dice to their initiative check and gain a bonus to speed equal to 5 x the result until the end of their first turn in combat. If used at any other time increase their current initiative by the result, at the end of their turn.

• **Juicy Dumpling:** If used as a part of initiative, the creature selects one hostile creature they can see. They gain a bonus to their AC and saving throws equal to half the result of your Cooking Dice against the selected creature, until the end of the chosen creature's second turn in combat. If used at any other time, they can add half the result of your Cooking Dice to their next weapon attack.

• **Spicy Bocconcini:** If used as a part of initiative the creature gains one additional Reaction, total, which can be used as normal for a number of rounds equal to half the result of your Cooking Dice. If used at any other time, the creature instead gains temporary hit and chakra points equal to the result.

• **Hot Cocoa:** If used as a part of initiative the creatures body becomes hot to the touch, from the pure speed of their movements. The creature gains resistance to fire and wind damage, and Inflicts a number of Ranks of Bleed and Burned equal to half the result of your cooking dice on the first creature they damage before the end of their first turn. If used at any other time, the creature instead can reroll their initiative, adding the twice to the result of your Cooking Dice and treating this turn as if it were their first this combat.

FIRST IN LINE

Beginning at 5th level, you learn to become ready at a moment's notice. Whenever you would roll initiative add a +5 to your result. Starting at 11th level, this becomes a +10. You also have Advantage on attacks against creatures that have not acted this combat.

SPEEDY AURA

At 9th level, your snacks speed enhancing effects extend to their aroma, granting you an additional Aura. You may activate this Aura once, then twice at 14th level, per Long Rest without spending a use of your Auras.

- **Expediting Scent:** Allied creatures who enter, or start their turns within, this Aura gain the benefits of the disengage action, and have advantage on saving throws as a result of entering or starting their turns within an area, until the end of their turn.

Additionally, when you eat a Snack as a part of rolling Initiative, you may activate this Aura as a reaction, giving each creature, of your choice, within the Aura advantage on their Initiative check.

SET THE TABLE

Beginning at 13th level, you've mastered the art of preparation. When you take a Ready Action, you can choose to ready a Bonus Action, or an Action.

You can choose to forgo spending a Reaction to trigger your Ready Action, at the cost of 1 Snack.

BEFORE ALL

Beginning at 17th level, Once per rest, you can choose to add a +20 to your initiative score. You can choose to do this before or after rolling initiative.



PATISSIER CHEF

Cooking-Nin who become Patisser focus on creating sugary pastries that fill your allies with a healing delight.

SWEET SMELL

When you choose this Focus beginning at 2nd Level, your constant experimentation with sweet flavors, has left you with an overpowering and unique scent. Once per hour, you gain advantage on your first charisma-based skill check against a creature who has eaten a snack, or other food you've created, in the last hour.

COOKING TOOL INFUSION: LADLE

You gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a cooking tool, something big, cool, and protective.

At 2nd level, you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage rolls:

- **Blocking**
- **Healing Focus:** While you are holding this Weapon you can charge your healing through it, when a creature would recover Hit Points from a Jutsu or feature you use, they recover extra Hit Points equal to your Cooking Dice.
- **Standing Leap:** As a Reaction to being attacked, while not wearing heavy armor, you can move a number of feet equal 5 times your Proficiency Bonus, causing the attack to miss if you move outside of its range.
You may use this feature twice per long rest.
- **Wide Guard:** When a creature within 10ft. of you would be the Target of an attack, or would make a Strength or Dexterity Saving Throw, you may, as a Reaction, move up to them and give Disadvantage on the attack, and all attacks made by the attacking creature against the creature you're defending, or Advantage on their saving throw, until the Start of your next Turn, or until they move more than 10ft. away from you.

Starting at 6th level, your *Cooking Tool* gains a additional weapon property of your choice;

- **Healing Up:** While you are holding this Weapon you can charge your healing through it, when a creature recovers Hit Points from a Jutsu or Feature provided by you they can instantly move up to 20ft.
- **Hero's shield:** Your weapon has turned into a Icon for your team. As an Action you may raise your weapon into the air inspiring your team, all creatures who can see your weapon increase their AC by +2 and Jutsu DCs, and attack rolls, by +1 until the end of their turn.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice.

- **Mega Hp Up:** When a creature recovers Hit Points as a result of a Snack created by you, they may immediately attempt a Skill Check to remove a condition they're afflicted with, at Advantage. A creature can only benefit from this property once per rest.

• **Take the lead:** You may, as a Reaction give a creature an additional Reaction, until the end of the current turn.

• **Pat on the Back:** As an Action, you may instead target a willing teammate within your cooking tools range and give them a pat on the back, infusing chakra through your weapon into them. The creature gains a number of Temporary Hit Points equal to triple your Cooking Dice. You can only use this feature a number of times equal to your charisma modifier per Long Rest.

FLUFFY SNACKS

Also, at 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature.

- **Strawberry Vanilla Bean Paste:** This sweet sauce enhances your Snacks flavor. A creature can consume this Snack as a Reaction when you would take damage. When you do, you reduce the triggering damage by the result by 4 times your Cooking Dice.
- **Lemon Tart:** This tangy sauce sours your Snacks flavor. The creature can consume this Snack as a Reaction when they take damage from a creature within 5 feet of them, bouncing the attacking creature back a number of feet equal to 5 x the result of your cooking dice.
- **Passionfruit:** A creature can consume this Snack as a Reaction when you would be reduced to 0 Hit Points, they are instead reduced to 1, and then regain Hit Points equal to the result of your Cooking Dice. A creature can only gain the effects of this Snack twice per Long Rest.
- **Orange Salt:** The creature gains Hit Points equal to the result of your twice the result of your Cooking Dice + your charisma Modifier. You also gain Hit Points equal to half the result.

GOTTA DO THE COOKING BY THE BOOK

Beginning at 5th level, thanks to your desire to help others you have a natural knack for healing.

You can learn any Jutsu with the Medical release that recovers Hit Points, or gives temp Hit Points, and may use Charisma as your Jutsu Modifier for them. When you would heal a creature using Jutsu you may, as a part of the same Action, feed them a Snack



SUGARY AURA

At 9th level, your snacks tooth-rotting sweetness extend to their aroma, granting you an additional Aura. You may activate this *Aura* once, then twice at 14th level, per Long Rest without spending a use of your Auras.

- **Super Sweet Scent:** Allied creatures within this Aura increase healing they receive by your Cooking Dice + half your charisma modifier, once per turn.

Additionally, when a creature within this *Aura* receives healing from eating a Snack, the result of your Cooking Dice cannot be lower than your charisma modifier.

SUGAR RUSH

Starting at 13th level, when a creature eats one of your snacks, they gain a rush of energy. In addition to the Snacks listed effects, the creature also gains an additional Action on their next turn. This Action can be used to make one weapon attack, dash, disengage, hide or use an object. You can use this feature a number of times per Long Rest equal to your charisma modifier (with a minimum bonus of +1).

SWEET MIASMA

Beginning at 17th level, you gain an additional benefit to your Charming Aura: Whenever a hostile creature would attack a creature while inside your aura, you may reduce their attack roll by half the result of your Cooking Dice, once per Round.



HERBALIST

Cooking-Nin who focus on becoming an Herbalist learn about the wonders of using herbs and plants to enhance their foods with the power of natural ingredients.

GASEOUS HAZE

You may use Charisma in place of Wisdom for calculating your Genjutsu attack bonus and DC.

BONUS TOOL INFUSION: PIPE

Beginning at 3rd level, you have augmented your body in such a way that you gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a cooking tool, this Weapon is some kind of smoking implement.

At 2nd level, you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage rolls:

- **Deep Breath:** As a bonus action when you would cast a Genjutsu with the inhaled keyword and a range other than Self, you can take a deep breath from your tool before blowing it out around you, the Genjutsu's Range becomes a 15ft Radius Sphere centered on yourself.
- **Didn't Know You Was Chill Like That:** This tool counts as a Poison Kit, with 3 Charges, which it regains at the end of a Long Rest, for the purpose of casting Genjutsu with the inhale keyword.
- **Herb In the Pipe:** When you would take a Long or Short Rest, you may choose two Jutsu with the Inhaled Keyword of a rank that you can cast. While wielding this Weapon, you may cast those Jutsu, once each, reducing their Chakra Costs by half, unless they have Special Cost.

Starting at 6th level, your *Cooking Tool* gains a additional weapon property of your choice;

- **Inhaled Herb:** When a creature makes a saving throw against a Genjutsu you cast with the inhaled keyword, you may spend 1 charge from a poison kit, giving the creature disadvantage on the next attack, skill check, or saving throw, other than the one that triggered this effect, until the end of their next turn.
- **Deeper Breath:** Whenever you use your Deep Breath feature, increase the area of effect to 30ft, and you may change the saving throw to constitution.
- **Harsh Inhale:** While wielding this Weapon, increase the damage you deal to creatures with Genjutsu, with the Inhaled Keyword, by 1 Cooking Dice.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice;

- **Constant Smoke:** There is a constant smoke stream of smoke emanating from your pipe, if you stay in a room for longer than 5 Minutes while holding this Weapon the room becomes filled with smoke, the room is under the effects of "Water release: Hidden Mist" as if you had cast it.
- **Quick Inhale:** When you would cast an Inhaled Genjutsu as an Action, you can instead cast it as a Bonus Action, a number of times equal to half your charisma modifier per long rest.

HERBAL SNACKS

When you choose this Focus beginning at 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature.

- **Indica Butter:** When a creature consumes this Snack, they gain the ability to release generate and release a thick cloud of smoke as an Action on their turn. When they do, they release the cloud in a 30-foot cone, originating from themselves. All creatures in the cones range must make a constitution saving throw vs your Genjutsu save DC. On a failed save the targets become intoxicated. An intoxicated creature is Envenomed, Slowed, and Dazed for the next minute; the target can remake the save at the start of each of their turns. When a creature uses this ability, they cannot do so again until they consume another Snack using this ingredient.
- **Sativa Juice:** When a creature who consumes this Snack, they immediately end the Berserked, Charmed, Feared, Dazed and Weakened conditions.
- **Hybrid Liquor:** When a creature consumes this Snack their body experiences a sudden euphoria, as they gain the 5 times the result of your Cooking Dice as Temporary Hit Points for the next minute. While a creature has temporary Hit Points granted by this feature, they also cannot be Slowed or have their movement speed reduced by any means.
- **Conicoid Salt:** A creature can only take this Snack when they would complete a Short Rest. When they do, they instead gain the benefits of a Long Rest. A creature can only gain the benefit of this Snack once per Week.



REST AND RELAXATION

Beginning at 5th level you have found a special strain of an herbal spice, that can calm the aggressive tendencies of another creature if needed, by simply burning it. Alternatively, you can choose to burn it during a Rest of any type, after which you and all creatures who participated in the same Rest gain additional benefits for the next hour. These two abilities are named Rest and Relaxation respectively.

Rest: When you and other creatures near you would finish a Rest while under the haze of this spice, you and all select creatures increase your maximum Hit Points and current Hit Points by an amount equal to 2 Cooking Dice. This increase lasts for 8 hours, or until your next Rest. A creature can only gain the benefit of this feature once per day.

Relaxation: As an Action on your turn, you can ignite this spice and mix it with other chemical creating a volatile haze of smoke. All hostile creatures within 45 feet of you must make a Constitution saving throw vs your Genjutsu save DC. On a failed save, they gain 3 Ranks of Charmed against you. Ranks of Charmed inflicted by this Feature are removed after 1 Minute, or a creature Succeeds their Constitution saving throw, which they may make after taking damage.

INEBRIATED AURA

At 9th level, your snacks naturally relaxing effects extends to their aroma, granting you an additional Aura.

You may activate this *Aura* once, then twice at 14th level, per Long Rest without spending a use of your *Auras*.

- **Musky Scent:** Allied creatures who enter, or start their turns within, this *Aura* have advantage on saving throws against jutsu they are already under the effects of.

Additionally, the creature this *aura* is centered on may, as a reaction, end it early, allowing allied creatures within this *Aura* to repeat their saving throws against jutsu they are under the effects of.



Credit: brunourata.arte on Instagram

VIBE KILLER

Beginning at 13th level your herbal strains are far more potent. When a creature would attempt to make a saving throw or Ability Check to end a Genjutsu currently affecting them, you can spend your Reaction to make them reroll the save or check, taking the lower result. You may use this Feature twice per Long Rest

UNMATCHED BOTANIST

Beginning at 17th level you have found the best strains from the best herbs. Once per Rest, when a creature would make a saving throw or Ability Check to resist a Genjutsu you cast with the Inhaled Keyword, you may spend a Snack, and a Charge of a Poison Kit, reducing their result by half the result of your Cooking Dice.

FRY COOKS

Cooking-Nin who focus on becoming Fry Cooks prioritize flavor over anything else. Their food, while scrumptious, wears the body down overtime, and these cooks utilize this to their advantage in battle. (This subclass was made by Blasteroid)

WATER AND OIL, DO MIX

Starting at 2nd level, you learn exactly how to handle the dangerous endeavor of mixing water with hot oil. You gain the Water Nature release and can add Jutsu with this Water release Keyword to your Jutsu known list. You also gain the ability to learn and cast Medical release Jutsu but they must deal Acid damage. If you already have access to Water or Medical release Jutsu, you instead learn a combined number of Jutsu of these releases equal to half your Proficiency Bonus.

BONUS TOOL INFUSION

You gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a cooking tool; this Weapon is a form of a pair of tight-fitting Fryer Gloves.

At 2nd level, this Weapon deals Acid damage and gains one of the following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Constitution in place of Strength when determining your attack and damage rolls, lastly this Weapon starts out with the Unarmed trait:

- **Convert:** While holding this Weapon, when you deal cold or fire damage, you can change the damage type to acid, increasing the damage dice by +1, once per turn. If you use this ability on a Jutsu or feature that would also give a condition, you can choose for the condition to instead become Corroded.
- **Frying Fist:** When you would deal damage with a Taijutsu you can change the damage type to Acid and increase the damage dice by +1, once per turn.
- **Fry Flip:** When you cast a Jutsu with the Water release Keyword you can fry and flip it, increase the range of the Jutsu by 15ft and the damage dice by +1, once per turn.

Starting at 6th level, your *Cooking Tool* gains an additional weapon property of your choice.

- **Enhanced Oil:** Whenever you cast a Jutsu with the Water release Keyword while this item is in your hand, you may as a bonus action increase its DC by +1.
- **Acid Absorb:** You can use Acid or any other oil-like substance in the place of water when casting Water release Jutsu, or creating an area of Acid. When you do so the Acid, or Jutsu's, damage Dice Size is increased by +1
- **Acid Sting:** Whenever you deal the Corroded condition, increase the damage to a D8 and increase the removal DC by +3, lastly it cannot longer be removed by going into water.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice.

- **Acid Explosion:** When you cast a Jutsu with the Water release Keyword that deals Acid damage, you may, twice per Long Rest, release a small, 15-foot Radius Sphere, cloud of Acidic haze that lasts until the end of your next turn. Allied creatures inside this haze treat Water release Jutsu they cast as if there was a source of water nearby and reduce the cost of Jutsu with the Water release Keyword by -2 (Min. half cost).
- **Acid Obliteration:** When you would cast a Taijutsu using this Weapon that deals Acid damage you can use Constitution instead of its normal casting stat.

FRIED SNACKS

When you choose this Focus beginning at 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature.

- **Cinnamon Fried Dough:** When eaten, roll 1 Cooking Dice, rerolling any 1s or 2s, taking the second result. Attacks made against the creature are made at Disadvantage for a number of attacks equal to half the result.
- **Deep Fried Takoyaki:** After consuming this Snack, the creature leaves behind a slippery coating of oil in each space they pass, for a number of Turns equal to the result of your Cooking Dice, which lasts until the end of their next Turn. Whenever a creature attempts to pass through a space coated in oil, they must make a Dexterity saving throw vs your Ninjutsu Save DC. On a failed save, the creature takes Acid damage equal to 1 Cooking Dice, falls prone and is coated in oil, causing them to lose resistance to Acid and Fire damage, and be coated in oil, unable to stand until they succeed a dexterity saving throw, or the end of their next turn.
- **Fried Rice:** The creature can eat this Snack as a Reaction, when they would make a saving throw. The creature selects two saving throws. For a number of rounds equal the result of your Cooking Dice, they add half the result of 1 Cooking Dice to their chosen saves. A creature can choose to select the same save twice. When they do, they also gain Advantage to chosen saving throw. creatures can only benefit from this Snack twice per Rest.
- **Tonkatsu Cutlet:** When eaten, for a number of rounds equal the result of your Cooking Dice, the creature gains an extra Bonus Action on each of their turns, which can only be used to take make an unarmed or weapon attack or take the Disengage or Dash Actions. The creature's movement speed also increases by 5 times the result of one Cooking Dice. A creature can only gain the benefits of this Snack twice per Rest.



Credit: @-109h on Twitter

REVV UP THOSE FRIERS

Starting at 5th level, you begin to realize that oil just makes things taste better, and your comrades couldn't agree more. During a Short Rest, you can fry a number of pills which can be Chakra, Blood pills or militarily ration pills equal to your proficiency bonus to improve their taste. These pills gain the "Fried" prefix and when consuming a pill, the creature gains an additional amount of the resource the pill Restores equal to the average of 2 of your 2 Cooking Dice.

After 12 hours, "Fried" pills lose their crispiness and become slightly inedible, as such, when eaten, the result is halved. "Fried" pills cannot be refried.

Lastly you double the amount of ranks a Corroded creature can have at a time.

SUNNY SIDE UP

At 9th level, your fresh fried snacks pop boiling hot grease all over your foes relaxing, granting you an additional Aura which you can activate for free once per long rest.

- **Deep-Fried Scent:** Creatures of your choice within this Aura can only attempt to remove ranks of corroded with a Constitution Ability Check. Additionally, if they would be inflicted with a condition other than corroded, must succeed a Constitution saving throw or be inflicted with 1 rank of corroded, once per turn.

Finally, the creature this Aura is centered on may, as a bonus action or reaction, end it early and force creatures of their choice within the Aura to make a Constitution saving throw. On a failure, they take 1d6 acid damage for each rank of corroded they are inflicted with or, if they have no ranks of corroded, be inflicted with 2 ranks.



Credit: @theaaronschmidt on Twitter

THE PERFECT CRUST

Starting at 13th level, you've learned that higher quality oil produces better results. You gain the following benefits;

- Fried Snacks from your Fried Snacks feature that can only be eaten once per Rest, can now be eaten three times per Rest.
- "Fried" pills from your Revv Up Those Friers feature stay crispy for 24 hours, and once they lose their crispiness, the result is no longer halved and is instead reverted back to normal before the pill was fried.

ALWAYS READY

Starting at 17th level, your confidence in your food has reached its summit, and now, you're always ready. You are immune to the Surprised condition and when you would roll initiative, you can consume one of your Fried Snacks or "Fried" pills, or toss it to an allied creature within 30 feet and have them immediately consume it.

GASTROCHEMIST

Gastrochemist learn to twist chakra to their whim, making potions, manipulating elements, and even changing your own body.

EYE OF THE STORM

Beginning at 2nd Level, you're ability to mold natural energy allows you to calm even the wildest elemental hurricane.

You ignore difficult terrain created by jutsu of your Nature's Blend release, and may, once per long rest, reroll any saving throw you make, or attack targeting you, caused by jutsu of your Nature's Blend release.

NATURE'S BLEND

Instead of learning new Snacks, learn how to twist and shape the elements at play into your Jutsu and Snacks. At 2nd Level, choose one Nature release, which becomes your Nature's Blend release. You may learn Jutsu from that release normally but may only cast them if you are wielding your Gastrochemist weapon (the Cooking Tool gained from this Subclass).

Additionally, at 2nd Level choose a Jutsu of your Nature's Blend release, and give it one of the following Enhancements, which you may use while wielding your Gastrochemist weapon. You may choose an additional Jutsu to gain an Enhancement at 3rd, 5th, 9th, 13th, and 17th Level.

- **Enhance Texture:** When you cast the Jutsu you may spend Chakra equal to half the amount you spent to cast the Jutsu, and any Snack that you, or anyone within 5ft of you, have to increase the Jutsu's DC by half the result of your Cooking Dice, up to a maximum based on the Justus Rank (D/C-1, B/A- 2, S-3).
- **Enhance Kick:** When you deal damage with the Jutsu you may spend Chakra equal to half the amount you spent to cast the Jutsu, and any Snack that you, or anyone within 5ft of you, have to increase the Jutsu's damage dice by a number of your Cooking Dice equal to the Jutsu's Rank (D/C-1, B/A- 2, S-3), or deal the same amount of damage to creatures who fail a saving throw against the jutsu if it doesn't have damage Dice, once per casting.
- **Enhance Temperature:** When you would provide Healing, THP, or DR to a creature with the Jutsu, you may spend Chakra equal to half the amount you spent to cast the Jutsu, and any Snack that you, or anyone within 5ft of you, have to increase the amount provided by twice the result of your Cooking Dice times the Jutsu's rank (D/C-1, B/A- 2, S-3), or by half the result of one of your Cooking Dice if the Jutsu has a duration longer than instant.
- **Enhance Aroma:** When you would cast this Jutsu, you may spend Chakra equal to half the amount you spent to cast the Jutsu, and any Snack that you, or anyone within 5ft of you, have to increase the Jutsu's Range, including the size of any Areas Of Effect the Jutsu creates, by 5 x half the result of your Cooking Dice.

BONUS TOOL INFUSION

At 2nd Level, you gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a new cooking tool as your Gastrochemist weapon.

Gastrochemist weapons can be anything that fits its mechanics, it can be a metal fist, a lightning lighter, flamethrowing pistol, etc.

Your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage rolls. Your weapon damage type becomes that of your chosen Nature, and it gains one of the following properties:

- **Reactive Element:** When you would cast a Jutsu that deals the damage of the same damage type as your Gastrochemist weapon you may add your Cooking Dice to the damage, once per turn.
- **Evocation**
- **Hidden**
- **Chakra Storage:** You can store chakra into your Gastrochemist weapon. You may spend Chakra at the end of a Long Rest to Store Chakra into this Weapon, with a maximum stored Chakra of 5, which is Stored until spent. Chakra stored in this Weapon can only be used to cast Jutsu of your Natures Blend Element.
- **Quality Guaranteed, Probably:** When you would roll your Cooking Dice as a part of an effect gained by the Nature's Blend Feature, if your result of your Cooking Dice would be less than the maximum result, increase it by +1, once per turn.

Starting at 6th level, your cooking tool gains a additional weapon property of your choice;

- **Extra Chakra Storage:** You can store chakra into your Gastrochemist weapon. You may spend Chakra at the end of a Long Rest to Store Chakra into this Weapon, with a maximum stored Chakra of 10, which is Stored until spent. Chakra stored in this Weapon can only be used to cast Jutsu of your Natures Blend Element. If this Gastrochemist weapon has the Chakra Store Property, replace it with this Property, which does not grant you an additional 2nd Level Property, and increase this Property's maximum Stored Chakra to 15.
- **Ranged (60/120ft)**

Credit: Anbe Yoshiro, School Girl Strikers

- **A Little Extra:** When you would cast a Jutsu of your Nature's Blend Element, you may, as a bonus action, make an attack against a creature who would be effected by the Jutsu, with your Gastrochemist weapon as an Action or Bonus Action. On a Hit, you deal weapon damage as normal, and give the creature Disadvantage on all saving throws resulting from the Jutsu, or gain Advantage on all attacks, resulting from the Jutsu, against the creature.
- **The Ol' Switcheroo:** When the damage of a Jutsu, of your Natures Blend Element, would be reduced, you may increase its damage by twice your Gastronomist weapon's damage Dice. Immunity is considered damage Reduction for the purposes of this Property.

Beginning at 11th level, your cooking tool gains one additional weapon property of your choice.

- **Chemical Control:** When you would cast a Jutsu of your Nature's Blend release, you may reduce its Cost by -2, or -4 if it's above A-Rank (This is applied regardless of other Features, Traits, Jutsu, or Cost Reduction effects, other than the Special Cost)
- **Mega Chakra Store:** You can store chakra into your Gastrochemist weapon. You may spend Chakra at the end of a Long Rest to Store Chakra into this Weapon, with a maximum stored Chakra of 15, which is Stored until spent. Chakra stored in this Weapon can only be used to cast Jutsu of your Natures Blend Element. If this Gastrochemist weapon has the Chakra Store Property, or Extra Chakra Storage Property, replace it with this Property, granting you one additional 2nd or 6th level Property, and increasing this Property's maximum Stored Chakra to 20, if you have one, or 25 if you have both.
- **Double Tap:** Once per Turn, when you would cast a Jutsu of your Nature's Blend Element, that has a casting Time of 1 Action, you may instead cast it as a Bonus Action, or a Free Action if you've hit with an attack made using the A Little Extra weapon Property this Turn.

COME ON, JUST TRY IT!

At 5th Level you have not only learned how to use these elements, but how to infuse them into your Snacks, swapping out properties to improve it, let's just hope they don't ask why that sandwich has such an "earthy" taste. When you make Snacks at the end of a short or Long Rest, you can pick a number of Snacks equal to your Intelligence Modifier to apply one of the following Effects to.

- **Soak Your Mind:** When Eaten, this Snack heals the creature for a number of Hit Points equal to twice the result of your Cooking Dice.
- **Scorch Your Foes:** When Eaten, this Snack increases the next damage the creature deals by your Cooking Dice, in Fire damage.
- **Steel Your Body:** When Eaten, this Snack provides the creature with THP equal to twice the result of your Cooking Dice, or increases any THP the creature already has by half as much, and makes them and Earthen Construct.
- **Sail Your Sky:** When Eaten, this Snack increases the creatures Walking Speed by 10ft, and provides them with a Flying Speed equal to half their Walking Speed, for the duration of the Snack.
- **Strike Your Earth:** When Eaten, this Snack provides the benefits of the Dash Action, and increases the Critical Threat Range of their next attack by +1.

AURA OF EQUIVALENT EXCHANGE

At 9th level, your snacks naturally relaxing effects extends to their aroma, granting you an additional Aura.

You may activate this *Aura* once, then twice at 14th level, per Long Rest without spending a use of your Auras.

- **Transmutative Scent:** Allied creatures within this Aura may treat jutsu they cast as both its original release, and one of your Nature's Blend releases, using the release of the casters choice for the purpose of effects involving releases (Clashes, Jutsu, Features, Traits, etc.), and its damage Type (Water-Cold).

Additionally, creatures of your choice who enter, or start their turns within, this Aura, must succeed a Dexterity saving throw or be inflicted with 1 rank of your Nature's Blend releases condition (Fire-Burned, Water-Chilled, Earth-Bruised, Wind-Bleed, Lightning-Shocked).

MANY COLORED BLEND

At 13th level you may choose a 2nd Nature release to be considered as a Nature's Blend release. When you would use any Feature from this Subclass that requires you to use your Nature's Blend release, you may choose either of your chosen releases.

IN TOUCH

At 17th Level, When you take a Long Rest, you turn yourself to your surroundings, manipulating energy, elements, and the world itself, granting you it's power. As a Full Turn Action, you may release this gathered energy, entering Philosopher's Form and grant yourself the following benefits for the next 10 Minutes.

- You gain 10 Chemic Points, which when spent, reduce the number of remaining Minutes that you can remain in your Philosopher's Form by the number spent.
- You gain a Flight Speed equal to twice your Walking Speed, the benefits of the Disengage Action, Advantage on 2 saving throws of your choice, Advantage on your first attack each Turn, and 40 THP.
- You may, once per Jutsu, Spend 1 Chemic Point to use any Nature's Blend Enhancement without needing to consume a Snack and may apply a Nature's Blend Enhancement to Jutsu already benefitting from one, even the same one, in this way.

Credit: TofuBlock/Jauni on Twitter



SHOW COOK

Cooking-Nin who focus on becoming show cooks strive to please all the senses through impressive displays of cooking prowess exciting the viewers, further enticing them to the meal to come.

GIVE THEM A SHOW

When you select this focus at 2nd level, you have learned to spice up your cooking with a little dramatic flair. Instead of creating a Snack in the kitchen, you make it in front of those who will eat it, and just seeing your display bolsters them. You can use an Action to give the benefits of a Snack to two creatures who can see you within 30 feet. Expending the Snack in the process Starting at 9th level, this can be used as a Bonus Action.

BONUS TOOL INFUSION

You gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a cooking tool, this Weapon is a smoking pipe, or some kind of smoking object. At 2nd Level, you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage rolls:

- **Flashy Show:** While holding this Weapon you can use Intelligence for Performance, Athletics, and Acrobatics Checks
- **Flashy Bang:** When you would cast a Genjutsu with the Visual Keyword that targets one or more creatures you can cause a flashy explosion! All hostile creatures within 5ft of the original Target must also make the saving throw as if they were targeted by the Genjutsu.
- **Showtime:** Increase the Range of your Give Them A Show Feature by 15ft.

Starting at 6th level, your *Cooking Tool* gains an additional weapon property of your choice;

- **Flashy Explosion:** When you would use Give Them A Show, you may choose an additional creature to gain the benefit of the Snack.
- **Now You See It:** When you would cast a Genjutsu without the Visual Keyword, you may give it the Visual Keyword. Additionally, you may, as a Bonus Action increase the DC of a Genjutsu you cast by +1.
- **Flashy Smack:** When you would make an attack Roll with this Weapon you can use your Genjutsu casting Modifier instead of your Intelligence.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice;

- **Flashy Armageddon:** When you would cast a Genjutsu with the Visual Keyword, you may instantly feed one of the Effected creatures a Snack
- **Blinding Style:** When you would Blind a creature the mere sight of you causes their retinas to burn! At the end of a Blinded creatures turn they take a number of Fire damage equal to double your Cooking Dice.

GRANDIOSE PRESENTATION

When you choose this focus beginning at 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature. These Snacks can only be used through your Give Them A Show Feature.

- **Caviar Taco:** When a creature observes this Snack, they DR equal gain DR equal to half result of the Cooking Dice, for a number of damage instances equal to the result of your Cooking Dice.
- **Black Truffle:** When a creature observes this Snack, they gain 60 feet of chakra sight for 1 minute.
- **Gold Leaf Cherry Ice Cream:** When a creature observes this Snack, they may take the Dash and Disengage Actions as a Bonus Action, for a number of rounds equal to the result of your Cooking Dice.
- **Coconut Macaroons:** When a creature observes this Snack, the gain Advantage on the next saving throw they make, for a number of rounds equal to the result of your Cooking Dice.
- **Swirly Cakes:** When a creature observes this Snack, while under the effects of a sensory condition, they have disadvantage on their next saving throw against a Genjutsu you cast, for a number of rounds equal to your cooking dice.

A FEAST FOR THE EYES

Beginning at 5th level, you have learned to make even grander displays, when you would Give Them A Show enemies within range must make a Wisdom saving throw against your Genjutsu Save DC as if they were targeted by a Genjutsu with the Visual Keyword, being Blinded until the end of their next turn on a failed save. Additionally, you may still affect Blinded creatures with Effects that would normally require them to be able to see, such as Visual Genjutsu.

A SATISFYING DISPLAY

At 9th level, the astonishing visuals of your snacks creates an aura of awe, granting you an additional Aura. You may activate this Aura once, then twice at 14th level, per Long Rest without spending a use of your Auras.

Tantalizing Visuals: Creatures of your choice within this Aura, who would fail a saving throw against being inflicted with a Mental or Sensory condition, are also inflicted with 1 rank of the dazzled, deafened, demoralized, concussed, or confused condition, if they did not condition from failing their saving throw. Additionally, the creature this Aura is centered on may, as a reaction, end this Aura to force creatures of their choice within the Aura to make a Wisdom saving throw. On a failure, for 1 round, the next time they make a saving throw against a Genjutsu, reduce their success level by 1 (Critical Success → Success → Failure, etc.) A creature who fails their saving throw against this effect is immune to it for the next hour.

GRAND FINALE

Beginning at 13th level, you have begun to start doing riskier tricks, that will make or break your routine. When you use Give Them A Show you can make magnificent motion captivating your audience.

creatures other than you gain the benefits of the Snack as if you had rolled the maximum of one Snack die, Hostile creatures within this range effected by "A feast for the eyes" make this check at Disadvantage. You can do this once per Long Rest. You gain an additional use of this feature at 17th level.

CROWD PLEASER

Beginning at 17th level, people from around the world will come in person just to see you cook, eating is icing on the cake. The range of Give Them A Show has increased to 60 feet and enemies in who fail their saving throw are also dazzled. Additionally, When you would use Give Them A Show, you may choose an additional creature to gain the benefit of the Snack.



SOUR TASTE

Cooking-Nin who focus on becoming Sour Tastes do not cook to entertain or survive. Instead, these cooks come up with toxic concoctions to discretely exterminate their enemies. Similar to the work of Hunter-Nin, Spectre Cooks assassinate from the shadows.

I EXPECT YOU TO DIE

Starting at 2nd Level, You gain the ability to learn Jutsu with the Medical Keyword, that deal Poison damage, inflict the Envenomed condition, and that cure or assist with curing conditions.

Additionally, you gain Proficiency in Poison Kits, reduce the DC of all Poisons you attempt to create by half your Proficiency Bonus, and reduce the uses of a Poison Kit required to create a poison by -1.

BONUS TOOL INFUSION: SYRINGE

You gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. You gain a cooking tool; a deadly weapon, with the ability to deliver sickening poisons.

At 2nd level, you can choose a damage type between Bludgeoning, Piercing or Slashing and one following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage rolls:

- **Venom's Blade:** Any damage dealt with this weapon, or by Bukijutsu cast with this weapon, may deal poison damage instead of their original damage type.
- **Two-Faced:** When you deal damage with this Weapon, you prevent the damaged creature from regaining Hit Points or ending the envenomed condition, until the end of its next turn.
- **Tactical 2, Lethal 2.**

Starting at 6th level, your *Cooking Tool* gains an additional weapon property of your choice;

- **Multiattack.**
- **Coated Blade:** As a part of making an attack with this Weapon, you may apply any Poison you have to it. Additionally, regardless of whether or not you apply Poison to your weapon, once per creature, per Turn you may force a creature you Hit with this Weapon to Succeed a Constitution saving throw or be inflicted with 1 Rank of the Envenomed Condition
- **Stab To Death:** Once per Turn, when you damage a creature with this weapon while within 5ft of an allied creature, you may cause them to instantly take damage from any ranks of the envenomed condition they're inflicted with.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice;

- **Critical, Deadly.**
- **Eviscerate:** Once per turn, when you would damage a creature, who has 3 or more ranks of envenomed, with this weapon, you may force them to make a constitution saving throw, or have disadvantage on attacks, saving throws, skill, and ability checks until the end of their next turn.
- **White Snakes Poison:** When you inflict a creature with the Envenomed Condition, while they have 4 or more Ranks of Envenomed, they must Succeed a Constitution saving throw or be Restrained until the end of their next Turn.

POISONED SNACKS

At 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature.

- **Cyanide:** This ingredient cannot be used during combat, instead it must be infused with an already prepared meal or beverage. This can be done secretly by succeeding a Stealth check against a DC determined by the DM. When you infuse this ingredient into a meal, that meal can be eaten by a number of creatures up to your proficiency bonus. A creature that consumes this Snack must make a Constitution saving throw. A creature that succeeds suffers no ill effects and does not notice the attempted poison other than a strange sour taste in the meal. On a failure, its inflicted with 3 ranks of Envenomed, and begins to experience difficulty breathing. A creature that consumes this Snack is unaware it has been poisoned until the beginning of its turn after 2 rounds have passed. After 1 minute while the creature remains with these conditions, it then falls Unconscious and must make a death saving throw each time it takes damage from the Envenomed condition as it suffocates. This poison is considered a B-Rank Jutsu and is hidden from Jutsu cast at C-Rank or lower that would detect poison. This poison carries no chakra signature, making it unable to be traced to you.
- **Coffee Treat:** The creature of this Snack may, for the next Minute, as a Bonus Action, allow themselves to take the Dash, Disengage, and Hide Actions, as a Free Action, until the end of their turn. The following turn the creature is dazed and this snacks effects end.
- **Revitalizing Mushrooms:** The creature of this Snack is cured of all ranks of the Envenomed or Weakened conditions. Additionally, if the creature was at 0 Hit Points, they recover 1 hit point and cannot fall below 1 hit point until the end of their next turn.
- **Toxic Mint:** The creature of this Snack immediately takes 2 Cooking Dice of poison damage. For the next minute, the creature may cast Medical release: Poison Mist as a Bonus Action. When cast in this way, the creature becomes the center of the jutsu's area, with it following them, and are immune to the jutsu's effects.



LICENSE TO KILL

Starting at 5th level, once per turn when you deal 15 or more Poison damage to a creature in a single instance, you can impose a Constitution saving throw against your Ninjutsu or Taijutsu Save DC. On a failed save, the creature becomes Envenomed for 1 minute.

At 13th level, you ignore Resistance to the Envenomed condition, as well as Poison damage, with your Sour Snacks, and treat Immunity as Resistance.

Additionally, when you deal Poison damage to a creature with 2 or more ranks of Envenomed and they would fail the Constitution saving throw imposed by this feature, you can choose to make them Dazed alongside being Envenomed, or increase the Envenomed condition's damage by 1 step for the duration.

POISONED SNACKS

At 9th level, the poisonous effects of your snacks extends to a gaseous haze, granting you an additional Aura. You may activate this *Aura* once, then twice at 14th level, per Long Rest without spending a use of your Auras.

- **Toxic Haze:** Creatures of your choice who start their turns within this Aura, must succeed a Constitution saving throw or be inflicted with 1 rank of envenomed.

Additionally, the creature this *Aura* is centered on may, as a bonus action or reaction, end this Aura and spend one poison, which can take effect even if not ingested, they have, forcing each creature of its choice within this Aura to make a Constitution saving throw, against your Aura DC, or be inflicted with the effects of the spent poison on a failure, with no effects on a success.

POISONED SNACKS

Starting at 13th level, when an allied creature consumes one of your Sour Snacks, they gain resistance to Poison damage and Advantage against the Poison and Envenomed conditions for the next Minute.

Additionally, when you would inflict the Envenomed or Weakened Conditions, you may increase the number of Ranks inflicted by +1.

Finally, twice per Long Rest, when a creature succeeds a saving throw against a Jutsu with the medical Keyword that deals Poison damage, or against a Poison placed/created by you, you may cause them to take damage from the envenomed condition as though they had started their turn .

PERFECTED FORMULA

Starting at 17th level, you are able to pierce even the strongest immune systems.

Additionally, during a Short Rest, select Toxic Mint, Revitalizing Mushrooms, or Toxic Mint. A number of times per rest equal to your Charisma Modifier, you may, as a Bonus Action, grant one creature, who has ranks of envemoed, within your Aura, the effects of your chosen Sour Snack.

Credit: Artemii Myasnikov on Instagram



HEAT MASTER

Cooking-Nin who become a Heat Master focus on creating the spiciest foods, with the most kick.

IF YOU CAN'T HANDLE THE HEAT...

When you select this focus at 2nd level, your experimentation with heat has left granted you access to flames. You gain the Fire release Keyword and may learn Fire release Jutsu. If you already have access to Fire release Jutsu, you instead learn a number of Fire release Jutsu equal to half your Proficiency Bonus.

BONUS TOOL INFUSION: HOT PLATE

At 2nd Level, you gain a second Cooking Tool Infusion weapon, following the same structure as your original one, but with some custom unique features. This weapon is in some way fire focused, it could be some kind of cooking device like a hot pan, or a flame thrower. This weapon deals Fire damage and gains one of the following properties. your cooking tool deals damage equal to your Cooking Dice and you can also use Intelligence in place of Strength when determining your attack and damage:

- **Burn:** When you Hit a creature, who has Ranks of Burned, with this Weapon, you may increase this Weapons damage by +1 for Rank of Burned the creature is inflicted with, once per turn,
- **Flame On:** Once per Turn when you make an attack with this Weapon, you may instead force each creature, of your choice, within a 20ft Cone originating from you to make a Dexterity saving throw against your Taijutsu or Ninjutsu Save DC, taking twice this Weapons damage dice Fire damage and being inflicted with +1 Rank of Burned on a failure, or half as much damage on a successful save.
- **Unarmed**
- **Rigorous Flame:** When you would deal Fire damage to a creature, you may make an attack with this Weapon as a Bonus Action, until the end of your Turn.

Starting at 6th level, your *Cooking Tool* gains an additional weapon property of your choice;

- **Marked In Flame:** When you deal Fire damage to a creature you may Flamemark them. A Flamemarked creature sheds 10ft of Dim, and Bright, Light, cannot be Hidden from you, and increases Fire damage they take by your Cooking Dice, once per Turn. Only one creature can be Flamemarked at a time.
- **My Kitchen:** You may spend half your Movement to Teleport to any Fire/burning Object/Space, or within 5ft of a Burned target, within 30ft, once per Turn.
- **Defensive Burn:** Once per Round, when a creature misses you with an attack you may punish them by setting the creature ablaze. They gain +1 Rank of Burned, +2 Ranks if they missed by 3 or more, or +3 Ranks if they missed by 6 or more. You may use this Feature a number of times equal to your Charisma Modifier per Long Rest.

Beginning at 11th level, your *Cooking Tool* gains one additional weapon property of your choice;

- **Enflamed Justice:** When you would use a Snack to deal, or increase, damage, you may increase the damage by +1 for each damage Dice rolled, up to half your charisma modifier (rounded up).
- **Double Fist It:** You gain an additional Reaction at the start of each of your Turns, which may only be used to eat a Snack, which you would normally be able to eat as a Reaction.

SPICY SNACKS

When you choose this focus beginning at 2nd level, you learn to cook with additional secret ingredients that can be used with your Shinobi Snacks class feature.

- **Spicy Wonton:** When you eat this Snack, you gain Resistance to Cold and Fire damage and may immediately cast Medical release: Acid Armor, at a Rank you can cast, at half Cost. However, it loses the Medical Keyword, gaining the Fire release Keyword, and deals Fire damage instead of Acid damage. gains 2 Ranks of Burned, and must Succeed a Constitution saving throw or gain an additional +2 Ranks of Burned
- **Piri-Piri Chicken:** You may eat this Snack as a Reaction when you hit a creature with an Attack, increasing the attacks damage you by the Chef's Cooking Dice, and, until the start of your next Turn, granting Creatures Advantage on their first attack targeting the creature.
- **Sichuan Hot Pot:** You may eat this Snack as a Reaction when you hit a creature with an attack, increasing the attacks damage by 2 of the Chef's Cooking Dice and removing any DR the creature has until the start of your next Turn.
- **Thai Red Curry:** You may eat this Snack as a Reaction when you hit a creature with an attack, increasing the attacks damage by 3 of the Chef's Cooking Dice, and forcing the creature to make a Constitution saving throw against your Taijutsu or Ninjutsu DC, being inflicted by +2 Ranks of Burned on a Failure.
- **Fireball Zip Sauce:** This spicy sauce forces your chakra to take on a similar nature to that of fire release. You may, at any point for the next Minute, cast the Fire release: Fireball Jutsu at C-Rank, ignoring the CM and HS Components. If, after a Minute, you do not cast the Jutsu, you take 6d6 Fire damage.

You may also, as an Action, attempt to force a creature to eat this Snack, making a Melee Ninjutsu Attack. On a hit the creature immediately takes x d6 Fire damage, where X equals your Proficiency Bonus, gains 2 Ranks of Burned, and must Succeed a Constitution saving throw or gain an additional +2 Ranks of Burned



Too Hot to Handle

Starting at 5th Level your affinity for fire melts into your very body and allowing you to become one with the very flames. When you miss with an attack, the Target takes 1 Fire damage for each damage Dice that would've been rolled.

Nova Aura

At 9th level, your snacks naturally relaxing effects extends to their aroma, granting you an additional Aura.

You may activate this Aura once, then twice at 14th level, per Long Rest without spending a use of your Auras.

Smoldering Scent: When a creature within this Aura would be inflicted with any number of ranks of burned, the creature this Aura is centered on gains 1 Nova Point, up to twice per turn. Additionally, they gain the following abilities, for the next minute, or until they have no Nova Points, even after this Aura ends:

- 2: Reduce the Cost a Fire release Jutsu you would cast by -2.
- 3: Change the damage type of an attack you would make to fire, and, if the attack doesn't have the Blaze property, it gains it.
- 4: When you damage a creature within 5 feet of you, you may force a creature within 5 feet of them to make a Dexterity saving throw or take half the damage the original creature did on a failure.



Heat of My Soul

Beginning at 13th level, the heat has melted into your soul, making your heart rush with the sound of flames.

While Concentrating on a Jutsu with the Fire release Keyword you gain the following effects, as the heat bolsters you.

- You gain Advantage on Concentrating saving throws, for Fire release Jutsu.
- You may make 2 attacks with your Cooking Tool weapons as a Bonus Action.
- At the Start of your Turn, you may inflict +1 Rank of Burned on yourself. Additionally, Fire damage cannot force you to make a Concentration Check.

Heavenly Flame

Beginning at 17th level, you gain Resistance to Fire damage, or Immunity if you already have Resistance.

Additionally, when you would inflict a Rank of Burned on yourself, you may increase the Ranks inflicted by +1.

Finally, once per Long Rest, you may immediately give yourself, and each creature within 15ft of you, 4 Nova Points.

SCIENCE-NIN

Level	Bonus	Features	Creation Points	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Shinobi of Science, Chakra Cell Enhancement	-	6	D-Rank
2nd	+3	Chakra containment Device, Scientific Ninja Tools	4	7	D-Rank
3rd	+3	Scientific Inquiry	6	8	D-Rank
4th	+4	Ability Score Improvement/Feat	8	8	D-Rank
5th	+4	Extra Attack, The Right Tool	10	9	C-Rank
6th	+4	Scientific Inquiry (2)	12	10	C-Rank
7th	+5	Yhprum's Law	14	11	C-Rank
8th	+5	Ability Score Improvement/Feat	16	11	C-Rank
9th	+5	Scientific Inquiry (3)	18	12	B-Rank
10th	+6	Calculated Response	20	13	B-Rank
11th	+6	Infused Genius	22	14	B-Rank
12th	+6	Ability Score Improvement/Feat	24	14	B-Rank
13th	+7	Chakra Containment Device (2)	26	15	A-Rank
14th	+7	Scientific Inquiry (4)	28	16	A-Rank
15th	+7	Calculated Response (2)	30	17	A-Rank
16th	+8	Ability Score Improvement/Feat	32	17	A-Rank
17th	+8	Scientific Inquiry (5)	34	18	S-Rank
18th	+8	Mixed Studies	36	19	S-Rank
19th	+9	Ability Score Improvement/Feat	38	20	S-Rank
20th	+9	Scientific Inquiry (6)	40	20	S-Rank

SCIENCE-NIN

A Nara waits in the shadows, usually their weakness. However, as his targets let their guards down he throws an enhanced flash tag and binds them in the light, a light that remains to shine past its usual expiration.

An Uchiha looks his victim in the eyes, their infamous Dojutsu now upgraded to scan his enemies even further than before.

A Sarutobi, famous for their multitude of jutsu, shows off a metal gauntlet. It spits out a scroll and suddenly, with no signs, a Rasengan appears in her hand.

These shinobi all share one common ideal, that with technology they can improve their ninja prowess. While other ninja master the blade or jutsu, they use their wits to build tools that always will put them ahead.

CHARACTER INSPIRATIONS

When designing this class, It was designed with the intent of using and creating the tools of the future. A player would be the inventor of the party, always making sure they had the tools for the mission. Characters whom this class was designed after are as follows; Denki, Kawaki, Ao, Boruto. This class was entirely designed by @Artemys#2642, also known as @ Lord First, Artemys Yuki.

CREATING A SCIENCE-NIN

When creating a Science-Nin consider a few things about the character when they are on a team with others. What made them chose the path of creating the future? Are they the protector of tomorrow, at the front with the newest weapons and armor or the guy in the chair, the one who builds the tools the fighter use?

QUICK BUILD

You can make a Science-Nin quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution. Second, choose either the Nara, Sarutobi, or Uchiha.

CLASS FEATURES

As a Science-Nin, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Science-Nin level

Hit Points at 1st Level and beyond: 8 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d10 per Science-Nin level

Chakra Points at 1st Level: 10 + your constitution modifier

Chakra Points at Higher Levels: 1d10 (or 6) + your Constitution Modifier per Science-Nin level after 1st.

PROFICIENCIES

Armor: Light armor, Medium Armor

Weapons: Simple Weapons, All Scientific Ninja Tools

Ninja Tools: 3 of your choice

Saving Throws: Dexterity, Constitution, Intelligence

Skills: Choose four from Ninshou, Insight, Investigation, Nature, Crafting, Athletics, History, Stealth, Perception, Medicine, Chakra Control.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background. If you select a ranged weapon you also gain 1 Stack of ammunition:

- (a) Padded Cloth or (b) Combat Jacket
- One Simple weapon
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 1 Paper Bomb or (b) 1 Flash Tag
- Two Kits 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 (your choice)

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier (your choice)

TAIJUTSU

Taijutsu save DC = 8 + your Proficiency Bonus + your Strength Modifier

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

SHINOBI OF SCIENCE

Starting at Level 1, You dedicate yourself to always being the smartest in the room. When making a contested Intelligence Skill check with another creature, while both of you are using Intelligence, you are considered to have an additional rank of Mastery in that skill. If you already have 3 ranks of Mastery, you instead gain advantage.

CHAKRA CELL ENHANCEMENT

Also at Level 1, you have undergone the first step all Science Nin take when they begin their studies; Chakra Cell Enhancement, a genetic modification to improve and better control your chakra flow. You learn E-Rank jutsu equal to your Intelligence Modifer. You can change these jutsu over the course of a rest

CHAKRA CONTAINMENT DEVICE

Starting at Level 2 You learn how to create a Chakra Containment Device. This device allows you to store chakra to power your Scientific Ninja Tools. This Device can either be attached to a weapon or your armor and can be switched to either as a Bonus Action. When you take a short rest and spend Chakra Dice, you can choose to seal the rolled amount into the CCD. The CCD can hold a number of chakra equal to your Science-Nin Level x 15.

This chakra can only be used to power a Scientific Ninja Tool or Science-Nin Class feature. This device charges to half-full during a Long rest and to full on a Full Rest.

SCIENTIFIC NINJA TOOLS

Also, at 2nd Level you gain the knowledge on how to build Scientific Ninja Tools. These tools are a step above what a normal ninja can create, and as such take a lot of mental prowess to accomplish. You gain a number of Creation Points as shown in the Science-Nin Table. Scientific Ninja Tools can be created, upgraded, and replaced during a Long Rest. Each has a Creation Point cost that it takes up and a CCD chakra drain that must be spent to activate it. If a tool has prerequisites, you must meet them to install it. However, you only need to pay the difference in their Creation Point Cost. You can install the modification while you meet its prerequisites.

SCIENTIFIC INQUIRY

Starting at 3rd level, choose an Inquiry that you pour your hours of study into to use in combat. The Scientific Inquiry you choose grants you features at 3rd, 6th, 9th, 14th, 17th and 20th Levels.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & 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.

THE RIGHT TOOL

Also, at 5th Level You have learned how to think 10 steps ahead of everyone else. Once per short rest, you can reveal that you predicated the current situation. You can pull a scroll from your inventory that has one basic quality toolkit with a single charge. This can only be used by you and loses its charge after being used or in 10 minutes, whichever comes first.

YHPRUM'S LAW

Starting at 7th level, you understand that Reality is simply a chance of probabilities. Most follow Murphy's, saying what can go wrong will. You follow Yhprum's Law. What can work, will work. You can add half your Proficiency bonus, rounded down, to any Skill check you make that doesn't already include it.

CALCULATED RESPONSE

Starting at 10th level, you've gained the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes a Skill check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

At Level 15, you also use this feature to subtract your Intelligence Modifier from an enemy creature's Skill check or saving throw.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

INFUSED GENIUS

Starting at the 11th Level, you begin to outfit your tools with better tools. You can select one Scientific Ninja Tool of Creation Point Cost 8 or lower. The selected tool is then attached to one weapon or armor of your choice. Twice per long rest the holder of this weapon or wearer of the armor can use the tool, as if it was wielded by you, at no chakra cost. You can have a number of Infused Tools equal to your Intelligence modifier. During a Long rest you can switch the Scientific Ninja Tool, or reattach it to a new weapon or armor.

MIXED STUDIES

At the 18th Level you expand your field of study to encompass another Inquiry. You gain the 3rd Level features of another Scientific Inquiry. You cannot select the one you chose at 3rd Level.



SCIENTIFIC INQUIRY

S.N.B SPECIALIST

These Science-Nin have devoted their time to crafting a companion whether it was because they thought they could create something far greater than themselves or they were simply lonely.

SCIENTIFIC NINJA BEAST

When you choose this Inquiry at 3rd level, you gain a companion in the form of a synthetic animal of some variety. This companion has the following statistics:

SCIENTIFIC NINJA BEAST

Medium Construct

Armor Class 10 + Your Proficiency Bonus (Natural Armor)

Hit Points Your Intelligence modifier + your Science-Nin level times 5

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	5 (-3)	5 (-3)

Damage Immunity Psychic, Poison

Damage Resistances Acid

Damage Resistances Charmed, Exhaustion, Frightened, Poisoned

Senses Dark Vision(30 feet) passive Perception 7

Artificial Intelligence. The Scientific Ninja Beast is programmed to respond only to its creator; however, it can still perform basic functions when not commanded. If the Scientific Ninja Beast has not received any commands on a turn, it will take the dodge action. If its master is incapacitated in any way it will choose an ally of theirs who can now use their bonus action to direct the Scientific Ninja Beast.

Bio-Organic Identifier Your S.N.B can spend 1 minute analyzing a sample of a substance that is organic in nature, it can identify what the substance is, its regional origin, and how old it is. Beginning at 15th level, you have connected your S.N.B to a DNA database. At DM discretion, when your S.N.B successfully identifies a substance as blood, it may be able to determine who the blood belongs to. If your S.N.B has successfully hit the creature with a melee Bite attack and has dealt damage to the targets Hit Points, it can automatically recognize the blood.

Internal Radio Link. You can issue orders to your S.N.B as long as you are within 1 mile of it.

ACTIONS

Bite. *Melee Weapon Attack:* Your Intelligence modifier + Your Prof Bonus to hit, reach 5 ft., one target. *Hit:* 1d6 + Your Intelligence modifier piercing damage. The damage die for this attack increases to a d8 at Level 9 and then a d10 at Level 14.

When you roll initiative, you can also choose to activate your S.N.B by paying 0 CCD Chakra. While activated, you can command your Scientific Ninja Beast as an Action or Bonus Action as long as your S.N.B can see or hear you, the S.N.B can take one action or bonus action per turn and its movement. Your S.N.B is proficient in two saving throws of your choice and uses your proficiency bonus, when your S.N.B is forced to make a saving throw treat any negative modifiers as +0 for the saving throw. You may select an additional Saving Throw Proficiency at 14th level.

If your S.N.B is destroyed you can build a new one over the course of a full rest. When you would gain an Ability Score increase from this class, you increase one of its ability scores by 2, and two other scores by 1. Your S.N.B has a number of Hit Die (d8) equal to your Science-Nin level.

S.N.B UPGRADES

Also at 3rd level, you gain access to special upgrades for your Scientific Ninja Beast, you can install a number of upgrades into your S.N.B equal to your Proficiency Bonus and you can install any upgrades you meet the requirements for during a long rest. Any upgrades that cost chakra are paid through your C.C.D. When you reach 9th level, your S.N.B can instead use its own C.C.D to pay the chakra costs.

COMBO ATTACK

At 6th level, once per round, when you or an ally take the attack action, and your Scientific Ninja Beast is within 5 feet of the target it may also make an attack on the same creature.

COMBAT PROGRAMMING

Also at 6th level, you have improved upon your Scientific Ninja Beast's programing giving it a definitive roll in combat. Choose one of the following:

- **Striker:** Your S.N.B gains the *Multiattack* trait, allowing it to make two attacks using its natural weapons.
- **Caster:** Your S.N.B gains the ability to learn jutsu and a number of Jutsu Slots equal to 1/4th your Science-Nin level (rounded down). You can spend 3 Weeks of downtime programing a jutsu into your S.N.B and it can learn a number of jutsu equal to half your proficiency bonus. The highest ranked jutsu your S.N.B can learn is always one rank lower than your current highest rank jutsu known as indicated by your class table.
- **Defensive:** Your S.N.B gains a bonus to its AC equal to 1/3rd your Proficiency bonus (rounded down)
- **Lurker:** Your S.N.B gains the *Lethal Attack* trait. Once per turn, your S.N.B can deal extra damage to one creature it hits with an attack if another enemy of the target is within 5 feet of it. This extra damage is $Xd8$. ($X = \text{Half your Science-Nin Level}$)



SECONDARY C.C.D

Beginning at 9th level, you have outfitted your Scientific Ninja Beast with its own Chakra Containment Device, when you would regain chakra into your C.C.D you may choose to instead store it into your Scientific Ninja Beast. When you are within 5 feet of your S.N.B you can use a bonus action to withdraw any amount of chakra stored in its C.C.D. Your S.N.B's Chakra Containment Device can hold an amount of chakra equal to your Science-Nin level x 5.

IMPROVED SERVOS

Also at 9th level, you have built upon the foundation of your Scientific Ninja Beast. Your Scientific Ninja Beast can now take both an Action and Bonus Action instead of one or the other.

ARTIFICIAL SENTIENCE

Starting at 14th level, you have upgraded the Artificial Intelligence in your Scientific Ninja Beast allowing it to act of its own volition and communicate freely, it now enters initiative directly after your turn instead of you needing to command it as a bonus action, and can speak any language you know.

REGENERATIVE ARMOR

At 17th level, you have installed nano-machines in your S.N.B that can heal its injuries. As a bonus action your S.N.B can spend any number of Hit Die to heal itself, for each Hit Die spent this way roll the die and add your S.N.B's Constitution modifier to the result. When you use this ability, you can choose to spend any number of creation points you have remaining, for each creation point spent this way add an additional 1d4 to the amount of hit points regained. Additionally, when your S.N.B is reduced to 0 hit points you may spend 2 creation points, it instead stops at 1 and cant fall below 1 until the end of its next turn.

THE FUTURE OF SHINOBI: S.N.B

Finally at 20th level, you have realized that the S.N.B. is the future of Shinobi, choose 3 S.N.B. Upgrades, your Scientific Ninja Beast permanently gains these upgrades and they no longer take an upgrade slot or cost creation points. You must still meet the prerequisites for these upgrades to gain the benefits of them.



S.N.B UPGRADES

If an upgrade has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites.

MINOR

ARMORED EXTERIOR

Cost: 2 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You add much needed reinforcement to your Scientific Ninja Beast. Your S.N.B's AC calculation now begins at 12, this increase to 13 at 9th level and 14 at 17th level.



CHAKRA CANNON

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You modify your Scientific Ninja Beast with the ability to fire raw chakra from its maw. Your S.N.B can spend the CCD Drain to make a ranged attack using its bite attack bonus against a target within 60 feet dealing Force damage equal to its bite damage.

IMPROVED ACCURACY

Cost: 2 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You upgrade your Scientific Ninja Beast to hit its targets better. Your S.N.B gains a +1 to attack rolls. This bonus increases to a +2 at 9th level and a +3 at 17th level.

KUNAI/SHURIKEN LAUNCHER

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You install a mechanism in your Scientific Ninja Beast that allows it to launch a stack of kunai or shuriken over a large area. When you complete a rest, you can put any number of kunai/shuriken stacks into your S.N.B, your S.N.B can hold a number of kunai/shuriken stacks equal to your intelligence modifier. As an action, your S.N.B can the CCD Drain to use any amount of kunai/shuriken stacks to target a 30-foot area within 60 feet, each creature in the area must make a Dexterity saving throw, taking 4d4 piercing/slashing damage for each stack of ammunition consumed on a failed or half as much on a successful save.

PISTON LEGS

Cost: 2 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You outfit your Scientific Ninja Beast with extremely powerful legs increasing its speed and jump distance. Your S.N.B's movement speed becomes 60 feet, its jump distance is tripled and your S.N.B can take the dash action as a Bonus Action.

REFINED

ASSISTANCE PROTOCOL

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You have upgraded your Scientific Ninja Beast's protocol allowing it to better assist you and your allies. Your S.N.B can use the help action from 30 feet. When you reach level 14th your S.N.B can use the help action as a bonus action.

CHAKRA DETECTION RADAR

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You install chakra detection hardware into your Scientific Ninja Beast. Your S.N.B gains 30 feet of Chakra Sight. If it detects a creature using this chakra sight you are immediately notified.

DANGER RADAR

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You modify your Scientific Ninja Beast with software able to detect when an enemy is approaching. Your S.N.B can detect any hostile creature within 30 feet of it. If a creature is hidden this does not mean that it knows exactly where it is just that it is nearby.

ENHANCED SIZE

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You decide your S.N.B is due for an upgrade and reconstruct it to increase its size. Your Scientific Ninja Beast size increases to Large.

KUNAI-PROOF ARMOR

Prerequisite: Armored Exterior

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You enhance your S.N.B's armor even further, choose between Bludgeoning, Piercing or Slashing damage, your S.N.B gains resistance to the chosen damage type, it gains another at 9th level and the final at 14th level.

GREATER

INTEGRATED POISON COMPARTMENT

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You install a system for administrating poison into your Scientific Ninja Beast, you can use a bonus action to store a poison in your possession into your S.N.B. When your S.N.B makes a bite attack you can the CCD Drain to choose for it to administer the poison. When administered this way the Save DC of the poison increases by +1. This bonus increases to +2 at 9th level and +3 at 17th Level.

REGENERATING CHAKRA SHIELD

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You install a small shield generator that runs on chakra into your Scientific Ninja Beast. At the beginning of each turn your S.N.B may spend the CCD Drain to gain a number of temporary hit points equal to your Science-Nin level.

STURDY

Cost: 8 Creation Points

Drain: 10 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You modify your Scientific Ninja Beast's chassis to resist more damage. Your S.N.B's hit points increase by an amount equal to 5 times your Science-Nin level, each Science-Nin level thereafter your S.N.B gains an additional 5 hit points.

OVERCHARGED FANGS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You modify your Scientific Ninja Beast to be able to send an electric current to its fangs. Your S.N.B can spend the CCD Drain as a bonus action to overcharge its fangs. While its fangs are overcharged, they deal an additional 1d8 Lightning damage. This increases to 2d8 at 13th level and 3d8 at 17th level. This overcharge lasts for 1 minute. Additionally, when you reach 13th level, when you hit a creature with a fang attack you can choose to apply a rank of Shocked instead of dealing damage. Your S.N.B can only benefit from one fang upgrade at a time.

SERRATED FANGS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You modify your Scientific Ninja Beast to be able to coat its fangs in spiraling wind. Your S.N.B can spend the CCD Drain as a bonus action to coat its fangs. While its fangs are coated, they deal an additional 1d8 Wind damage. This increases to 2d8 at 13th level and 3d8 at 17th level. This overcharge lasts for 1 minute. Additionally, when you reach 13th level, when you hit a creature with a fang attack you can choose to apply a rank of Bleed instead of dealing damage. Your S.N.B can only benefit from one fang upgrade at a time.

SUPERCOOLED FANGS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You modify your Scientific Ninja Beast to be able to chill its fangs to almost absolute zero. Your S.N.B can spend the CCD Drain as a bonus action to supercool its fangs. While its fangs are supercooled, they deal an additional 1d8 Cold damage. This increases to 2d8 at 13th level and 3d8 at 17th level. This overcharge lasts for 1 minute. Additionally, when you reach 13th level, when you hit a creature with a fang attack you can choose to apply a rank of Chilled instead of dealing damage. Your S.N.B can only benefit from one fang upgrade at a time.

SUPERHEATED FANGS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You modify your Scientific Ninja Beast to be able to heat its fangs to extreme temperatures. Your S.N.B can spend the CCD Drain as a bonus action to superheat its fangs. While its fangs are superheated, they deal an additional 1d8 Fire damage. This increases to 2d8 at 13th level and 3d8 at 17th level. This overcharge lasts for 1 minute. Additionally, when you reach 13th level, when you hit a creature with a fang attack you can choose to apply a rank of Burn instead of dealing damage. Your S.N.B can only benefit from one fang upgrade at a time.

SUPERIOR

SELF-DESTRUCT PROTOCOL

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You have installed a large bomb into your Scientific Ninja Beast. As an action your Scientific Ninja Beast can spend the CCD Drain to initiate a self-destruct sequence, at the end of 1 minute the S.N.B will explode. Each creature within a 60-foot radius of the S.N.B must make a dexterity saving throw, taking 20d8 + 1 for each point of chakra remaining in the C.C.D of the S.N.B or half as much on a successful save. At any point during the 1-minute countdown the S.N.B may use its action to immediately explode. You lose any creation points spent on S.N.B upgrades until you finish a full rest. Alternatively, when your S.N.B is reduced to 0 hit points you may use your reaction to trigger the explosion.

INTEGRATED FLAMETHROWER

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You install a small but powerful flamethrower into your Scientific Ninja Beast. As an action your S.N.B may spend the CCD Drain to spew a flame in a 30-foot cone. Creatures caught in the cone must make a Dexterity saving throw taking Xd6 Fire damage on a failed save or half as much on a successful save where X equals your Science-Nin level (Rounded Down).

FLIGHT APPARATUS

Cost: 16 Creation Points

Drain: 15 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You upgrade your Scientific Ninja Beast with some form of flying ability whether that be mechanical wings or jets in its feet. Your S.N.B gains a flying speed equal to its movement speed.

SUPREME

DISPLACEMENT HOLOGRAM

Cost: 24 Creation Points

Drain: 20 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You install a holographic projector into your Scientific Ninja Beast making it seem to be standing slightly further than it actually is. Attack rolls against your S.N.B are made at disadvantage, if it is hit by an attack, it doesn't gain the benefit of this upgrade until the start of its next turn. This upgrade also doesn't function if your S.N.B is incapacitated.

DEFIBRILLATOR PAWS

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You add a protocol to your Scientific Ninja Beast directing it to assist you when your life is in danger by jumpstarting your heart. When you fall unconscious, your S.N.B can use your reaction and spend the CCD Drain to move its full movement towards you and attempt to resuscitate you. You regain 1 temporary hit point and will fall unconscious at the end of your next turn unless you are healed in some way.

MASTERCRAFT

GIANT SIZE

Prerequisite: Enhanced Size

Cost: 32 Creation Points

Drain: 30 CCD Chakra

Increase the cost of activating your S.N.B by the CCD Drain of this Upgrade. You have reconstructed your Scientific Ninja Beast, greatly increasing its size. Your S.N.B's size becomes huge and it deals an additional die of damage with its bite attack.



SHINOBI-WARE

The Science-Nin who follow this path understand that a Shinobi is only as strong as their body. So, they have turned their own body into a Scientific Ninja Tool.

FULL-METAL SHINOBI

When you choose this Inquiry at 3rd Level you replace the skin of your body with flexible chakra material that allows for easier experiments.

Your AC calculation while unarmored is now $10 + \text{your Proficiency Bonus} + \text{Intelligence Modifier}$. You can also spend chakra from your CCD to heal yourself as a Bonus Action. You heal at a rate of 10 CCD chakra to 5 health. At Level 6 you choose to gain resistance to either Bludgeoning, Piercing, or Slashing damage. At Level 9 you can choose another. At Level 14 you gain the last that you did not choose.

EDGE RUNNER

Also, at 3rd Level you gain Mastery in Armorsmith Toolkits. This toolkit gains additional charges equal to your Intelligence Modifier. Your body also comes with a number of upgrade slots equal to your Proficiency Bonus. During a Long Rest you can install any upgrade, besides a Shinjutsu, that you meet the requirements for. These Shinobi-Ware Upgrades will be detailed at the end for this subclass.

GLORIOUS EVOLUTION

Starting at 6th level, you have expanded upon the simple science of the era and have embraced your body as the start of the new era. During a rest of any type, you can use 2 charges of your Armorsmith Kit to evolve a Refined upgrade. You can only have two Evolved Upgrades at a time. An Evolved Upgrade does not count against your slot limits and has its Creation point cost reduced by 2. At 9th Level you can instead choose a Greater Upgrade. At Level 14 you can chose a Superior Upgrade.

IN HIS IMAGE

Beginning at 9th level, You further enhance your body to copy the peak of shinobi-kind: the Ōtsutsuki. You create a seal of your design and place it on the palm of your hand. As an Action you can spend 20 CCD chakra and activate this seal. You must pay 5 CCD chakra at the start of your turns to keep the seal active. The seal remains active for 1 minute or until you do not pay the CCD chakra cost, whichever comes first. While this seal is active you gain the following benefits;

- Your AC of your Full Metal Shinobi AC is increased by 2
- Your Jutsu attack rolls have an increased critical threat range of +1
- You have driven your human body to the edge of present and future, and run that edge beautifully. You gain 1 Shinjutsu Upgrade the first time you activate this ability. You can not change this later. You can only use this Shinjutsu while your seal is active.

EVER EVOLVING

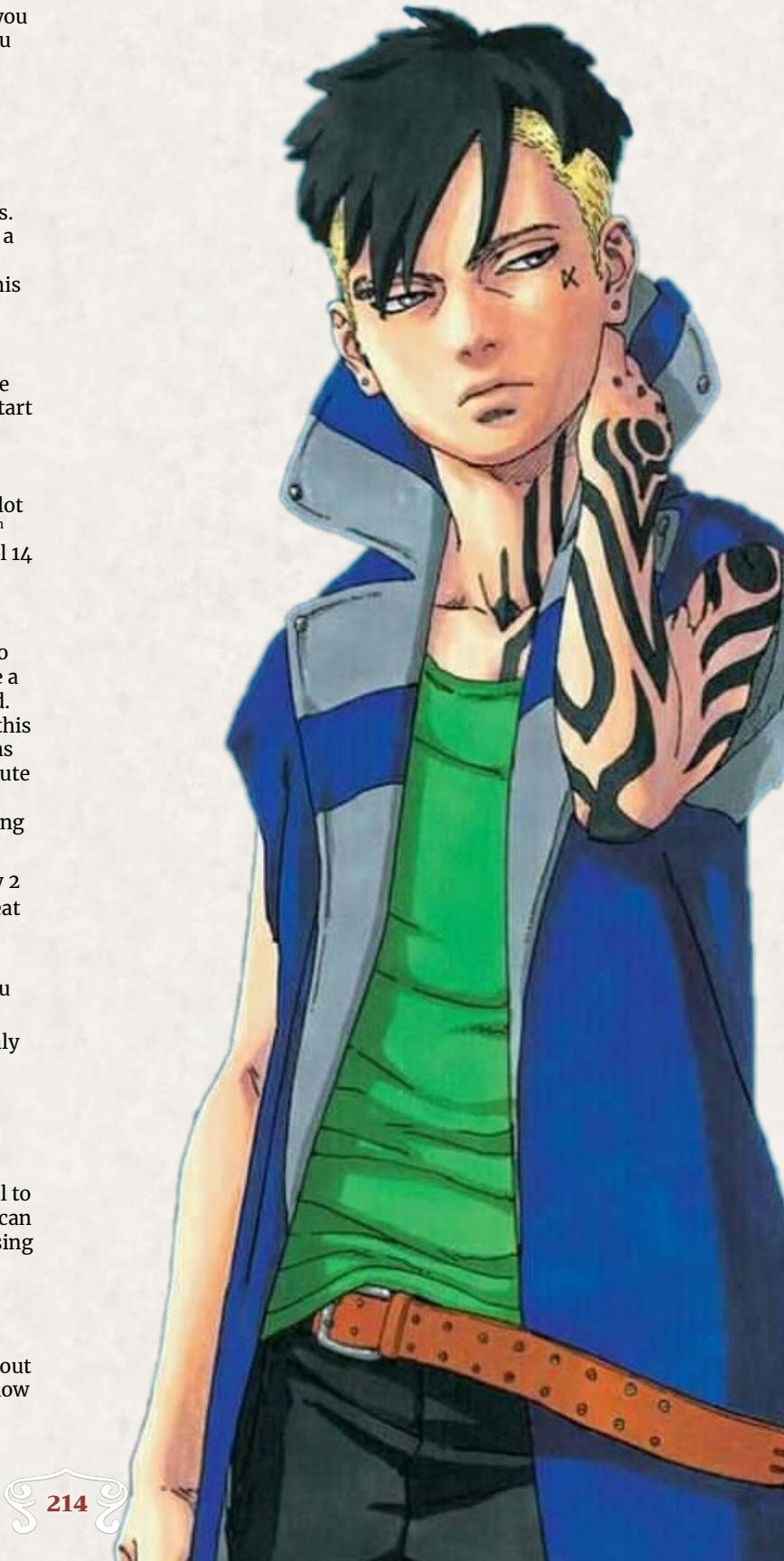
Beginning at 14th level, you have further upgraded your seal to always be improving, always evolving. You can spend Creation Points equal to the rank of an Armor Seal to instantly apply it to your Full Metal Shinobi armor. You can change this seal with a Full turn Action, including choosing no seal to gain the creation points back and remove the seal.

THE SECOND COMING

At 17th level, You can now cast your base Shinjutsu without your seal being active. When the seal is active, you can now use your Mastered Shinjutsu.

THE FUTURE OF SHINOBI: SHINOBI-WARE

At Level 20, you have realized that Shinobi-Ware is the future of Shinobi. You gain extra upgrade slots equal to your Intelligence Modifier. You also double your maximum creation points.



SHINOBI-WARE UPGRADES

MINOR

SCOTOPIC VISION

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You upgrade the rod cells in your eyes to new heights. You can spend a bonus action to activate this vision and gain Darkvision to a range of 30 feet for a minute. If you already have Darkvision, this modification increases its range by 30 feet.

MECHANICAL ARM

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You create a mechanical arm which mounts to your shoulder, which you can use independently. This arm cannot hold weapons however can be used to block attacks and accomplish small tasks with the Object interact action even if both hands are full. You can deploy the arm as a reaction or object interaction action to gain +1 AC however if you are hit with a melee attack while the arm is out. You must spend 5 CCD chakra to repair the arm. You can choose this modification twice, increasing the AC bonus to 2 and gaining an additional Object interaction action.

GRAPPLING HAND

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You turn your hand into a grappling hook. With this modification, you can spend the CCD chakra drain to make a ranged weapon attack as a Bonus Action with a range of 30/60. On a hit, it deals 1d4+your Intelligence modifier in piercing damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the hook. As an action, a creature can attempt to remove the hook. Removing the hook requires an Athletics skill check vs your Ninjutsu Save DC. While the hook is stuck in the target, you are connected to the target by a 30-foot cable.

While the hook is deployed, you can use your bonus action to activate the reel, pulling yourself to the location if the target is your size or larger. A creature or object smaller than you is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the hand as a bonus action.

POWER KNUCKLES

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You modify your knuckles with increased reinforcement and weight. Your unarmed strike deals 1d6 of Lightning damage. You can now use Intelligence for Attack Rolls and Damage Rolls for your unarmed strikes. Additionally, when you take the Attack action and make an unarmed attack, you can spend this upgrade's drain to make an additional unarmed attack as a bonus action.

TACTILE BOOST

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You add a new upgrade that boosts your sense of touch. As a Bonus action you can spend the Drain of this feature to gain Tremorsense within 20 feet of you, as long as some limb is touching the ground.

REFINED

CHAKRA-POWERED GRAPPLING HAND

Prerequisite: Grappling Hand

Cost: 4 Creation Points

Drain: 5 CCD Chakra

While your grappling hand is deployed, when you cast a Ninjutsu with a range of touch you can pay the Drain of this upgrade and have your hand deliver the jutsu as if you had cast it from its location. After this the hand is made inert and must be recovered

SYNTHWEAVE SKIN

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As an Action, You can spend the drain of this upgrade and for the next minute reduce all bludgeoning, piercing, and slashing damage by your Intelligence Modifier for the next minute.

ACCELERATED MOVEMENT

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You improve your body's cardio-physiology to allow you to move quicker in short bursts. When you activate this upgrade your speed increases by 10 feet for the next minute. This applies to all movement speeds you have.

BODY MASS INCREASE

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You enhance Body Mass Index to increase at a moment's notice.. As a bonus action, you can activate this upgrade and anchor your feet to the ground. While anchored, your speed is 0, you have advantage on Strength checks and Strength saving throws, and your carrying capacity and the weight you can push, drag, or lift doubles. If it would already double, it instead triples. You can also as a reaction activate this upgrade while falling. If you do, you instead take falling damage for every 20 feet fell and if you land on an enemy they must make a Dexterity Saving Throw against you Ninjutsu or Taijutsu Save DC, whichever is higher. On a fail they take damage equal to the amount of falling damage you take.

GREATER

JET PROPULSION LEGS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You add chakra powered jet thrusters to the soles of your feet, granting you temporary, limited flight. Activating or deactivating the boots requires a bonus action and, while active, you have a flying speed of 30 feet. You must pay 5 CCD Chakra at the start of your turn or the flight will end and you will begin falling to the ground at the end of the turn. The rocket boots last for 1 minute before deactivating. Themselves.

INTEGRATED WEAPON

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You can integrate a one-handed weapon into your arm. You are considered proficient in this weapon while it is installed. As a Bonus action you can spend the drain of this upgrade and have it pop out of your arm for the next minute.. While it is activated, you must spend 5 CCD chakra at the start of your turn or the weapon will deactivate. While activated you gain a +1 to Attack and Damage rolls with the weapon and can use your Intelligence Modifier for weapon attack rolls.

MICROSCOPIC SCIENTIFIC NINJA TOOLS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You have gone beyond the normal limits of Shinobi-Ware. Choose Two Scientific Ninja Tools of 4 Creation Point cost or lower. You now have permanent access to them and they do not cost Creation Points. If they cost Chakra from your CCD you can now pay them with your own chakra. Additionally. You can spend the CCD Drain of this upgrade to add a spent charge to a Toolkit. You can only do this twice per Toolkit.

CHAKRA FIBER BARRIER

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You modify your Full Metal Shinobi Armor to block incoming damage using a razor thin barrier of Chakra. As a reaction to taking damage you can activate this upgrade to reduce the damage you take by an amount of d4 equal to your Intelligence Modifier.

SUPERIOR

JUTSU MEMORIZATION CHIP

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You install the detailed memory of a specific combat routine. Choose 1 Jutsu between Taijutsu, Bukijutsu or Genjutsu of a rank that you can learn. You learn that jutsu and can pay its cost and this drain to cast it using your Intelligence Modifier.

PAIN EDITOR

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You modify your body with a switch that shuts off your pain receptors dynamically. As a reaction to taking damage you may spend the Drain of this upgrade to delay all damage you take this round until the end of your next turn

BIJUU KNUCKLES

Prerequisite: Power Knuckles

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You further modify your knuckles with increased reinforcement and weight. Your unarmed strike now deals 1d8 Lightning damage. If you move at least 10 feet in a straight line immediately before making an unarmed attack, you can activate this upgrade to additional 2d6 force damage

SUPREME

NINJUTSU ABSORPTION AND AMPLIFICATION

Cost: 16 Creation Points

Drain: 20 CCD Chakra

You can absorb Ninjutsu with your left arm or eye. As A reaction when you are targeted with a Ninjutsu you can spend the CCD chakra drain and initiate a clash. If you win you absorb the Ninjutsu cast, negating it. You then can either immediately attack with it using your right eye or arm, but upcasted it one rank higher than it was cast, or add it to your jutsu list until you use it, upcasted to one rank higher than it was cast. You can only have one stored Ninjutsu at a time and either way when it is cast you pay the cost with your CCD rounded up to the nearest interval of 5.

SPEEDWARE EMULATOR

Cost: 16 Creation Points

Drain: 20 CCD Chakra

You force yourself outside the normal timeline through sheer speed alone, a rudimentary implant. You can activate this upgrade as a Bonus Action and if you do you gain an additional action this turn. At the end of your turns, you lose 2 hit dice, rolling them and losing that much current and maximum health until you take a full rest.

SHINJUTSU

SENRIGAN

Drain: 15 CCD Chakra

You modify your eyes and discover the world's first Scientific Dojutsu: The Senrigan. However, it is in an incomplete state. As a bonus action, you can activate this upgrade in one of your eyes. When toggled on, for the next minute you gain +1 to your AC, truesight for 250ft and have advantage on all Genjutsu saving throws. Once per round you gain an additional reaction which can only be used to take the Read the Enemy action.

Mastered: With Science you have finally achieved a full Senrigan, however it is still a pale copy of the true Shinjutsu. As a Bonus Action you can activate this Shinjutsu in both of your eyes for the next minute. While this is active, you gain +2 AC and a +1 to all attack rolls and the benefits of a Quasi-Senrigan.

Additionally, for the duration you are always under the effects of Kagura's Mind Eye.

Once per day you can cast **SEALING ART: DIVINATION TECHNIQUE** When cast this way you cannot ask about the future, but can ask any question about the present or past.

SPACE-TIME CLAWS

Drain: 20 CCD Chakra

You can leave marks of studded black bands across any surface. You always have the Chakra Mark Ninjutsu in your jutsu known list. You can pay the drain of this Shinjutsu when you cast Chakra Mark to instead have Your seals take the shape of these black bands. You can have up to a number of them active at one time equal to your Intelligence Modifier. These black bands cannot be dispelled and last forever unless dismissed by you. While a creature is marked this way while you are within 30 ft of them you can pay half this Shinjutsu's drain to cast jutsu and attack as if you were within 5ft of them. You can also, as a bonus action, teleport to a claw within 60 feet of you.

Mastered: You have mastered your claws and can use them flawlessly. You can teleport to a claw regardless of range, and attacks made through a claw within 120 feet of you are made at advantage.

ABSOLUTE REFLECTION

Drain: 30 CCD Chakra

You copy the pinnacle of defense worthy of a god. As a reaction to being targeted with an attack while you are within 5 feet of an allied creature or restrained or grappled hostile creature, you can initiate the Reflect. If you are within 5 feet of a hostile creature who does not meet the criteria, you can make an unarmed strike against them. On a success you initiate the Reflect. Spend the Drain of this Shinjutsu and the triggering creature must make a Wisdom Saving Throw against your highest Save DC. On a failure they become the new attack target and must make the attack against themselves at advantage, On a success they still target you but the attack is made at disadvantage.

Mastered: You have mastered your ability to reflect the intentions of your foes. When a creature would fail against this Shinjutsu, they instead automatically hit themselves with the triggering attack. On a success they instead roll to hit themselves at disadvantage.

JOUGAN

Drain: 20 CCD Chakra

You have begun to awaken a new Shinjutsu, one that looks forward and not back. However, it is not a power easily controlled. As an Action you can spend the drain of this Shinjutsu and attempt to peer into the future. Make an Intelligence ability check against the Jougan Table, the result is what happens.

Mastered: You have finally awakened the full power of the future and it rules! When you would use the Jougan ability you can spend double this Shinjutsu's Drain to skip the roll and get the benefits of a 25.



JOUGAN TABLE

Roll Result	Effect
10 or lower	You fail to get a glimpse of what will be.
10-15	You gain a vision of the emotions of all around. You can immediately know the way creatures within 60 feet view you, either as an ally or enemy.
16-20	You gain a short glimpse of the future. For the next minute, you automatically gain the benefits of the Read the Enemy action.
21-24	The future you see is one that is further away. However, it gives you insight into the current day. You have advantage on saving throws for the next minute.
25	You gain all the previous benefits for the next minute.

SUKUNAHIKONA

Drain: 10 CCD Chakra

You exert your control over all matter with your near divine chakra. When you are a allied creature you can see makes a Ranged attack roll. You can spend the drain of this Shinjutsu to *Shrink* or *Enlarge* the attack.

- **Shrink:** Attack gains advantage and any reaction needs a perception roll against your Ninjutsu Save DC. On a failure the reaction is not taken.
- **Enlarge:** Increase damage die of the attack by a step. If it cannot be increased by a step, you instead add your proficiency bonus. The attack also now targets all creatures within 10 feet of the orginal target.
- **Mastered:** You have perfected your control over matter, You can now use *Sukunahikona* for any attack, ranged or melee. When used on a melee attack, this also also shrinks and enlarges the creature until the attack is resolved.
- **Shrink** now makes the perception check a crature makes to react made at disadvantage.
- **Enlarge** now increase by 2 steps or twice your proficiency bonus

SPYWARE

The Science-Nin who follow the path of Spyware fully embrace what it means to be a Shinobi. the job gets done, and no one knows who did it. A job well done is enough credit for you.

HOST IN THE SHELL

When you choose this Inquiry at 3rd Level,, you gain Mastery in Hackers and Forgery Toolkits. These Toolkits gain additional charges equal to your Intelligence modifier. When you would spend a charge of your Hackers Kit and succeed hacking into a system, you can spend 5 CCD Chakra. If you do, you can cast Beast Sense on the target as if it were an animal. Any cameras in the system become your eyes, any microphones become your ears.

CRUEL ANGEL'S THESIS

Also, at 3rd Level you have discovered how to treat a chakra network just like a computer system. You can use your Intelligence Modifier as your Genjutsu ability modifier. Over the course of a long rest, you can spend Creation Points to make Programs. You can use Programs when you would affect a creature with a Genjutsu by paying their CCD cost when you cast the Genjutsu. A creature can only be affected by one Program per turn and you can only hold a number of Programs at a single time equal to your Proficiency Bonus.

GLITCH IN THE SYSTEM

Beginning at 6th level, You have mastered the way to use your Hackers Kit in combat. When you cast a Genjutsu you can spend a charge of your Hackers Kit to reduce the cost by its rank((D-Rank :1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5) and replace the CS component with the Hackers Kit charge. When a creature would fail a saving throw from a Genjutsu that utilizes a Hacker's Kit as a component, you can also spend an additional 10 CCD chakra to make them unable to concentrate on a jutsu until the end of their next turn.

FAMILIAR FACES

Starting at 9th level, you have come to the understanding that a face is nothing but a shell. You gain Mastery in a Disguise Kit. You can spend 1 charge of a disguise kit to cast the Transform Genjutsu as if it were on your jutsu list. You can spend 5 charges to cast the Advanced Transformation Ninjutsu as if it were on your jutsu list, paying 5 CCD chakra.

Additionally, you have mastered the perfect fusion of Technology and Forgery. When you would make an Exquisite Forgery, you can spend 2 charges of your Hackers Kit and your Forgery Kit and increase the time to 1 week of downtime. If you do, you instead make a Mastercraft Forgery. This Forgery can pass as authentic to any human eye. If there is a chakra or electronic component to a security check, you can make a Hacker's Kit check vs the DC of the security check to have it pass as authentic.

NETRUNNER

At 14th Level you learn how to reroute the chakra from the CCD into your Hackers Kit. Select one Program. This becomes your Quick hack. You always have this program prepared and it does not count against your slot limit or Creation points. You can now use this program as a Bonus Action without using a Genjutsu, making a Genjutsu Attack roll instead. If you would use this program while casting a Genjutsu, you reduce its CCD chakra cost by 5.

BOLTZMANN BRAIN

At 17th level, you have added a new subroutine to your Hacker's Kit. Your victim's senses become putty in your hand, as you take control of their Nervous system. When you cast a Genjutsu with a Hackers Kit that has a casting time of an Action or Bonus Action, you can increase the casting time to a full turn action. If you do it loses all sensory keywords and gains the Tactile keyword as you hack their brain directly. A creature who fails a saving throw against a Genjutsu cast in this way is always treated as if they critically failed.

THE FUTURE OF SHINOBI: PROGRAMS

At Level 20, you have realized that Programs are the future of shinobi. As a Full turn action, you can expend 7 or more charges of a Hacker's kit and spend 75 CCD Chakra. If you do, you let your chakra explode outwards, its manifestation mimicking that of computer wires as they seek out all hostile creatures within 60 feet of you. All hostile creatures must make a Constitution saving Throw against your Genjutsu save DC. You increase the DC by 1 for every charge spent past 7. On a failure they cannot mold chakra for $1d4+2$ turns. On a success they cannot mold chakra until the end of their next turn



SPYWARE PROGRAMS

MINOR

ASSIST

Cost: 2 Creation Points

Drain: 5 CCD Chakra

If your Genjutsu affects an ally creature they gain advantage on their next attack roll.

PING

Cost: 2 Creation Points

Drain: 5 CCD Chakra

If your Genjutsu would affect an enemy creature, on a failure or on hit you learn one random resistance, vulnerability, or immunity they have. On a Critical Failure you can choose which of the three you learn.

CRIPPLE MOVEMENT

Cost: 2 Creation Points

Drain: 5 CCD Chakra

If you Genjutsu would affect a single enemy creature, on a failure or on a hit with a Genjutsu attack, their movement speed is reduced by half until the end of their next turn. On a critical failure it is set to 5 feet.

OVERHEAT

Cost: 2 Creation Points

Drain: 5 CCD Chakra

If you Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack, they gain one rank of Burned until the end of their next turn. On a critical failure they gain 2 ranks of Burned that last for its usual duration.

SHORT CIRCUIT

Cost: 2 Creation Points

Drain: 5 CCD Chakra

If you Genjutsu would affect a single enemy creature on a failure or on a hit with a Genjutsu attack, they gain 1 rank of the Shocked condition until the end of their next turn. On a critical failure they gain 2 Ranks of Shocked that last for its usual duration.

REFINED

CONTAGION

Cost: 4 Creation Points

Drain: 5 CCD Chakra

If your Genjutsu would affect a single enemy creature while they have an Elemental Condition, on a failure or on a hit with a Genjutsu attack, all enemy creatures within 10 feet must make a Constitution Saving throw against your Genjutsu Save DC. On a fail they gain 1 rank of one of the Elemental conditions the target creature had, your choice.

REBOOT OPTICS

Cost: 4 Creation Points

Drain: 5 CCD Chakra

If your Genjutsu affects an enemy creature, on a failure or on a hit with a Genjutsu attack, they gain the Blinded Condition until the start their next turn. On a critical failure they are Blinded until the end of their next turn. If the Genjutsu would already blind, the duration of the blind is doubled.

SONIC SHOCK

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You augment your Genjutsu to throw off the equilibrium of the target creature. On a failure or on a hit with a Genjutsu attack,, they become Deafened until the start of their next turn. On a critical failure, they gain a rank of bleeding and become Deafened until the end of their next turn as their eardrums rupture. If the Genjutsu would already deafen, the duration of the deafen is doubled.

BYPASS DEFENSES

Cost: 4 Creation Point

Drain: 5 CCD Chakra

The Genjutsu you cast cannot be countered or negated the turn its cast by the target creature.

VITALITY BOOST

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You restart the healing properties of an allied creature. If you Genjutsu would affect an ally, it also heals them 2d4 Hit Points.

GREATER

SYSTEM RESET

Cost: 8 Creation Points

Drain: 10 CCD Chakra

If you Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack, they think they have not accomplished their previous turn yet. On their next turn they must do the exact same actions and bonus actions, even if they are not applicable anymore (such as healing even if they are at full health)

MEMORY WIPE

Cost: 8 Creation Points

Drain: 10 CCD Chakra

If you Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack, they suffer severe short term memory loss. They gain a rank of Confused until the end of their next turn.. On a critical failure they gain a rank of Confused and Dazzled that last for its usual duration.

BREACH PROTOCOL

Cost: 8 Creation Points

Drain: 10 CCD Chakra

If you Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack, you weaken their defenses. Until the end of your next turn, they have disadvantage on the next saving throw from a jutsu you or any ally cast. On a critical failure they also cannot gain any bonuses.

DETONATE NINJA TOOL

Cost: 8 Creation Points

Drain: 10 CCD Chakra

If your Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack it activates one random Ninja tool, or a Ninja tool you can see on them, immediately. They are considered a hostile creature for the Ninja tool.

SUPERIOR

RELAY STATION

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You can have the point of origin for the Genjutsu start from any ally within 30 feet of you. If the Genjutsu has a range of self it instead targets the ally.

CHAKRA REBOOT

Cost: 16 Creation Points

Drain: 15 CCD Chakra

If your Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack, you can end the enemy creature's lowest cost Concentration jutsu. On critical failure you instead end the Highest cost concentration jutsu.

SCINTILLATING SCOTOMAS

Cost: 16 Creation Points

Drain: 15 CCD Chakra

If your Genjutsu would affect an enemy creature, on a failure or on a hit with a Genjutsu attack, you can induce a blind spot in their vision, perfectly shaped like you. Until the end of their next turn, you are Invisible to them. On a critical failure this lasts until the end of your next turn and you are also unable to be seen by any chakra sight from the target creature for the duration.

SUPREME

SYNAPSE BURNOUT

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You induce stroke-like symptoms onto a hostile creature who fails your Genjutsu.. On a failure or on a hit with a Genjutsu attack, they take $xd8$ psychic damage, where X equals your Intelligence modifier. They take half of a success.

CYBERPSYCHOSIS

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You are the last straw on the back of the camel and break it you shall. On a failure or on a hit with a Genjutsu attack, the hostile creature gains 3 ranks of the Berserk Condition. They remake the save at the end of their turn. On a critical failure they instead gain 5 ranks.

MASTERCRAFT

OVERCHARGE

Cost: 32 Creation Points

Drain: 30 CCD Chakra

If your Genjutsu would affect an ally. They gain an additional action on their turn. If they use it they gain a rank of Exhaustion at the end of the turn as their mind catches back up. For every additional use without a Full Rest, they gain an additional rank of Exhaustion



TECHNOBI

The Science-Nin who follow the path of the Technobi specialize in Scientific Ninja Tools as their main tool in combat. They focus on improving the standard tools such as Kunai, Shuriken, and Paper Bombs to make them as devastating as a jutsu.

THE BEST LAID TRAP

When you choose this Inquiry at 3rd Level you gain Mastery in Demolitions and Trappers Kits. They each gain additional charges equal to your Intelligence Modifier. When you make a Ninja Tool with your Demolitions Kit you can expend an additional charge per Ninja Tool made and increase the damage die and save DC by 1. When you create a Trap with your Trappers Kit, you can spend an additional charge to increase the damage die and save DC by 2.

Additionally, you use your wits to create unique effects for your tools and traps. When you create a Ninja Tool or a trap with your toolkits, you can spend any remaining Creation Points to upgrade its effect with a Mechanization. You can have a number of Mechanizations equal to your Proficiency Bonus. These Mechanizations use your Ninjutsu Save DC and require you to spend a bonus action to arm and activate, spending the CCD Drain. A Mechanization remains armed for one minute. Mechanizations are listed at the end of this subclass and the creation points spent on a Mechanization are returned once it is consumed or dismantled.

S.E.N.Ts

When you choose this Inquiry at 3rd Level you also can enhance your basic Ninja Tools into Scientifically Enhanced Ninja Tools, or S.E.N.Ts. During a Short Rest you can work on a stack of Arrows, Bolts, Kunai, Shuriken, or Senbon. This stack becomes your S.E.N.T. It immediately becomes a d10 stack and its damage die increases by a step. You can also use your Intelligence Modifier in place of Dexterity for all weapon attack and damage rolls using S.E.N.Ts.

SHINOBI GAUNTLET(KOTE)

When you choose this Inquiry at 6th Level you gain a Shinobi Gauntlet called a Kote. This Kote allows you to instantly cast jutsu that are sealed in Kote scrolls using chakra from your CCD. Jutsu cast this way have an increased cost by the rank of the jutsu (D-Rank: +2, C-Rank: +4, B-Rank: +8, A-Rank: +16, S-Rank: +32) and retain its casting time.

This Gauntlet lets you cast these sealed jutsu regardless if you can cast it or not. Jutsu cast this way cannot be upcasted. It can hold up to your Intelligence Modifier in scrolls at once, and takes a Bonus Action to reload any number of scrolls up to its maximum. During a rest, you can prepare Kote Scrolls. You can store any non-self-targeting, non-Hijutsu, Ninjutsu that you or an ally within 60 feet of you during the rest knows into a Kote Scroll. You can make a number of scrolls equal to your Intelligence Modifier per rest, and carry an amount equal to your Science Nin Level at a time. Once used the scroll is consumed permanently.

Additionally, you have managed to almost master the creation process of a single type of Mechanization. Choose 1 Mechanization. It costs half as many creation points to craft. Additionally, your understanding of the mechanisms of that Mechanization has allowed you to create them on the fly. That Mechanization can be created as a bonus action using any Ninja tool you have and paying twice the Drain of the Mechanization with chakra from your CCD.

S.E.N. TAGS

Starting at 9th level, you have learned to condense your Kote scrolls down into your Ninja Tools. During a short or long rest, you can store a Kote Scroll into S.E.N Tag. You can have a number of S.E.N Tags equal to your proficiency bonus at a time. They do not count against your Kote Scroll limit. Ninjutsu stored in S.E.N Tags retain their ninjutsu benefits and range, use your Ninjutsu Save DC and Attack Modifier, and count as a Ninja Tool for the purposes of Science Nin features and Mechanizations.

You have also learned to store explosive ninja tools into S.E.N Tags, increasing their range and effectiveness. During a short or long rest, you can expend 2 charges of your demolitions kit to seal an explosive ninja tool, other than a Breaching Tag, into a S.E.N Tag.. The range and DC of the S.E.N Tag is changed to that of the explosive tool and retains both effects.

You also learn how to infuse Ninjutsu into the traps you lay. When you are creating a trap with your Trappers Kit, you can spend an additional charge and 20 CCD Chakra. If you do, you can store one Kote Scroll into the trap. A creature who fails the Save DC or dismantle DC for the trap also suffers the effect of the jutsu.

OVERCHARGED GAUNTLET

Beginning at 14th level, you can siphon more chakra from your CCD into your Kote. When you cast a jutsu from your scroll you can upcast it however increase the cost of the upcast by 2. When you do this you can upcast 1 rank higher than normally allowed. If this would raise its rank above S rank, apply its At higher ranks effects again.

NINJUTSU ENHANCED AMMUNITION

At 17th level, you have added a new subroutine to your Kote. Once per turn, when you would make a weapon attack roll with one of your S.E.N. Ts, you can also cast one jutsu with your Kote. Its range becomes equal to your weapons range. It uses the same attack result as the weapon attack. If it has a saving throw, it instead imposes disadvantage on a hit but advantage on a miss.

THE FUTURE OF SHINOBI: SCROLLS

At Level 20, you have realized that the Kote is the future of Shinobi. Any Jutsu cast from the Kote now uses its original cost and upcast cost. If it requires an attack roll you can spend 30 chakra from your CCD and gain advantage. If it requires a saving throw you can instead invoke disadvantage.



TECHNOBI MECHANIZATIONS

MINOR

BLINDING ARRAY

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You rig your creation to emit a blinding white light. Each creature within 30 feet of the creation must make a Wisdom saving throw. A creature becomes blind until the end of their turn on a failed save.

FRAGMENTATION TRIGGER

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You design your creation to fragment and maim any creatures unlucky enough to be standing near it. Creatures within a 10-foot-radius sphere must make a Dexterity saving throw, taking 2d8 piercing damage and suffering 1 rank of bleed on a failed save, or half as much damage and no additional effects on a successful one.

NET DEPLOYMENT

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You add a new component to the creation, unleashing a reinforced nylon net to restrain them. Creatures within 20 feet of the creation when it detonates must make a Dexterity saving throw or be tangled in the net. A Large or smaller creature who fails the saving throw is restrained until the end of your next turn.. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make an athletics check against your Ninjutsu save DC freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the net (AC 15) also frees the creature without harming it, ending the effect and destroying the net.

CALTROP ZONE

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You modify your creation so that when it explodes it deploys caltrops that cover the ground. The ground is covered in a 20-foot radius of caltrops on a point within range. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. These caltrops last until the end of your next turn.

HIDDEN MECHANISMS

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You add an extra layer of care to your creation. If this is placed on a Ninja Tool you increase the radius by 10 feet. If this is placed on a Trap the dismantle DC is increased by 2.

REFINED

MALICIOUS INTELLIGENCE

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Damage you deal with this creation adds your Intelligence Modifier to the damage rolls.

ELECTRIC PULSE

Cost: 4 Creation Points

Drain: 5 CCD Chakra

you add a shock device to your creation so that when it goes off it unleashes a discharge of electricity that envelops all around. Each creature within 15 feet must make a Constitution saving throw. On a failed save, a creature takes 3d6 lightning damage and gains 1 rank of Shocked or half as much damage and no additional effects on a successful one.

LAST RESORT TRIGGER

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You integrate a hidden trigger in your armor allowing you to take one last person with you. As a reaction when you are reduced to 0 hit points you may choose to instantly activate this tool or trap, ignoring any activation rules. This creation explodes on your body and shields you from these effects completely.

VIRAL SMOG

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You add an extra component to your creation that makes it spew a noxious gas on activation. After this creation activates it leaves behind a 15-foot radius cloud. Creatures who are in the cloud when it appears, start their turn in the cloud, or enter the cloud on their turn, must make a Constitution Saving throw, becoming Poisoned on a failed save.

FLASHBANG

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Your creation is made to discombobulate an enemy combatant. Creatures within 15 feet of the creation and have a clear line of sight when it is activated must make a Constitution Saving throw. On a failed save they gain a rank of Concussed until the end of their next turn.



GREATER

ADHESIVE COATING

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You add a coating of adhesive to the creation. If this is applied to a Ninja Tool instead of a saving throw you can make an attack roll. If this is applied to a Trap, if someone attempts to dismantle it and fails they automatically fail the Save DC for the trap.

BLAZING GAS TRIGGER

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You add an extra trigger to your creation so that when it goes off it also explodes in a gas that burns at the skin. Creatures who suffer the effects also take 2d12 fire damage and gain 1 rank of burn on a failed save or half as much damage and no further effects on a success.

ARCTIC SNAP

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You super chill the components of this creation. When activated all creatures within a 20-foot radius must succeed a Dexterity Saving throw. On a failure they are caught in the flash freeze after the activation and gain 1 rank of Slowed until the end of their next turn.

STATIC SHOCK TRIGGER

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You add an extra trigger to your creation so that when it goes off it also re-wires a creature's nerves. Creatures who suffer the effects also have a -5 penalty to their next initiative roll. If they are already in initiative they are moved down one.

SUPERIOR

STONE REGALIA

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You modify your creation to weaken creatures enough that they surrender, or that dispatching them becomes a trivial task. Each creature within 15 feet must make a Constitution saving throw. On a failed save, a creature takes 8d4 bludgeoning damage and gains 1 rank of bruised or half as much damage and no additional effects on a successful one.

REPEATER NODE

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You add an extra trigger to your creation so that when it goes off it immediately sets itself off again. Apply the effects of this creation again..

SENSOR TAG

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You add an extra component to your creation to mark your target. Creatures who fail the save of the creation also are marked with the Chakra Mark Ninjutsu as if cast at B-Rank.

SUPREME

ERADICATION TRIGGER

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You craft the tool or trap to go off in a unique X shape that is filled with burning acidic gas. Your creation expands into 2 lines of acidic flames made in an X formation. These lines of flames are 10 feet thick, 90 feet long, and 30 feet tall. When the walls appear, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 acid damage and 3d6 fire damage, and gains 1 rank of burned and corroded on a failed save, or half as much damage and no additional effects on a successful one. The walls continue to burn, losing 1d6 acid and fire damage at the end of each of your turns as it cools down. Once there are no more damage dice, this creation ceases function.

EVENT HORIZON MATRIX

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You design your creation to pull creatures toward their demise, before imploding. When the creation activates creatures within a 30-foot-radius sphere must succeed a Strength saving throw or be pulled 15 feet towards the epicenter of this creation. After pulling creatures in, it then explodes forcing creatures with 15-foot-radius sphere to make a Dexterity saving throw dealing 4d8 force damage on a failed save. If a creature fails this saving throw by 5 or more, they take double damage.

MASTERCRAFT

STUNNING BLAST

Cost: 32 Creation Points

Drain: 30 CCD Chakra

You modify this creation meticulously to disable and disorient. When it activates creatures within a 5-foot-radius sphere must make a Constitution saving throw. On a failed save they are stunned and deafened until the end of your next turn.



NINJANEER

The Science-Nin who follow the path of the Ninjaneer specialize in Scientific Weaponry as their main tool in combat. They focus on improving their armor or weapon for both offensive and defensive capabilities

ENHANCED ARSENAL

When you choose this Inquiry at 3rd Level you gain proficiency in Martial Weapons and Mastery in Weaponsmith Kit and Crafting.

During a Long Rest you can work on your weapons and make an Enhanced Weapon. You can use your Intelligence Modifier in place of Dexterity for weapon attacks and Bukijutsu using Enhanced Finesse weapons. This Enhanced Arsenal gains a number of Upgrade Slots equal to your Proficiency Bonus split between any weapon you turn into an Enhanced Weapon. Your Enhanced Weapons cannot be broken or damaged by any means. During a Long Rest you can spend creation points to install an upgrade that you meet the requirements for into the gear. If a modification has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites. These upgrades will be shown at the end of this Inquiry page.

A WEAPON TO SURPASS

Also, at 3rd Level, you have begun to see the joy in making weapons. You can work on an allies weapon during a Long Rest and turn it into a Perfected Weapon. A Perfected Weapon increases its quality by one step and gains 1 Minor Modification of your choice at no creation point cost. You can only have a number of Perfected Weapons equal to your Intelligence Modifier at a single time.

THE DEFENDER OF TOMORROW, TODAY

Beginning at 6th level you gain the ability to enhance the weapons of your squad, targeting the damage to the weakness of your enemies. As a Bonus action, you can spend 1 charge of your Weaponsmith Kit. activate an aura that extends from you in a 60-foot radius. The aura moves with you, centered on you, and lasts for 1 minute.

When you activate this aura, choose one of the following damage types: Earth, cold, fire, lightning, or Wind. Each charge spent allows you to select a creature of your choice in the aura deals an extra 1d10 damage of the chosen type when it hits with a weapon attack, no more than twice per turn.

WARRIOR OF SCIENCE

Starting at 9th level, you have upgraded your CCD to turn any weapon you wield into one of legend. As an Action you can spend 20 CCD chakra and turn an Enhanced Weapon you are holding into a Legendary Weapon. You must pay 10 CCD chakra at the start of your turn to maintain this benefit. A Legendary Weapon you are holding gains the following benefits for one minute;

- It gains a +2 to Weapon and Taijutsu Attack Rolls
- Once per turn, when it deals damage to a creature, you can have it ignore all THP and Damage reduction
- You can select one Weapon Property (Besides Heavy, Two-Handed) it has and double its benefits. In the case of Thrown it doubles its range. In the case of Versatile, increase the damage die by an additional step.
- When you cast a Bukijutsu with the weapon as a component you can double the cost of the Bukijutsu and round up to the nearest interval of 5 and pay it with your CCD. If you do the damage is converted to force.

SEALSMITH EXPERT

Beginning at 14th level, , you have further studied the art of war, and your weapons show that. An Enhanced Weapon increases its quality by one step. When applying a Weapon seal to an Enhanced Weapon, you can spend Creation points equal to its rank (Minor=2, Refined=4, Greater =8.) to apply it in a single week of Downtime. You can remove the seal to regain the Creation Points.

KINETIC OVERFLOW

At 17th level, you have added a new subroutine to your CCD. Your Enhanced Weapons gain a new special property. When you deal damage with a weapon attack and roll the maximum or minimum damage on the weapon damage die, you can spend 10 CCD chakra and roll that die again and add it to the damage. You can only trigger this feature twice per attack

THE FUTURE OF SHINOBI: WEAPONS

At Level 20, you have realized that an Enhanced Arsenal is the future of Shinobi. You gain additional upgrade slots for your Enhanced Arsenal equal to your Intelligence modifier. Your Enhanced Weapons add your proficiency bonus to all damage rolls. Legendary Weapons add twice your proficiency bonus to all damage rolls. Perfected Weapons add your Intelligence Modifier to all damage rolls.



ARSENAL MODIFICATIONS

If a modification has prerequisites, you must meet them to install it. You can install the modification at the same time that you meet its prerequisites.

MINOR

CHAKRA BLAST

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You modify your weapon with a blaster with which you are proficient. The weapon uses your Intelligence modifier for its attack and damage rolls, and deals $1d6 + \text{Intelligence Modifier}$ Force damage on a hit. It has a normal range of 30 feet and a long range of 120 feet. You must spend the CCD chakra drain for each attack.

CAMOUFLAGE PROTOCOL

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You install a cloaking device in your modified weapon. As an action you can activate this device to cast Body Camouflage on yourself.

CHAIN HILT

Cost: 2 Creation Points

You install an expandable hilt on your modified weapon. If it is a melee weapon it extends its range by 5 feet. If it is a thrown weapon it gains the returning property within its normal range. If it is a ranged weapon it gains 30 feet to its long range.

HARPOON REEL

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You install a secondary fire mode that launches a harpoon attached to a tightly coiled cord. With this harpoon, you can make a ranged weapon attack with a range of 30/60. On a hit, it deals $1d6$ piercing damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the harpoon. As an action, a creature can attempt to remove the harpoon. Removing the harpoon requires a Strength ability check vs a DC $8 + \text{your Intelligence Modifier}$. While the harpoon is stuck in the target, you are connected to the target by a 60-foot cable.

While connected in this manner, you can use your bonus action to activate the reel, pulling yourself to the location if the target is your size or larger. A creature or object smaller than you is pulled to you. Alternatively, you can opt to release the cable (no action required).

Once you've used this feature, you can't use it again until you recover and reinsert the harpoon as an action.

VIBROSTEEL EDGE

Cost: 2 Creation Points

Drain: 5 CCD Chakra

You replace the metal in the weapon with pure chakra alloy that vibrates at supersonic speeds when it is powered on. As an Action or bonus action you can activate the weapon.

While it is active you increase your critical threat range with weapon attacks by 1. When you critically hit with this weapon on a weapon attack, you deal an additional 2 damage dice.

REFINED

ELECTRIC PULSE PROTOCOL

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You install electro shockers in your weapon. Whenever you score a hit with a melee attack, you can spend the Drain of this upgrade and an extra deal $1d6$ lightning damage to the attacker.

ACCURACY ENHANCER

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You can activate this accuracy enhancement device as a Bonus Action. For the next minute you gain a +1 bonus to weapon attack rolls made with this weapon.

SUPersonic Edge

Prerequisite: Vibrosteel Edge

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You replace the metal in the weapon with pure chakra alloy that vibrates at supersonic speeds when it is powered on. While the weapon is activated with Vibrosteel Edge, you can pay this drain in addition to pour more chakra into the steel. Its benefits now affects both weapon and Taijutsu attack rolls.

ENHANCED FRAME

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You install a new frame in your modified weapon. As a part of rolling initiative or as a bonus action you can activate this upgrade, removing the Heavy property from the weapon for the next minute.

STAGGERING BLOW

Cost: 4 Creation Points

Drain: 5 CCD Chakra

When you hit with the weapon, you can activate this upgrade to force the target to make a Strength saving throw. On a failed save, the creature is pushed back 15 feet and knocked prone. If they hit a wall instead of being knocked prone they take an extra $3d4$ force damage. This can only trigger once per turn.

GREATER

ARTIFICIAL INTELLIGENCE

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You install an artificial intelligence into your weapon. When you make a weapon attack Roll with this weapon, You can spend the Drain of this CCD to gain advantage as your artificial intelligence takes the Help action.

CHAKRA SABRE WEAPON

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You replace the striking portion of your weapon with a device that forms the weapon with your own chakra. To activate your weapon takes a Bonus action and you must spend half of the Drain at the start of your turn to keep the weapon activated. The weapon deals an additional die of damage, and all damage it deals is now considered Force damage.

SONIC STRIKE

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You pack extra power into your modified weapon. Once per turn, when you hit with the weapon, you can spend the CCD Chakra Drain to deal an additional 1d8 damage. If you do so, the weapon makes a loud boom which can be heard 100 feet away. If you are hidden, Intelligence (Investigation) and Wisdom (Perception) checks made to locate you that rely on sound have advantage. You can only use this 3 times in a single attack.

DOUBLE WEAPON

Cost: 8 Creation Points

Drain: 10 CCD Chakra

Prerequisite: One Handed Melee Weapon

You add an extra blade to a tool of war. After all, death comes in pairs. As a Bonus action you can pay the Drain cost and Your weapon gains the Double property for the next minute. A weapon with this property can be used with one or two hands like a versatile weapon however its two-handed die is one lower than its single-handed die. Once per turn, When you make a weapon attack with a Double weapon, you can make an additional attack using its Doubled die as a part of the same action. It also is considered two different weapons for two-weapon fighting.

SUPERIOR

SUPERIOR CHAKRA WEAPON

Prerequisite: Chakra Sabre Weapon

Cost: 16 Creation Points

Drain: 15 CCD Chakra

You have enhanced your chakra Sabre far beyond its limits. While a Chakra Sabre Weapon is active you can activate this upgrade to make it a Superior weapon for the next minute as an object interaction. While it is Superior it ignores Damage reduction and Temporary Hit Points from Armor and Jutsu sources. While this is active you increase the CCD Drain cost at the start of your turn by an additional 5 CCD Chakra.

SPLIT WEAPON

Cost: 16 Creation Points

Drain: 15 CCD Chakra

Prerequisite: Two-Handed Melee Weapon

You modify your weapon to split into two light weapons with the same properties, seals, and enhancements as the original, however both of their damage dice are one step lower than the original. You can split the weapon for the next minute as a Bonus action by paying the Drain cost.

PENETRATING POINT

Cost: 16 Creation Points

Drain: 15 CCD Chakra

Prerequisite: Ranged Weapon

You modifier your weapon to follow its line of attack till the end. When you make a ranged weapon attack you can pay the drain and turn it into a Penetrating Attack. All enemies in a 5 wide line between you and the normal range of the weapon become the target for the ranged weapon attack

SUPREME

HIDDEN BLADE

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You modify your weapon so that it becomes hidden to the untrained. Your weapon gains the Hidden property. As a part of initiative, you can activate this upgrade and when you do for the next 1d4 turns, enemies cannot react to Weapon or Taijutsu attacks you make with the weapon without a Perception check greater than the attack roll.

METAL GEAR

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You modifier your weapon so that no other may surpass it. As a reaction, You can cast Weapon Break through the weapon as if you know it, ignoring components and paying this upgrade drain instead. You can pay twice its cost to force the triggering creature to roll its Dexterity Saving throw at disadvantage. It can break any weapon, regardless of quality.

MASTERCRAFT

C-DRIVE

Cost: 32 Creation Points

Drain: 30 CCD Chakra

A tool that lets you split the timeline, and jump backwards in time, a technique on par with that of a high-ranking Space Time Ninjutsu. You install a C-Drive into the center of your weapon. You can activate this tool as a reaction at the end of your turn. Once activated, the gadget alters the flow of time, reversing any events or actions that took place during that turn. You can take your turn again and can choose to take different actions or the same actions as previously, possibly with different results. Other creatures must do the same thing they did before, even if it doesn't make sense now, as you seem to have predicted their exact action. Once used, this effect must be recharged and cannot be used again for 1d4 rounds.



MAD SCIENTIST

The Science-Nin who follow the path of the Mad Scientist find the small joys in healing their allies, or they ignore the large sins of destroying their enemies.

BIOTIC MASTERY

When you choose this Inquiry at 3rd Level you gain Mastery in Poison and Medicine Toolkits. Each Toolkit gains additional charges equal to your Intelligence Modifier. Additionally, you split your CCD into two, each leading into an outlet on the palms of your hand. One hand contains your Mending Device, the other contains your Maiming Device. Your CCD is split into two pools. You can change the ratio of the two Devices during a long rest in intervals of 5. For generic Scientific Ninja Tools you can spend the cost from either pool but cannot split the cost between them. Mending abilities can only spend Mending CCD. Maiming abilities can only spend Maiming CCD.

You also gain limited access to the Medical Keyword. You can learn and cast any D-Rank Medical Ninjutsu.. This increases to any C-Rank Medical Ninjutsu at Level 9 and B-Rank Medical Ninjutsu at Level 14.

INVERSION SERUMS

Beginning at 3rd level you have created a new type of chemical called Inversion Serums. When activated with CCD chakra they become tools for life and death. During a Long Rest you can spend Creation Points to create Inversion Serums. You can hold a number of Serums equal to your Intelligence modifier at a single time. Each Serum has a different effect depending on which CCD chakra was used to pay its cost.

FADE AWAY

At 6th Level you understand that your life is worth more than others. As a Bonus action you can spend 15 CCD chakra to move behind an ally within 60 feet of you. This movement does not trigger attacks of opportunity. If you or the targeted ally are suffering from any Elemental Conditions, you can spend the cost in Mending CCD to remove up to two ranks of the conditions or the cost in Maiming CCD to give the conditions to an enemy in between you and the targeted ally.

DESECREDATED AND VENERATE

Starting at 9th level, you have further improved your control over the biology of humans. When you create a poison using your Poison Kit, you can spend 15 Maiming CCD Chakra. If you do, the Poison is Desecrated. A Desecrated Poison adds your Intelligence modifier to its damage rolls, increases its DC by 2 or uses your Ninjutsu DC, whichever is higher.

Additionally, if you would create a Blood Pill using your Medicine Kit, you can spend 15 Mending CCD Chakra. If you do, the pill is Venerated. A Venerated Pill adds your Intelligence modifier to its rolls, increases its dice by a step and can cure one rank of any Sensory Condition inflicted on the user.

MEND AND MAIM

Starting at 14th Level you can quickly create either a healing beam of life, or a harmful ray of death.

- *Mend: When you would cast a beneficial jutsu, you can spend 15 Mending CCD and X charges of your Medicine Kit to add Xd6 healing to the affected creatures.*
- *Maim: When you would cast a harmful jutsu, you can spend 15 Mending CCD and X charges of your Poison Kit to deal Xd6 necrotic damage to the affected creatures.*

THE SHEEP AND THE SHEPHERD

At 17th level, you have gone further than anyone in your field of study. Select one Inversion Serum with dual effects. When you cast a Medical Ninjutsu that restores hit points, also applies to the Mend effects of the chosen Inversion Serum. If you cast a Medical Ninjutsu that would deal damage, it also applies the Maim effects of the chosen Inversion Serum. You can change this Serum on a Long Rest.

THE FUTURE OF SHINOBI: BIOLOGY

At Level 20, you have realized that Biology is the future of Shinobi. You can Select one Medical Ninjutsu of S-Rank or lower. Once per Long rest you can cast the jutsu using CCD chakra with its cost rounded up to the nearest interval of 10. If it restores hit points you must use Mending CCD Chakra. If it deals damage, you must use Maiming CCD Chakra. If it does both you must split the cost in between Maiming and Mending CCD chakra evenly.



INVERSION SERUMS

MINOR

BIOTIC DART

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As an Action, You fire a dart filled with Inversion Serum that can either heal your allies or harm your enemies. Make a Ranged weapon attack on a creature within 60 feet. A creature can choose to get hit. On hit:

If Paid with Mending: The target creature heals 1d6+Intelligence modifier

If Paid with Maiming: the Target creature takes 1d6+Intelligence Modifier in Necrotic damage.

FOR/AGAINST

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As a reaction to a creature making a saving throw, You send a beam of Inversion Serum that can either be for or against success. Make a Ranged Ninjutsu attack.

If Paid with Mending: The target creature adds a d4 to the saving throw.

If Paid with Maiming: the Target creature subtracts a d4 from the saving throw.

GIVE/TAKE

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As an Action, you throw a canister of Inversion Serum that can either give an ally support and take the life of an enemy. Select a point within 30 feet. all creatures within 10 feet.

If Paid with Mending: The creatures gain 5 Temporary hit points.

If Paid with Maiming: Enemy creature loses 5 Temporary Hit points.

BIOMONITOR

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As a Bonus action, you can scan an ally creature. For the next minute you know any conditions they are under and their exact remaining hit points.

DISCORD AND HARMONY

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As a Bonus action, You throw a canister of Inversion Serum at an enemy or ally.

If Paid with Mending: The target creature gains the effects of Water Release: Medical Jellyfish for 1d4 rounds.

If Paid with Maiming: the Target creature suffers the effects of the Pain Genjutsu at 5th Level for the next 1d4 instances of damage

REFINED

WOUNDING CARNAGE

Cost: 4 Creation Points

Drain: 5 Maiming CCD Chakra

As an action, You send out a slash of Inversion Serum that disrupts the blood flow of enemies. Make a melee ninjutsu attack on an enemy creature within 10 feet of you. On a hit they gain a rank of bleeding for a number of rounds equal to your Intelligence Modifier. When they take damage from bleeding from this ability, you heal the amount dealt.

NOXIOUS AURA

Cost: 4 Creation Points

Drain: 5 Maiming CCD Chakra

As an action, You throw a canister of Inversion Serum that can turn the area around you into one no living creature can survive for long. You cast Acid String at D-Rank. It does not take a concentration slot but only lasts for 1d4+1 rounds.

ANATOMICAL RESTRUCTURE

Cost: 4 Creation Points

Drain: 5 Mending CCD Chakra

As a Bonus action, You throw a canister of Inversion Serum at an ally that temporarily bolsters their immunoglobulins. You can target an ally within 30 feet and end one Physical Condition of C-Rank or lower.

BIO LIFE PROCEDURE

Cost: 4 Creation Points

Drain: 5 Mending CCD Chakra

As an action, You pour your life energy into another. You can roll a number of your hit dice, up to half. and give that amount of hit points to an ally creature you can touch.

WAR OR PEACE

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As a Bonus action, You throw a canister of Inversion Serum that can either induce a state of calm, or a state of frenzy.

If Paid with Mending: You cast Song of Courage. You can use your Intelligence modifier for this Genjutsu.

If Paid with Maiming: You cast Song of Ancients. You can use your Intelligence modifier for this Genjutsu.

GREATER

SLEEP DART

Cost: 8 Creation Points

Drain: 10 Maiming CCD Chakra

As an Action you shoot a sleep dart at an enemy creature within 30 feet of you. Make a Ranged Ninjutsu attack. On a hit they become incapacitated until the start of their next turn or until they take damage, whichever comes first.

RAVENOUS VORTEX

Cost: 8 Creation Points

Drain: 10 Maiming CCD Chakra

As a Bonus action, You throw a canister of Inversion Serum that creates a no-fly zone. Select a point within 30 feet. From that spot all creatures within a 15 radius, 30-foot-high Cylinder that tries to fly need to make a Strength Save versus your Ninjutsu Save DC. On a failure their fly speed is set to 0 until the end of the current turn.

BIOTIC BARRIER

Cost: 8 Creation Points

Drain: 10 Maiming CCD Chakra

As a reaction to you being an ally within 15 feet being targeted by an attack you drop a canister of Inversion Serum meant to avoid the damage.

If Paid with Mending: You create a protective barrier that reduces the damage by 2d10.

If Paid with Maiming: You create a shockwave that forces the triggering creature to make a Strength saving throw. On a failure they take 2d10 Force damage and are knocked back 15 feet.

BIOTIC GRENADE

Cost: 8 Creation Points

Drain: 10 CCD Chakra

As a Bonus action, You throw a canister of Inversion Serum that can either bolster your allies healing or hamper your enemies. Select a point within 30 ft

If Paid with Mending: All allies within 15 feet of the selected point gain boosted healing for the next minute. Whenever they would regain health they gain 1.5x the amount.

If Paid with Maiming: All enemies within 20 feet must make a Constitution Saving throw against your highest save DC. On a failed save for the next 1d6 rounds all healing they receive is halved.

SUPERIOR

BIOTIC ORB

Cost: 16 Creation Points

Drain: 15 CCD Chakra

As an Action, you throw out an orb of life or death.

If Paid with Mending: You throw out a healing orb. You cast Aura of Life. It is not considered concentrated on However it only last until the end of your next turn

If Paid with Maiming: You throw out a damage orb. You cast Vitriolic Sphere. It is not considered concentrated on However it only lasts until the end of your next turn.

BIOTIC RALLY

Cost: 16 Creation Points

Drain: 15 Mending CCD Chakra

As an Action, You release an aura of Inversion Serum that can bolster the defenses of your allies. You cast Circle of Defiance, however when cast this way you would give an ally the benefits of Circle of Defiance you instead and give it to all allies within 20 feet of you.

VENOM MINE

Cost: 16 Creation Points

Drain: 15 Maiming CCD Chakra

As a Bonus action, You throw down a canister of Inversion Chakra set to go off when an enemy enters within 15 feet. Choose one Poison of B-Rank or lower. It remains active for 1 minute before going inert. If it is triggered within the time, it emits an Aerosolized version of the chosen poison in a 15-radius cloud that remains for a number of rounds equal to your Intelligence Modifier. Enemies who are in the area when it appears, ends their turn inside the cloud, or enters the cloud for the first time suffers the effects of the poison, making their save against your Ninjutsu Save Dc or the Poisons DC, whichever is higher.

SUPREME

NANO BOOST

Cost: 24 Creation Points

Drain: 20 Mending CCD Chakra

As an Action, you supercharge an ally's chakra and body. Choose an ally within 60 feet that you have a clear line of sight towards. For the next 1d4 Rounds, they become Supercharged. They heal 2d12 hit points at the start of their turn, They add your Intelligence Modifier to up to two damage rolls they make on their turn and reduce all damage they take by an amount equal to your Intelligence Modifier. A creature can only benefit from this ability once every minute.

ANNIHILATION

Cost: 24 Creation Points

Drain: 20 Maiming CCD Chakra

As an Action you create a field of death around you. For the next 1d4 rounds enemies who start their turns within 30 feet of you must succeed a Constitution Saving Throw. On a failed save they take 3d12 Necrotic Damage and all damage they deal that turn is reduced by an amount equal to your Intelligence Modifier. If 3 creatures fail this save in a single round, its duration is increased by a round.

MASTERCRAFT

AMPLIFICATION MATRIX

Cost: 32 Creation Points

Drain: 15 Maiming CCD Chakra and 15 Mending CCD Chakra

As a Bonus action, You throw a canister of Inversion Serum that is a mix of both worlds. A field of living chakra energy that boosts all damage coming out and reduces all damage coming in. You create a 20-foot radius around you for a number of rounds equal to your Intelligence Modifier. All damage that an ally does within range adds an additional 2 damage die. All damage that an ally takes within range is reduced by twice your Intelligence modifier. You can only use this feature once per combat. 30 feet of you must succeed a Constitution Saving Throw. On a failed save they take 3d12 Necrotic Damage and all damage they deal that turn is reduced by an amount equal to your Intelligence Modifier. If 3 creatures fail this save in a single round, its duration is increased by a round.



GRENADIER

The Science-Nin who follow the path of the Grenadier specialize in area denial and making space for their team by any means necessary.

EXPLOSIVE TENDENCIES

Starting at 3rd level, you have begun to create, admire, and understand explosives more deeply than your peers. You gain proficiency with a Demolitions Kit. If you already have proficiency, you instead gain Mastery. Additionally, you have advantage on saving throws against ninja tools with an area of effect, and you have advantage on searching for them.

B.I.M

Also at level 3rd level, learn to create a special type of ninja tool called a Bomb Integrated Machine or B.I.M. B.I.Ms function similarly to bombs and come in unique forms. Each B.I.M only has 1 use unless otherwise stated and you can pick any modification with "B.I.M" in the name more than once, other than the Barrier B.I.M. You can create these B.I.Ms and change how many of each B.I.M type you hold a on long rest. If you select a B.I.M you are already carrying, you pay the initial cost of the B.I.M. These B.I.Ms are held in a bandolier and the bandolier has 2 bulk. You can throw a B.I.M as an action up to 60 feet away.

Any creature who is forced to make a saving throw because of one of your B.I.Ms must succeed their saving throw listed in the B.I.Ms description vs your Ninjutsu save DC. Your infatuation explosives with allows you to further improve B.I.Ms and your creations relating to them using additional creation points.

Your bandolier holds a number of B.I.Ms equal to your proficiency bonus. These upgrades will be shown at the end of this Inquiry page.

Starting at 9th level you can throw B.I.Ms as an action or bonus action, and you can throw them twice as far. Additionally, your B.I.Ms do double damage to structures, constructs, and objects.

KINDER SURPRISE

Beginning at 6th level, you have learned to condense explosive ninja tools into B.I.Ms, increasing their range and effectiveness. During a short or long rest, you can expend a use of your demolitions kit to seal an explosive ninja tool, other than a Breaching Tag, into the casing of a B.I.M. The range and DC of the explosive ninja tool is changed to that of a B.I.M, but otherwise function identically to a normal explosive ninja tool of that type and now also counts for subclass features interacting with B.I.Ms.

B.I.M SPECIALIST

Starting at 9th level, you have managed to almost master the creation process of a single type of B.I.M. Choose 1 modification with "B.I.M" in the name that you own. B.I.Ms of that type cost half as many creation points to upgrade. If it does not have an upgrade cost, the cost is reduced by half.

Additionally, your understanding of the mechanisms of that B.I.M has allowed you to create them on the fly. The same B.I.M that you initially choose with this feature can be created as a bonus action using metal scraps and paying twice the maximum cost of the B.I.M with chakra from your CCD. B.I.Ms created this way are treated as if they were *Upgraded*.

SUPERCHARGE

Beginning at 14th level, your mastery over B.I.Ms has grown to new heights, further refining your creation process and throwing technique. You can now create B.I.Ms on a short rest and can throw them up to 90 feet. Also at 14th level, you can supercharge your B.I.Ms with chakra from your CCD enhancing their effects. By spending chakra from your CCD equal to the Creation Point cost you can increase the damage dice or save DC by 2. When you supercharge a B.I.M if a creature would take no damage when they pass a saving throw, or half damage when they would fail a saving throw, they instead take a quarter damage.

DOUBLE DOWN

At 17th level, normal B.I.Ms sometimes just aren't enough for you. As an action you can make an Intelligence (Crafting) check vs your Ninjutsu save DC or expend a charge of your Demolitions Kit to combine 2 B.I.Ms into 1 B.I.M. If a B.I.M has a special effect, such as locking onto a creature or having a timer you choose 1. These B.I.Ms do both their original damage type, and the damage type of the other B.I.M.

This feature is incompatible with the Barrier B.I.M.

THE FUTURE OF SHINOBI: DESTRUCTION

At 20th level, you have realized that destruction is the only way to make new room to create a better world for the future of shinobi. During a short rest or long rest, you can modify a B.I.M to be a superior version of itself, further elevating its destructive capabilities.

A B.I.M gains one of the following effects:

- The area of effect of the B.I.M is tripled, and it ignores all but full cover.
- The B.I.M ignores resistance, immunity, and temporary hit points and rerolls all 1's and 2's, taking the second result.
- The B.I.M has its damage die increased by 1 step and creatures have disadvantage on the saving throw.
- The B.I.M increases its save DC by 3 and creatures who fail the save by 5 or more take double damage.



EXPLOSIVE MODIFICATIONS

If a modification has prerequisites, you must meet them to create it. You can install the modification at the same time that you meet its prerequisites.

MINOR

BLINDING B.I.M

Cost: 2–6 Creation Points

You throw your B.I.M and it emits a blinding white light. Each creature within 30 feet must make a Wisdom saving throw. On a failed save creature becomes blind until the end of their turn on a failed save.

Upgraded: For every 1 Creation Point after the minimum initial cost increase the amount of turns a creature is blinded by 1. A creature can spend an action to remake the save to end the condition early.

ELECTRIC B.I.M

Cost: 2–8 Creation Points

You throw a B.I.M and it unleashes a discharge of electricity that envelops all around. Each creature within 15 feet must make a Constitution saving throw. On a failed save, a creature takes 3d6 lightning damage and gains 1 rank of shocked or half as much damage and no additional effects on a successful one.

Upgraded: For every 2 Creation Points after the minimum initial cost increase the damage dice by 1 or increase the ranks of shocked by 1.

FRAGMENTATION B.I.M

Cost: 2–8 Creation Points

You throw a B.I.M designed to fragment and maim any creatures unlucky enough to be standing near it. Creatures within a 10-foot-radius sphere must make a Dexterity saving throw, taking 2d10 piercing damage and suffering 1 rank of bleed on a failed save, or half as much damage and no additional effects on a successful one.

Upgraded: For every 3 Creation Points after the minimum initial cost increase the damage dice by 1 or increase the radius of the explosion by 10 feet.

NET B.I.M

Cost: 2 Creation Points

You throw your B.I.M, unleashing a reinforced nylon net to restrain them. Creatures within 10 feet of the B.I.M when it detonates must make a Dexterity saving throw. A Large or smaller creature who fails the saving throw is restrained until it is freed. A creature can use its action to make an Athletics check against your Ninjutsu save DC freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the net (AC 15) also frees the creature without harming it, ending the effect and destroying the net.

TIMER B.I.M

Cost: 4–8 Creation Points

You pull out your B.I.M and set the timer allowing for timed explosion. You can start the timer as an action or bonus action and it will explode on the end of the next hostile creature's turns. Alternatively, you can hold the B.I.M and throw it at the start of your next turn where it explodes on contact. If you hold onto the B.I.M for 2 turns it explodes in your hand. Creatures within a 20-foot-radius sphere of this B.I.M when it explodes must a Dexterity saving throw dealing 5d8 fire damage on a failed save or half as much on a successful one.

Upgraded: For every 1 Creation Point after the minimum initial cost increase the maximum turns until it explodes by 1.

REFINED

REMOTE B.I.M

Cost: 4 Creation Points

This B.I.M can be set on the floor or a flat wall, allowing for it to be placed in a location and triggered remotely. This B.I.M takes a bonus action to place and as a part of that action you can make an Intelligence (Stealth) check to hide the B.I.M. You may active this B.I.M as a bonus action or a reaction. Alternatively, you can spend an action to rig it to automatically explode when a creature enters within 10 feet of the B.I.M. When denoted creatures within a 5-foot-radius sphere of the B.I.M must make a Dexterity saving throw dealing 10d4 fire damage on a failed save, or half as much on a successful one.

SPIKED B.I.M

Cost: 4–8 Creation Points

You throw your B.I.M and it explodes with spikes that cover the ground. The ground is covered in a 20-foot radius of spikes on a point within range. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Upgraded: For every 2 Creation Points after the minimum initial cost increase the damage dice by 1 and increase the radius by 5 feet.

STICKY B.I.M

Cost: 4–10 Creation Points

You throw a B.I.M with specialized gloves that has an adhesive substance and an automatic timer that sticks to the first thing it touches. Make a ranged ninjutsu attack roll against a creature within the range you can throw B.I.Ms. On a hit, the creature automatically fails the saving throw against this B.I.M. On a miss it sticks to the ground under the target. After sticking, it will explode at the end of the initiative. Creatures within a 15-foot-radius sphere of this B.I.M when it explodes must a Dexterity saving throw dealing 4d6 fire damage on a failed save or half as much on a successful one. A creature can attempt to remove the B.I.M as a action by making a Athletics check versus your Ninjutsu Save DC. On a success they remove the B.I.M and can remake the attack roll against another creature within 30 feet of them.

Upgraded: For every 2 Creation Points after the minimum initial cost increase the damage dice by 2 or increase the radius by 5 feet.

STING B.I.M

Cost: 4–6 Creation Points

You throw a B.I.M designed to weaken creatures enough that they surrender, or that dispatching them becomes a trivial task. Each creature within 15 feet of the target space must make a Constitution saving throw. On a failed save, a creature takes 4d4 bludgeoning damage and gains 1 rank of Bruised or half as much damage and no additional effects on a successful one.

Upgraded: For every 1 Creation Point after the minimum initial cost increase the damage dice by 1 or the ranks of Bruised by 1.

DUD B.I.M

Cost: 4 Creation Points

You throw a dud B.I.M that looks identical to a real one, making creatures flinch. You throw your B.I.M and hostile creatures within 30 feet must make a Wisdom saving throw. On a fail they spend their reaction ducking, not realizing it's a fake bomb.

GREATER

HOMING B.I.M

Cost: 8–12 Creation Points

You pull out a B.I.M that has a small propeller and a camera attached allowing the B.I.M to track creatures around corners. You may lock onto a creature as an action or bonus action and at the start of the creature's turns it begins moving towards them at 30 feet per turn, exploding if it collides with an object. If a creature takes the hide action behind full cover before the end of their turn they can evade the blast.

If the B.I.M is not in range of the creature it continues to follow the creature until it is explodes. When the B.I.M explodes, it dealing 6d6 fire damage in a 5-foot-radius sphere explosion. Creatures within the radius of the explosion other than the creature that was locked on to must make a Dexterity saving throw taking the same damage on a failed save, or half as much on a successful one. The B.I.M can be destroyed if targeted by an attack, it has 1 hit point and an AC equal to your Ninjutsu save DC.

Upgraded: For every 2 Creation Points after the minimum initial cost increase the damage dice by 1 or increase the speed by 15 feet.

BLAZING GAS B.I.M

Cost: 8–10 Creation Points

You throw your B.I.M and it explodes in a gas that burns at the skin. Creatures within a 20-foot-radius sphere of this B.I.M when it explodes must a Constitution saving throw dealing 3d12 fire damage and gaining 1 rank of Burned on a failed save or half as much damage and no further effects on a success.

Upgraded: For every 1 Creation Points after the minimum initial cost increase the damage die by 1 or increase the ranks of burned by 1.

SHOCKING B.I.M

Cost: 8–10 Creation Points

You throw your B.I.M and it explodes in on impact making an audible and distinct crackling sound. Make a ranged ninjutsu attack roll against a creature within the range you can throw B.I.Ms. On a hit, the creature automatically fails the saving throw against this B.I.M. Creatures within a 15-foot-radius sphere must make a Dexterity saving throw. Dealing 3d8 lightning damage and gain 1 rank of Shocked on a failed save or half as much damage on a successful one.

Upgraded: For every 1 Creation Point after the minimum initial cost increase the damage dice by 1 or the ranks of Shocked by 1.

RAZOR SHARD B.I.M

Cost: 8–10 Creation Points

You throw a B.I.M that explodes into a cloud of razor-sharp shrapnel. Creatures within a 10-foot-radius sphere must make a Dexterity saving throw. On a failed save, they take 4d6 slashing damage and gain 1 rank of bleed. On a successful save, they take half damage and no further effects.

Upgraded: For every 1 Creation Points after the minimum initial cost increase the damage dice by 1 or the ranks of bleed by 1.

SUPERIOR

BARRIER B.I.M

Cost: 12–16 Creation Points

The Barrier B.I.M is a B.I.M made for defense, and is typically worn as a necklace around a creature's neck, but it can be thrown at half the normal range. As a reaction, a creature in possession of this B.I.M can emit a barrier of force that intercepts harm that would be inflicted in the user. Until the start of the user's next turn they are encapsulated in a barrier that has 20 hit points, and is resistant to all damage, other than psychic damage. While inside the barrier, the user has full cover, but creatures on either side can still see inside the barrier.

When this B.I.M is thrown, it creates a transparent dome around a 15 foot radius sphere. Any creature inside this sphere gains the effects as if they possessed the B.I.M.

Upgraded: For every 1 Creation Point after the minimum initial cost the barrier gains 5 extra hit points.

IMPLOSION B.I.M

Cost: 12–18 Creation Points

You throw a B.I.M designed to pull creatures toward their demise, before imploding. When the B.I.M opens creatures within a 30-foot-radius sphere must make a Strength or Dexterity saving throw (their choice) or be pulled 15 feet towards the epicenter of this B.I.M. After pulling creatures in, this B.I.M then explodes, forcing creatures with 15-foot-radius sphere to make a Dexterity saving throw dealing 8d8 force damage on a failed save. A creature who fails the first saving throw and is pulled within 5 feet of the epicenter has disadvantage on the second saving throw. If a creature fails this saving throw by 5 or more, they take double damage.

Upgraded: For every 2 Creation Points after the minimum initial cost creatures increase the area of effects by 10 and 5 feet respectively.

CHOKING GAS B.I.M

Cost: 12–14 Creation Points

You throw a B.I.M that releases a toxic gas, corrosive to both body and armor. Creatures within a 20-foot-radius sphere must make a Constitution saving throw. On a failed save, they take 6d10 poison damage and gain 2 ranks of Envenomed. On a successful save, they take half as much damage and no further effects.

Upgraded: For every 1 Creation Point after the minimum initial cost increase the damage dice by 1 or the ranks of Envenomed by 1.



SUPREME

INCENDIARY B.I.M

Cost: 24 Creation Points

You throw a B.I.M that is designed in a unique X shape that is filled with burning acidic gas. Your B.I.M expands into 2 lines of acidic flames made in an X formation at a 45 degree angle. This line of flames is 10 feet thick, 90 feet long, and 30 feet tall. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d6 acid damage and 5d6 fire damage, and gaining 1 rank of burned and corroded on a failed save, or half as much damage and no additional effects on a successful one. This B.I.M continues to burn losing 1d6 acid and fire damage at the end of each of your turns as it cools down. Once there are no more damage dice, this B.I.M ceases function.

GRAVITY WELL B.I.M

Cost: 24 Creation Points

You throw a B.I.M that detonates and creates a localized gravitational anomaly, pulling in matter and creatures. The Gravity Well B.I.M opens into a 40-foot-radius sphere and last for 1 minute, warping gravity in the area. Each creature within that starts their turn within the radius must make a Strength saving throw. On a failed save, creatures are pulled 20 feet toward the epicenter and if they are pulled within 5 feet are restrained for the remaining duration as they struggle against the crushing gravity. On a successful save, they are only pulled 10 feet and are not restrained, even if they are in the epicenter. While the well is active, all creatures spend three times as much movement to move within the effected area. At the start of each of your turns, any restrained creatures take 5d8 force damage as the gravitational pressure builds. A creature can attempt to break free of the restraint at the end of each of their turns by making a Strength saving throw.

MASTERCRAFT

STUN B.I.M

Cost: 32 Creation Points

You throw a B.I.M designed disable and disorient. On contact, it explodes creatures within a 15-foot-radius sphere must make a Constitution saving throw. On a failed save they are incapacitated until the end of their next turn.



MECH CRAFTER

The 5 nations fear the power, size and scale of the tailed beasts so those known as the mech crafters forged their giants of metal and chakra to attempt to stand up to these large creatures.

ORDNANCE TRAINING

When you choose this Inquiry at 3rd Level you gain proficiency in Armorsmith Kit. If you are already proficient, you instead gain Mastery. You also reduce the time it takes to seal things in scrolls. You can seal things in a **Weapon** and **Item Scroll** in half the time. You treat jutsu scrolls as a rank lower when determining the Downtime cost to create them(1-Day minimum)

Additionally, you begin to delve into the art that your Inquiry is best known for, Titan Crafting. During a long rest, you can craft a **Titan**, using the listed statistics on the next page. Your Titan is stored within a large scroll on your back known as a **Respawn Scroll**. You can spend 5 CCD to summon your Titan from this scroll as an action. While within 5 feet of your Titan on your turn, you can enter it as an object interaction, gaining the following benefits; If your **Titan** reaches 0 hit points, it ejects you to a space within 30 feet that can hold you and is destroyed. It then fully reforms in your **Respawn Scroll** at the end of a rest.

- While inside your **Titan**, you can command it using action, bonus action, and reaction.
- Anything that would target you instead targets your Titan, and your Titan interposes any damage and effects you would take. Your Titan also makes Strength, Dexterity, and Constitution saving throws in your place, using its own statistics. Effects that would target *mental* saving throws still use your statistics and can still affect and target you.
- Your Titan can cast any Taijutsu or Bukijutsu you know, using its own ability scores in place of your own. You cannot cast Ninjutsu or Genjutsu through your Titan that would affect another creature other than itself or you.
- Jutsu that you cast that have a range of self or touch, can also affect the Titan.
- You can only have 1 Titan created at a time.

You also create ways to improve your new Mech, your mech has a number of Titan Slots equal to your Proficiency Bonus, which can be filled during a long rest with upgrades with the **Mech** or **Weapon** keywords. Mech upgrades increase initial cost of summoning your **Titan** by an amount equal to its CCD Drain and upgrades with the **Mech** or **Weapon** keywords do not work when outside of the **Titan**.

ADAPTIVE MOVEMENT

Also at 3rd level, to complement your fighting style you are always moving to either keep your distance or put on the pressure. You learn the **Body Flicker** and **Chakra Leaping** Ninjutsu. This does not count against your known jutsu. You can cast these jutsu using chakra from your CCD.

When you cast one of these jutsu, you automatically gain the benefits of other jutsu you did not cast (You are considered as casting both). While under either jutsu's effect, you ignore difficult terrain, can walk on walls and water without reduction to your speed and can use Intelligence in place of Strength for calculating your jump distance.

ENDLESS WORK

At 6th level, you unlock the ability to integrate an **Exo-Suit** into your combat style. This **Exo-Suit** can be equipped with a Greater or lower **Mech** keyword upgrade, which you can install during a long rest. You can use these upgrades even without being inside your **Titan**. You can add second upgrade to your **Exo-Suit** at level 14.

SPATIAL WARPING

At 9th level, when using and crafting scrolls, the scrolls gain the following effects:

- **Jutsu scrolls** you craft now have 2 charges of the jutsu stored within
- **Item scrolls** you use can hold twice as much bulk
- You can retrieve weapons from a **Weapon Scroll** as a free action once per turn.

Also, when your Mech would fall to 0 Hit Points, you can spend a reaction to instead quickly reseal it in your Respawn Scroll and restore a number of Hit Points equal three times your Science Nin level. You can use this reaction once per rest.

SPECIALIST CRAFTING

At 14th level, you have spent so much time tinkering on your **Titan** you found a way to create some of its core mechanics using less part. You can choose between the **Mech** or **Weapon** keywords. Upgrades of that keyword cost 2 less creation points(min. 1). You can change which keyword benefits from this feature during a long rest.

TITANIC ARSENAL

Starting at 17th level, you expand on your **Titan**s arsenal, whilst simultaneously improving the strength of its arsenal. Damage your **Titan** deals using its weapons ignores resistance and treats immunity as resistance. Additionally, it gains an additional amount of HP equal to your Science-Nin Level.

THE FUTURE OF SHINOBI: MECHA

At 20th level, your mech is fine tuned to perfection. When your **Titan** falls to 0 HP for the first time in combat, you can spend 30 CCD to instead have it fall to 1 HP and it cannot fall below 1 HP until the end of your next turn.

Additionally, you can spend 5 charges of a Armorsmith Kit to immediately rebuild a **Titan** inside your **Respawn Scroll**. You can do this once per long rest.



TITAN

LEGION SPECIALIZATION

Legion Titans, also sometimes referred to as Ogre Titans, are meant to act as pillars on the battlefield, leading the charge for its allies. These Titans gain the following benefits;

- The Legion Titan has a movement speed of 30 feet.
- The Legion Titan increases its two ability scores by +2. The maximums also increase by +2.
- The Legion Titan provides allies within 10 feet of it, excluding itself, the benefits of half cover.

MONARCH SPECIALIZATION

Monarch Titans are built to go the distance, past the point where most Shinobi or other *Titans* would've fallen or collapsed. These Titans gain the following benefits;

- The Monarch Titan has a movement speed of 30 feet.
- The Monarch Titan increases its Constitution ability score by 4. The maximum also increase by +4.
- The Monarch Titan's *Battery Enhanced Barrier* gains 15 hit points for every 5 chakra spent, as opposed to 10.
- The Monarch Titan gains the Reinforced Property, with a amount equal to your Intelligence Modifier.

RONIN SPECIALIZATION

The Ronin Titans, also sometimes referred to as Stryder Titans, focus on mobility, able to move around the battlefield at breakneck speeds and locate what can normally not be seen. These Titans gain the following benefits;

- The Ronin Titan has a movement speed of 35 feet.
- The Ronin Titan increases its Dexterity score by +4. The maximum for this score also increases by +4.
- The Ronin Titan can take the Dash or Disengage actions as a bonus action. When performing either action, the Ronin Titan ignores land-based difficult terrain.
- The Ronin Titan has an increased critical threat range of +1 on melee weapon and Taijutsu attacks.

TITAN

X Construct, Proficiency bonus = your proficiency bonus, unaligned

Armor Class 12 + Your Intelligence Modifer + half Proficiency Bonus (Natural Armor)

Hit Points 20+[2*Titan's Constitution Modifer x Science Nin level]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	5 (-3)	5 (-3)	5 (-3)

Saving Throws Strength, Dexterity, Constitution

Damage Immunity Psychic, Poison

Damage Resistance Acid, Chakra, Necrotic

Condition Immunities All Mental, Bleeding, Exhaustion, Poisoned

Senses Darkvision(30 feet), Passive Perception (Yours + Intelligence Modifer)

Battery Powered Barrier: All Titans are fitted with a barrier that protects the titan from damage. When a Titan is damaged, it subtracts hit points from its barrier first. The Battery Powered Barrier has a maximum number of hit points equal to twice your Science-Nin level, and on your turn, you can spend increments of 5 chakra from your CCD to replenish 10 of the barrier's hit points.

Extra Attack. Your Titan can attack twice with the attack action.

Gradual Expansion. Your Titan starts off as Large, becoming Huge at 14th level.

Ninja Tool Integration. The Titan's attacks are chakra enhanced.

Steady Improvement. The Titan gains an additional number of ASI points equal to 1 + your proficiency bonus. You distribute these points when you craft your Titan, and you can redistribute them during a long rest.

Titan Specialization. When you craft your Titan, you choose a Titan Specialization for it to following, picking between a *Legion Titan*, a *Monarch Titan*, or a *Ronin Titan*, which grant your Titan additional abilities.

ATTACKS

Bash. *Melee Weapon Attack:* reach 10 ft., one target. Hit: 1d6+ Str + Dex in bludgeoning damage. This weapon can be used for the unarmed damage of Taijutsu.

Any other upgrades you have with the Weapon Keyword



TITAN UPGRADES

If a modification has prerequisites, you must meet them to create it. You can install the modification at the same time that you meet its prerequisites.

MINOR

ION SWORD

Cost: 2 Creation Points

Keyword: Weapon

Drain: 5 CCD Chakra

A large katana-like blade made industrialized steel. It is a *Melee Blade Weapon* with a Reach of 10ft and deals: $1d8 + \text{Dex}$ in slashing damage on a hit. On your turn, you can spend the CCD Drain and send an arc of electricity through the blade. Until the end of your next turn, the Ion Sword's damage die increases by 1 step and deals lightning damage. It also gains +1 to attack and damage rolls.

PREDATOR CANNON

Cost: 2 Creation Points

Keyword: Weapon

Drain: 5 CCD Chakra

A large rotary cannon with multiple barrels that fire piercing rounds to devastate foes. It is a *Ranged Ammunition Weapon* with a Range of (90/180), and deals $1d10 + \text{Str}$ in piercing damage. Its Ammunition die starts as a d10 and can be replenished by spending 5 CCD Chakra. As a bonus action, you can spend the CCD Drain and cause the rifle to spin rapidly. When you do, your speed is halved, and the damage die of the Predator Cannon increases by 1 step and it doubles its ranges until the end of the turn.

QUAD ROCKET

Cost: 2 Creation Points

Keyword: Weapon

Drain: 5 CCD Chakra

A large platform with 4 chambers capable of firing rockets together or alone. It is a *Ranged Ammunition Weapon* with a Range of (60/120), and deals $2d4 + \text{Str}$ in force damage on a hit. Its Ammunition die starts as a d10 and can be replenished by spending 5 CCD Chakra. As an action, you can spend the CCD Drain and pick 4 spaces within your Quad Rocket's normal range. These spaces cannot overlap. You launch 4 rockets from your Quad Rocket, which hover over these spaces. If a hostile creature walks over a space you selected or ends their turn there, they must make a Dexterity saving throw, taking twice your weapon's damage and being knocked prone, or half damage and no further effects on a success. If you use ability while you still have rockets in place, the existing rockets are destroyed.

BOOST SYSTEM

Cost: 2 Creation Points

Keyword: Mech

Drain: 5 CCD Chakra

You install jets into your **Titan** to increase its mobility. As a reaction when your Titan would make a *Physical* Saving Throw you can spend 5 CCD chakra and if you do, your Titan can dash 15 feet to the side in a straight line into a space that can hold it and it gains advantage on the saving throw. If this would take them out of the range of the saving throw, then on a success they take no damage and no effects. You can also use this upgrade once on your turn to dash 15ft (no action required).

SHINOBIFALL

Cost: 2 Creation Points

Keyword: Mech

Drain: 5 CCD Chakra

When you would summon your **Titan**, instead of appearing in front of you on the ground, You can spend 5 CCD chakra and make it appear 30 feet above you in a space up to 30 feet away from you. Your Titan falls down to earth with incredible speed. Each creature underneath the Titan must make a Dexterity saving throw, taking $Xd4$ bludgeoning damage, where X equals your Proficiency Bonus, and falling prone on a failure and half on a success. The Titan itself does not take fall damage. If the Titan is Huge, it instead deals $xd8$.

REFINED

LEADWALL

Cost: 4 Creation Points

Keyword: Weapon

Drain: 5 CCD Chakra

A large cartridge trench gun that has two firing modes and a bayonet attachment. It is a both a *Melee Blade Weapon* with a Reach of 10ft and deals: $1d6 + \text{Dex}$ in piercing damage on a hit and a *Ranged Ammunition Weapon* with a Range of (15/30), and deals $2d6 + \text{Dex}$ in bludgeoning damage on a hit. Its Ammunition die starts as a d8 and can be replenished by spending 10 CCD Chakra. As an action. You can spend the CCD Drain and make a ranged weapon attack with the Leadwall, targeting 1 creature within a 15-foot cone originating from you for every 5 CCD chakra spent.

THERMITE LAUNCHER

Cost: 4 Creation Points

Keyword: Weapon

Drain: 5 CCD Chakra

A large tubular launcher which fires thermite projectiles. While equipped with this weapon, your Titan is resistant to Fire and Acid damage and has advantage on saving throws to resist the Burned and Corroded conditions. As an action, you can spend the CCD Drain and shoot a *Thermite Grenade* at a space within 60 feet. Each creature within 15 feet of the grenade must make a Dexterity saving throw, taking $Xd8$ fire damage and becoming Burned on a failed save, or half as much on a success, where X equals half your proficiency bonus, rounded up.

XO-16 GATLING

Cost: 4 Creation Points

Keyword: Weapon

Drain: 5 CCD Chakra

A large assault rifle that focuses fire as it ramps up its fire-rate. As an action, you can spend the CCD Drain up to 5 times and select a creature within 60 feet of you. You can make a ranged weapon attack for every 5 CCD chakra spent, dealing $1d6 + 1$ force damage on each hit. Each successful hit after the first on the same target adds a stacking +1 bonus to attack and damage rolls made with the XO-16 until the beginning of your next turn.

BATTLE TOWER

Cost: 4 Creation Points

Keyword: Mech

Drain: 5 CCD Chakra

You install handlebars along the sides of your **Titan** to allow up to 2 allies of medium size or smaller to mount it as an action or reaction on their turns while they are within 5 feet of it. While mounted on you, they move with you and gain a bonus to ranged attacks and Strength and Dexterity saving throws equal to half your Intelligence modifier. When you eject from your Titan, those mounted can also eject with you, landing within the nearest space to you that can hold them.

SCROLL ARRAY

Cost: 4 Creation Points

Keyword: Mech

Drain: 5 CCD Chakra

You gain a number of special Scroll Slots equal to your Intelligence modifier that can hold jutsu scrolls. It can only hold Jutsu Scrolls that would make an attack roll or force saving throw. It takes 10 minutes to load scrolls into the Titan. As Action you can have your Titan cast a jutsu inside the scroll. If it needs to make a check to cast the jutsu, it can make the check at advantage using your skill bonus.

GREATER

MISSILE RACKS

Cost: 8 Creation Points

Keyword: Weapon

Drain: 10 CCD Chakra

You equip your Titan with several mounts for missiles on its shoulders. As a bonus action, you can spend the CCD Drain to fire a barrage of missiles at a single target or creatures within a 60-foot long, 5-foot wide line. If you pick a single target, make 3 ranged Ninjutsu attacks, dealing 1d6 fire and 1d6 force damage on hit. If you pick creatures within a line, each creature must make a Dexterity saving throw, taking 3d6+3 fire and 3d6+3 force damage on a failed save, or half as much damage on a success.

Critical Ejection

Cost: 8 Creation Points

Keyword: Weapon

Drain: 10 CCD Chakra

You equip your Titan with explosive tools in the event of a disaster. When your Titan reaches 0 hit points and you would eject from it, you can spend the CCD Drain to cause the Titan to explode. When you do this, you are ejected 90 feet away from the mech instead.

All creatures within a 30-foot radius of the Titan must make a Dexterity saving throw, taking Xd10 fire damage (where X is your proficiency bonus) on a failed save, or half as much on a success.

SEIGE ENGINE

Cost: 8 Creation Points

Keyword: Mech

Drain: 10 CCD Chakra

Your Titan deals double damage to constructs, objects, and structures. It also ignores up to three quarters cover with its attacks and jutsu.

STURDY FRAME

Cost: 8 Creation Points

Keyword: Mech

Your Titan is exceptionally durable. Your Titan reduces all damage it receives by -3. Additionally, you can add half your Intelligence modifier to Physical saving throws that you are not proficient in.

SUPERIOR

ENHANCED ATTACK PROTOCOL

Cost: 16 Creation Points

Keyword: Weapon

Drain: 10 CCD Chakra

Your Titan attacks faster than any other Titan. When your Titan takes the attack action, it can attack three times, instead of only two times.

BACKUP PROTOCOL

Cost: 16 Creation Points

Keyword: Mech

Drain: 10 CCD Chakra

You install multiple fail safes into your Titan to ensure your survivability, as well as its own. When your Titan falls below 50% hit points, it can immediately replenish its *Battery Enhanced Barrier* to its full hit points, and gains resistance to the first instance of damage it takes per turn and a +1d4 bonus to saving throws for the next minute. This effect can only trigger once per rest.

HEALING CORE

Cost: 16 Creation Points

Keyword: Mech

Drain: 10 CCD Chakra

You integrate a mechanism into your Titan to rejuvenate your body while inside of it. During combat, while you are inside your Titan and it possesses hit points from its *Battery Powered Barrier*, you recover 1d6 hit points at the start of each of your turns.

SUPREME

HULKING STRENGTH

Cost: 24 Creation Points

Keyword: Mech

Drain: 20 CCD Chakra

Your Titan is immune to the Grappled and Restrained conditions, and increases the damage of its *Bash* attack by 1 damage die. Lastly, this Titan is immune to effects that would cause it to move against its will and multiplies the amount of weight it can lift by 50 times.

SHINOBI FORTRESS

Cost: 24 Creation Points

Keyword: Mech

Drain: 20 CCD Chakra

When your Titan is summoned, it gains Xd4 temporary hit points, where X is equal to its proficiency bonus. If you have the *Battle Tower* upgrade, if your allies take damage while mounted on your Titan, you can choose to have your Titan take damage they would've received instead.

MASTERCRAFT

BIJUU SLAYER

Cost: 32 Creation Points

Keyword: Mech

Drain: 30 CCD Chakra

You fortify your Titan's framework, making it capable of bringing down even the strongest of demons. Your Titan's size becomes Gargantuan, and it deals an additional two die of damage with its weapons against Demons, twice per turn.

Additionally, once per turn, when your Titan deals damage, it deals an additional +2 damage for every size category the Titan is above the creature being damaged. If you have the *Shinobifall* upgrade, its damage die becomes a d12



STORM RIDER

The Science-Nin who follow the path of the Storm Rider value freedom above all else. They carve the way for the future, igniting passion along the way.

AIR TRECKS

Starting at 3rd level, you have created a highly efficient pair of skates called **Air Trecks** or A.T. These A.Ts have a design of your choice, are Greater quality, and take up 1 bulk. If your **Air Trecks** are ever destroyed you can make another pair during a Long Rest. Starting at the 9th level of this your A.Ts they cannot be broken and your A.Ts are Superior quality.

Your **Air Trecks** come with a number of enhancement slots equal to your proficiency bonus. During a Long rest you can install enhancements that you meet the requirements for. These A.T enhancements will be detailed at the end for this subclass.

While equipped with these **Air Trecks** you can spend 5 CCD Chakra at the start of initiative or as a Bonus action on your turn to activate them and gain the following benefits:

- Your movement speed is increased by +30 feet.
- You can chakra walk without spending chakra and your movement speed is not reduced.
- You ignore naturally occurring difficult terrain.
- Your jump distance can be calculated with Dexterity or Intelligence and any skill checks made to jump can be made with an Intelligence (Acrobatics) check.
- You can take the dash or disengage actions as a bonus action.
- At the end of combat, your **Air Trecks** deactivate.

Your **Air Trecks** are more than just a tool to getting from point A to point B, they are also potent weapons that can be used in combat, should the situation present itself. While your **Air Trecks** are activated they count as simple melee weapons that belong to the **Power** weapon group. You can make weapon attacks using your **Air Trecks** using your Intelligence Ability Modifier, and you can Intelligence as your Taijutsu Ability Modifier when casting Taijutsu or Bukijutsu with your **Air Trecks** as the only component. Your A.Ts damage cannot be increased in any way outside of this subclass. That includes extra die to weapon damage or increasing damage die steps.

AIR TRECKS

Cost	Damage Type	Damage	Weapon Properties	Bulk
100 Ryo	1d6 Slashing	Unarmed, Finesse, Light, Multiattack		1

WING ROAD

Beginning at 3rd level, you have gained the ability to ride on the wind itself, both in and out of combat. When you are forced to make a Strength, Dexterity, or Constitution saving throw you learn the size of the area of effect, if applicable and you can spend your reaction to get advantage on the saving throw.

You also gain proficiency in Forensics Kits. If you are already proficient you instead gain Mastery. While you are within 500 feet of a battle that has taken place in the last 24 hours. As an action you may survey the area in a 500-foot cube. Surveying the area in this way requires one charge of your kit and using your knowledge of movement patterns you can determine the number of creatures on each side of combat as well as their Roles, movement speeds, and the most expensive jutsu they used during that combat.

Additionally, when traveling long distances you cannot be lost other than by chakra or jutsu based means and your travel pace is doubled.

TRICK PATHS

Starting at level 6th level, you can see the world how it is, understanding intricate and detailed information almost innately due to your precise sense of the wind. You are immune to being surprised while you are conscious and when you roll initiative you can use your Intelligence modifier instead of Dexterity modifier.

Once per round, when you jump or fall you can hover until the start of your next turn. While hovering in this way you must move in a straight line for a number of feet equal to half your movement speed. You can choose to stop hovering at any time while moving forward.

GRAVITY CHILD

Starting at 9th level, gravity itself will sometimes bend to your unbreakable will. Your body becomes much more resilient to the gravitational forces imposed upon it and you become much tougher as a result. You gain advantage on saving throws that would move you against your will as well as any saving throw that would knock you prone.

Twice per long rest, as an action and 15 CCD chakra to gain the benefits of **Wind Friction Shatter** for 5 rounds without needing concentration. While benefitting from WFS this way, gain 120 feet of dark vision and 60 feet of chakra sight.

KING'S ROAD

Beginning at 14th level, you have taken full control over the road and have turned it into your own. You take your own path, and it is others who may try to follow you. Choose one **Regalia**. This **Regalia** is proof of your power and shows the world that your road can show them the way to the sky. **Regalia** are listed at the end of this Inquiry. You can change your Regalia over the course of a week of downtime.

PERFECT TRICKS

At 17th level, your mastery over A.Ts has reached a level of complete control over the air around you. When you use a Enhancement with the **Trick**: Prefix, you can reduce the CCD drain cost by 5(Min. 1), gain advantage on the attack roll, or give a creature disadvantage on the saving throw.

THE FUTURE OF SHINOBI: SKY KEEPER

At 20th level, you become the keeper of the sky, the one that holds humanity's hope in the palm of your hand. Choose another **Regalia**. This **Regalia** can be used in conjunction with the other and **Regalia** can now be swapped on a full rest.

Additionally, your **Air Trecks** gain the following benefits:

- Your movement speed is increased by +60 feet.
- You gain a flying speed equal to your walking speed and you can hover.
- You ignore difficult terrain and any effects that would lower your movement speed.
- You become immune to falling damage.
- Your **Air Trecks** do an additional die of damage.
- Your **Air Trecks** increase their quality by one rank.



AIR TRECK ENHANCEMENTS

MINOR

REVERSING WHEELS

Cost: 2 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You outfit your A.Ts with a device that allows you to reverse and build power with much more ease. It only costs 5 feet of movement to stand up from being prone

TANK TREADS

Cost: 2 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You replace your stock wheels with tank treads that increase power while sacrificing speed. Your movement speed is only increased by half while using A.Ts with this upgrade but you gain advantage on Strength (Athletics) checks and your A.Ts lose the light property and gain the heavy property. This upgrade is incompatible with *Bow Rollers*.

TRICK: MOONRIDE

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As an action you spend the CCD Drain of this enhancement to leap gracefully, shifting your rotational axis in a move that makes it seem as if you could ride on the moon itself. Select a space within 30 feet to land with your trick. All creatures who you would have passed through if you did not jump over them must make a Strength saving throw or take your A.Ts [Weapon Damage] + 3d6 and be knocked prone.

TRICK: TWISTING ARROW

Cost: 2 Creation Points

Drain: 5 CCD Chakra

As a requirement for using this trick you must have moved at least 15 feet in a straight line. As a bonus action you spend the CCD Drain of this enhancement to slide across the ground in a low position preparing to follow up the attack with a big strike. Make a melee taijutsu attack with your A.Ts dealing your [Weapon's Damage] + 2d8.

WATERPROOFING

Cost: 2 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You have waterproofed your A.Ts allowing you to ride even underwater. You gain a swimming speed equal to your walking speed while you are wearing your A.Ts.

REFINED

ENHANCED MOTOR

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You improve the motor on your A.Ts allowing for more power. You ignore all difficult terrain, and the damage die of your A.Ts is increased by 1 step.

REINFORCED FRAME

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You use more durable materials to make your frame, allowing it to take more blows. Your A.T gains the Blocking property

SHOCK ABSORBERS

Cost: 4 Creation Points

Drain: 5 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You install better shock absorbers into your A.Ts, allowing you to fly much higher within being at risk. You only take falling damage if it is greater than your maximum movement speed. Whenever you take fall damage you remain standing instead of falling prone.

TRICK: SHARK FANG

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As an action you spend the CCD Drain of this enhancement to let loose a shockwave of sharp wind to decimate your foes. Make a ranged taijutsu attack with your A.Ts against a creature you can see within 60 feet. On a hit they take your [Weapons Damage] + 5d4 slashing damage and gain a rank of bleed.

TRICK: AXLE DROP

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As an action you spend the CCD Drain of this enhancement to slam your A.Ts on someone's shoulder, disabling them for a brief moment. Make a melee taijutsu attack with your A.Ts dealing your weapon's damage + 3d10. On a hit, a creature must make a Constitution saving throw or be dazed.



GREATER

BOW ROLLERS

Cost: 8 Creation Points

Drain: 10 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You replace your stock wheels with a new form of riding entirely, 8 small 360 degree wheels are added to the bottom of your Air Trecks, making them look like normal shoes. Your A.Ts gain the *hidden* property. This upgrade is incompatible with *Tank Treads*.

RIDER'S SHADOW

Cost: 8 Creation Points

Drain: 10 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You gain access to your "shadow", the pressure of chakra and air that follows you wherever you go that symbolizes your riding. You can manifest this "shadow" as a Bonus Action when you do so all hostile creatures within 30 feet of you must make a Wisdom saving throw against your Ninjutsu Save DC or gain 1 rank of fear for the next minute. A creature can only gain 3 ranks of fear from this Enhancement.

TRICK: TRAILBLAZER

Cost: 8 Creation Points

Drain: 10 CCD Chakra

As an action you spend the CCD Drain of this enhancement to move up to your full movement speed in a straight line, creating friction causing a fire to be lit ablaze behind you. All creatures you pass through must make a Dexterity saving throw or take 5d10 fire damage and gain a rank of burned on a failed save.

TRICK: WHIRLWIND

Cost: 8 Creation Points

Drain: 10 CCD Chakra

As an Bonus action you spend the CCD Drain of this enhancement to spin and create a massive force of energy that destroys in all directions. All creatures within a 5-foot-radius, 60-foot-high cylinder centered on you, other than you must make a Strength saving throw or take your [Weapon's Damage] + 7d6 and be knocked up 30 feet on a failed save, or half as much damage and no additional effects on a successful one.

SUPERIOR

NEW PARTS

Cost: 16 Creation Points

Drain: 15 CCD Chakra

Increase the cost of activating your Air Trecks by the CCD Drain of this Enhancement. You reinforce your A.Ts with higher quality materials, greatly increasing their durability and performance. Your A.Ts become supreme quality, and they have their damage die increased by 1 step.

TRICK: AIR PILEDRIVER

Cost: 16 Creation Points

Drain: 15 CCD Chakra

As an action you spend the CCD Drain of this enhancement to fire a beam of hyper compressed air, tearing them to shreds. line. Creatures in a 10- foot wide, 60-foot-long line must succeed a Dexterity saving throw or take 8d8 wind damage and be knocked back 60 feet on a failed save.

TRICK: REVERSAL TWIST

Cost: 16 Creation Points

Drain: 15 CCD Chakra

As a reaction when you would be hit with a ranged attack you spend the CCD Drain of this enhancement to twist the attack around your body, redirecting it back at your target. Make a ranged taijutsu attack with your A.Ts contested by your target's attack roll. If your attack roll is higher the attack automatically hits your attacker, and it deals an additional 2 dice of damage.

SUPERIOR

TRICK: STONE CROWN

Cost: 24 Creation Points

Drain: 20 CCD Chakra

As a reaction when you would take non-psychic damage , you spend the CCD Drain of this enhancement to create a ring of earth around your body by forcing the ground to raise. You create a circular barrier of earth that has 7d10 hit points and resistance to bludgeoning, piercing, and slashing damage. The barrier lasts until it reaches 0 hit points or until the start of your next turn.

TRICK: RISING SOUL

Cost: 24 Creation Points

Drain: 20 CCD Chakra

As an action you spend the CCD Drain of this enhancement to ride your opponent's body like a rail, rising upward and cutting them on your ascent. Make a melee taijutsu attack dealing your [Weapon's Damage] + 6d12 and inflicting a rank of lacerated.

MASTERCRAFT

TRICK: INFINITY ATMOSPHERE

Cost: 32 Creation Points

Drain: 50 CCD Chakra

As a reaction when you would be targeted by an attack or forced to make a Strength, Dexterity, or Constitution saving throw , you spend the CCD Drain of this enhancement to create a barrier of almost infinite air density using your A.Ts. When you create this barrier, you gain immunity to the triggering attack or saving throw, taking no effects.

REGALIA

GEM REGALIA

The pinnacle part of all defensive type riders, the Gem Regalia. While equipped with the Gem Regalia you can cast ninjutsu with the Earth Release keyword without needing the HS component. Your A.Ts now deal earth damage and all earth damage you deal ignores resistance.

Additionally, while equipped with this Regalia you reduce all damage you take by an amount equal to your Constitution modifier.

FANG REGALIA

The pinnacle part of all battle type riders, the Fang Regalia. While equipped with the Fang Regalia you can cast bukijutsu with the slashing component without needing the mobility component. Your A.Ts have their damage die increased by 1 step and all slashing damage you deal ignores resistance.

Additionally, while equipped with this Regalia once per turn when you deal slashing damage you can inflict a rank of bleed.

FLAME REGALIA

The pinnacle part of all speed type riders, the Flame Regalia. While equipped with the Flame Regalia you can cast ninjutsu with the Fire Release keyword without needing the HS component. Your A.Ts now deal fire damage and all fire damage you deal ignores resistance.

Additionally, while equipped with this Regalia once per turn when you deal fire damage you can inflict a rank of burned.

LIGHTNING REGALIA

The pinnacle part of all lightning type riders, the Flame Regalia. While equipped with the Lightning Regalia you can cast ninjutsu with the Lightning Release keyword without needing the HS component. Your A.Ts now deal lightning damage and all lightning damage you deal ignores resistance.

Additionally, while equipped with this Regalia once per turn when you deal lightning damage you can inflict a rank of shocked.

ROAR REGALIA

The pinnacle part of all vibration type riders, the Roar Regalia. While equipped with the Roar Regalia you can cast genjutsu with the Auditory keyword without needing the HS component. Your A.Ts now deal force damage and all force damage you deal ignores resistance.

Additionally, while equipped with this Regalia once per turn when you deal force damage you can inflict a rank of Bruised.

THORN REGALIA

The pinnacle part of all selfless type riders, the Thorn Regalia. While equipped with the Thorn Regalia you can cast bukijutsu with the piercing component without needing the mobility component. Your A.Ts now deal piercing damage and all piercing damage you deal ignores resistance.

Additionally, while equipped with this Regalia whenever you are hit with a melee attack a creature takes piercing damage equal to your Constitution modifier. A creature can only take damage from this Regalia twice per round.

WATER REGALIA

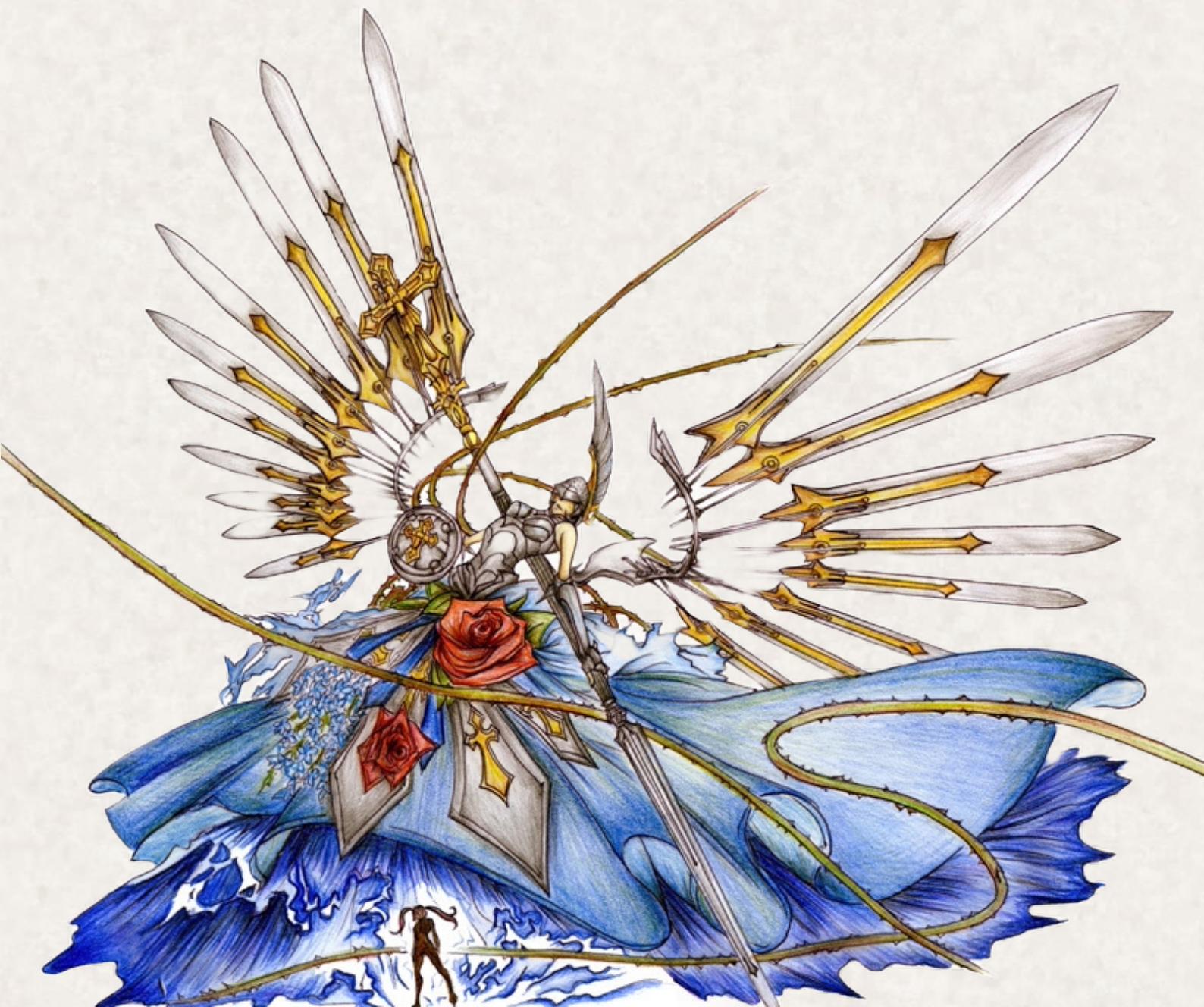
The pinnacle part of all water type riders, the Water Regalia. While equipped with the Water Regalia you can cast ninjutsu with the Water Release keyword without needing the HS component. Your A.Ts now deal cold damage and all cold damage you deal ignores resistance.

Additionally, while equipped with this Regalia you can spend 5 CCD chakra to gain the benefits of having a source of water when you cast a jutsu with the Water Release Keyword.

WIND REGALIA

The pinnacle part of all wind type riders, the Wind Regalia. While equipped with the Wind Regalia you can cast ninjutsu with the Wind Release keyword without needing the HS component. Your A.Ts now deal wind damage and all wind damage you deal ignores resistance.

Additionally, while equipped with this Regalia your AC is increased by +1.



ELEMENTAL INNOVATIONIST

The Science-Nin who become Elemental Innovationists have discovered something profound, a brand-new periodic element which you name. With this new element, these shinobi seek to innovate as much as they can with their element and its seemingly otherworldly properties.

EXOSKELETON

Beginning at 3rd level, you spend countless nights developing a new suit of armor known as an **Exoskeleton**. You wear this Exoskeleton discreetly beneath your armor and clothing, augmenting your physical abilities.

Your Exoskeleton can only be worn alongside light and medium armor, and weighs 3 bulk. You may don/doff your Exoskeleton over the course of 1 minute.

While donned, you may use Intelligence to calculate your armor class, increase your maximum jump height by your Intelligence ability score, and count as +1 size categories larger when determining how much you can push, drag, or lift. Lastly, once per round, when you make a Strength/Constitution saving throw, you can spend 10 CCD chakra to gain Mastery on the roll.

ELEMENTAL INFUSED PERKS (E.I.Ps)

Also at 3rd level, you gain proficiency in Alchemist kits. If you are already proficient, you instead gain Mastery in Alchemist kits.

You begin forging special medallions using your newly discovered element, known as *Elemental Infused Perks* (*E.I.Ps*) (also known as *Perks*). You fit these Perk medallions into your armor, which provide you with a special abilities. Your *Exoskeleton* begins with two slots for your E.I.Ps, and gains additional slots at 6th and 9th levels. Each E.I.P increases the bulk of your Exoskeleton by a specified amount. You may exchange one E.I.Ps on a short rest, and may change all E.I.Ps on a long rest.

To gain the benefits of your chosen *Perks*, as part of rolling initiative you may spend an amount of chakra from your CCD to gain their effects for the remainder of combat. You may also do this outside of combat, gaining their benefits for 1 hour.

BEYOND THE VEIL

Starting at 6th level, you gain access to a new SNT known as the *Aether Connector*. This device weighs 0 bulk, and is roughly 2 feet in diameter and 4 feet deep. This device allows you to store up to 100 bulk in contents in an alternate dimension, so long as the total volume does not exceed 64 cubic feet. If the Aether Connector is ever destroyed, its contents immediately spill out, and you may craft a new one on a full rest by spending 1 use of an Alchemist Kit.

WEAPONS OF WONDER (W.O.W)

Starting at 9th level, your genius exceeds your expectations. You craft a powerful weapon using your element known as a *Weapon of Wonder*, or *W.o.W* for short. W.o.W's are listed at the end of this subclass. You begin with one W.o.W, and may gain a 2nd W.o.W at 17th level. You may exchange your W.o.Ws on a long rest.

PERMA PERK

Starting at 14th level, you've made several advancements in your research of your element, allowing you to create a special version of *E.I.P* fluid that is safe for human consumption.

Select one *Perk*. You or an ally you choose may drink this Perk, allowing gaining its benefits without *Exoskeleton* armor and without needing to spend CCD chakra to activate. This E.I.P is known as a **Permaperk**. The same E.I.P cannot stack with itself.

However, If the creature gaining this feature's benefits would enter the Dying condition, they cease benefiting from the **Permaperk** until the end of your next rest. You may change your chosen Permaperk on a full rest, as you also thought to make a concoction capable of reversing its effects. You cannot choose *Wonder E.I.P* as your Permaperk.

ELEMENTAL INNOVATION

Starting at 17th level, your physicality and mental acuity have increased tremendously courtesy of your continuous exposure to your element. Select one *W.o.W* you have. You gain access to its **Ascended** variant.

Reduce the amount of **Creation Points** you must spend to create ammo your Ascended *W.o.W* by half. Also, damage rolls from an Ascended *W.o.W* ignore resistance and treat immunity as resistance.

Additionally, once per long rest, you may Overcharge your *Exoskeleton* by spending 20 chakra from your CCD as a bonus action. When you do, gain a number of temporary hit points equal to your Intelligence ability score at the start of each of your turns (These temporary hit points have resistance to bludgeoning, piercing, and slashing, and cannot be ignored by Genjutsu). You also may gain your Exoskeleton's bonus to saving throws at no cost and up to three times per round, and you treat your size category as +2 larger, and your movement speed is increased by +30 and double your jump height.



THE FUTURE OF SHINOBI: AETHER

Starting at 20th level, you realize that your element is the future of Shinobi.

While wearing your *Exoskeleton*, gain a +2 bonus to AC, DR, and reduce the cost of the saving throw bonus granted by it to 0. You also reduce the bulk and chakra cost of *E.I.Ps* by half.

E.I.Ps

Below are the available E.I.Ps, listed in alphabetical order; All Perks use your Ninjutsu or Taijutsu attack bonus and Save DC (whichever is higher).

MINOR

DOUBLE-TAP E.I.P

Cost: 2 Creation Points

CCD Drain: 5 Chakra || **Bulk:** 1

Effect: When you select this perk, you fit your medallion with an orange fluid, smelling of root beer.

Twice per round, when you roll to deal damage to a target, you may reroll one *group* of damage dice added to the damage dealt, or all damage dice rolled, taking the highest result.

A *group* of damage dice is a set of die rolled that originates from a single source (Ex. Casting a *Bukijutsu*, while under the effects of *Flame Coat* *Ninjutsu*, causes you to roll three groups of damage die. The weapon's damage die, the *Bukijutsu*'s damage die, and the damage die of *Flame Coat*).

SPEED E.I.P

Cost: 2 Creation Points

CCD Drain: 5 Chakra || **Bulk:** 1

Effect: When you select this perk, you fit your medallion with a green fluid smelling of lime.

You may use Intelligence in place of Dexterity to calculate your initiative checks, and gain advantage on your initiative check. You also may now apply the saving throw bonus provided by your *Exoskeleton* to Dexterity saving throws.

Once per round, when wielding a weapon with the Loading or Returning properties, you may spend 5 chakra from your *CCD* to reload/return the weapon without expending a *Use an Object* action (If you have a *Weapon of Wonder*, you may instead replenish its Ammo with this effect, without a bonus action).

STAMINA E.I.P

Cost: 2 Creation Points

CCD Drain: 5 Chakra || **Bulk:** 2

Effect: When you select this perk, you fit your medallion with a yellow fluid that smells of bananas.

While not in difficult terrain, increase your movement speed by +5 feet. You may also Dash or Disengage as a bonus action, and ignore the first rank of Exhaustion.

Once per round, on your turn you may spend 10 chakra from your *CCD* to gain the benefits of the Dash or Disengage action (no action required).

REVIVAL E.I.P

Cost: 2 Creation Points

CCD Drain: 5 Chakra || **Bulk:** 2

When you select this perk, you fit your medallion with a blue fluid which reeks of fish.

You have advantage on checks to Stabilize a creature and may Stabilize a creature as a bonus action.

When you successfully stabilize a creature, they gain a number of hit points and temporary hit points equal to your Science-Nin level, and resistance to the next instance of damage they take.

REFINED

ELECTRIC E.I.P

Cost: 4 Creation Points

CCD Drain: 10 Chakra || **Bulk:** 2

When you select this perk, you fit your medallion with a light red substance that smells of sweet cherries.

Twice per round, when a creature would take an attack of opportunity against you or you would reload/return a weapon to yourself (or replenish the Ammo of your *Weapon of Wonder*), you may spend 5 chakra from your *CCD* to send a pulse of electricity to protect you in a 5-foot radius. Hostile creatures in range must make a Strength saving throw, being Shocked and Slowed until the end of their next turn on a failed save.

If this pulse is used on an attack of opportunity against you, you may spend an additional 10 Chakra from your *CCD* and if you do the triggering creature, on a failure, is Stunned until the end of the current turn.

DEADSHOT E.I.P

Cost: 4 Creation Points

CCD Drain: 10 Chakra || **Bulk:** 3

Effect: When you select this perk, you fit your medallion with a black fluid, smelling of fruit mixed with alcohol.

When you make a ranged attack, you cannot suffer from any penalties to your attack roll, and may ignore half cover. Additionally, once per round, when you make a ranged attack roll, you may make a *Deadshot*.

Deadshot. You aim for a specific body part on a target to inflict a lethal effect, in exchange for treating their AC as higher by a specified amount. When you hit with a *Deadshot*, increase the damage dealt by +1 damage die and the target must make a Constitution saving throw against your *Taijutsu* or *Ninjutsu* Save DC. On a critical hit, the target makes their saving throw at disadvantage and also suffers from the *Critical* effect on a failure.

- **Arm [+2 AC]:** On a failed save, the target drops anything it is holding and suffers a -2 penalty to melee attack rolls until the end of their next turn.

Critical Effect: When the target uses a jutsu with the HS before the end of their next turn, the cost is doubled, they suffer a -2 penalty to their DC, and have disadvantage on its attack rolls.

- **Leg [+2 AC]:** On a failed save, until the end of their next turn the target has their movement speed reduced by -10ft., cannot Dash, Disengage, or Dodge, and counts as being in difficult terrain.

Critical Effect: When the target uses a jutsu with the M before the end of their next turn, the cost is doubled, they suffer a -2 penalty to their DC, and have disadvantage on its attack rolls.

- **Head [+3 AC]:** On a failed save, until the end of their next turn, they gain 1 rank of Dazzled and Concussed.

Critical Effect: The target gains an additional rank of Concussed and is also Confused for the duration.

Lastly, once per round, when you make a *Deadshot*, you may spend 5 chakra from your *CCD* to gain a +1 bonus to critical threat range.



JUGGERNAUT E.I.P

Cost: 4 Creation Points

CCD Drain: 10 Chakra || **Bulk:** 2

Effect: When you select this perk, you fit your medallion with a red substance which smells of strawberries.

Increase your maximum hit points by 10 + your Science-Nin level (immediately increasing your current hit points as well). You also gain an amount of DR against B/P/S equal to your Intelligence modifier if wearing light armor, or half your Intelligence modifier if wearing medium armor (rounded up).

Once per round, when you would experience knockback or an effect that would reduce your maximum hit points, you may spend 5 chakra from your *CCD* to halve the knockback or nullify the reduction respectively.

PAROXYSM E.I.P

Cost: 4 Creation Points

CCD Drain: 10 Chakra || **Bulk:** 1

Effect: When you select this perk, you fit your medallion with a purple fluid which smells like grapes.

Against Ninja Tools and Traps, you have advantage on saving throws imposed and resistance to their damage.

As a bonus action, if you've moved at least 20 feet in a turn, you can dive like a dolphin into a space, releasing a small purple explosion affecting creatures within a 10-foot radius. Each creature must make a Dexterity saving throw, taking 2d4 force damage on failure. The damage increases by 1d4 at 6th (3d4), 9th (4d4), 14th (5d4), and 17th (6d4) levels.

When you use this bonus action, you may spend increments of 5 chakra from your *CCD*, up to 10 chakra total, to increase the radius by +5ft and the damage die size by +1 (d4->d6->d8).

GREATER

BANDOLIER E.I.P

Cost: 8 Creation Points

CCD Drain: 15 Chakra || **Bulk:** 5

Effect: When you select this perk, you fit your medallion with an amber fluid which reeks of metal and smoke.

While you have this Perk, increase the **Clip Size** and **Reserve** of any Weapons of Wonder you possess by half. You always gain this benefit while you have this Perk, regardless of whether you have spent chakra to activate it.

While this Perk is activated, reduce the chakra cost of all **Scientific Ninja Tools** you possess by an amount equal to their rank (*Minor*: -2, *Refined*: -3, *Greater*: -4, *Superior*: -5, *Supreme*: -6).

Perks, other than this one, reduce their chakra cost by half as much. Weapons of Wonder, that do not use Ammo, reduce their chakra costs by -4 (*Min.* 2).

Additionally, as a Full Turn Action you may spend increments of 5 chakra from your *CCD* to gain 1 Ammo of for **Weapon of Wonder** you possess, up to an amount equal to half its **Clip Size**. Ammo created this way lasts for 1 hour or until the end of combat, and may be used to create Ammo for a particular W.o.W twice per rest.

MULE E.I.P

Cost: 8 Creation Points

CCD Drain: 15 Chakra || **Bulk:** 4

Effect: When you select this perk, you fit your medallion with a strange green fluid that smells completely foreign.

You may wield two weapons as if they had the Light property, so long as neither weapon has the Two-Handed or Heavy properties. You do not need to wield a weapon with the Versatile property with two hands to gain the benefits of the property, and wielding a weapon in two hands does not prevent you from using Hand Signs. Lastly, you may gain the benefits of two *Bukijutsu* or *Taijutsu* stances at the same time (Both stances must be the same type of stance). You do not increase your Unarmed Damage die multiple times when using stances this way.

Once per round, you may use a Ninja Tool as a *Use an Object* action. You cannot use Explosive Tools or Traps this way.

RAZOR E.I.P

Cost: 8 Creation Points

CCD Drain: 15 Chakra || **Bulk:** 4

Effect: When you select this perk, you fit your medallion with a dark red and bright blue liquid that smells of oral hygiene.

Increase your critical threat range with your Unarmed Strike and Weapon Attacks by +1. On a critical hit with these attack types, you deal an additional die of damage, and regain hit points equal to the highest damage die rolled, no more than twice per round.

Once per round, when you would make an Unarmed or Weapon attack, you may spend 15 chakra from your *CCD* to move up to 5 feet without expending your movement speed and attack all creatures within a 5-foot Cone, dealing half damage to each additional target that is not the initial creature you targeted.

VULTURE E.I.P

Cost: 8 Creation Points

CCD Drain: 15 Chakra || **Bulk:** 3

Effect: When you select this perk, you fit your medallion with a dark orange liquid that smells of orange soda.

Increase your Passive Perception by your Intelligence modifier, and you may take the Hide action as a bonus action. You also have advantage on checks made to find

food or ammunition from the environment or when looting unconscious/dead creatures, and gain twice as much ammunition and food as you normally would.

Lastly, once per round, up to 3 times per long rest you may do one of the following:

- On your turn (no action required), you may gain the benefits of the **Sensing Technique** until the end of your next turn, spending 10 chakra from your *CCD*.
- When you kill a creature while within 5 feet, you may as a reaction splay their blood in a cloaking mist around yourself, spending 10 chakra from your *CCD*. Until the start of your next turn, or when you would affect another creature, you gain the benefits of the **Invisibility** Ninjutsu at B-Rank.



SUPERIOR

ANGEL E.I.P

Cost: 20 Creation Points

CCD Drain: 16 Chakra || Bulk: 5

When you select this perk, you fit your medallion with a gray fluid that reeks of a smell akin to sour milk.

Once per long rest, when you would be reduced to 0 hit points, you may cause a **Spectre** to appear within 60 feet of you. This **Spectre** appears like a ghostly version of yourself, possessing all of your equipment, jutsu, and features, excluding other Perks (aside from the Revival E.I.P). Your **Spectre** has 10 hit points, 3d10 chakra points, and has resistance to all damage. Your **Spectre** acts at the end of initiative order, and their goal is to stabilize you (you control the Spectre). This Spectre lasts for 3 rounds, and gains the benefits of the *Non-Detection* and *Invisibility* Ninjutsu for the first round it is active. When your Spectre goes to stabilize you, it automatically succeeds the check and you regain 5 times your Intelligence modifier in hit points.

Your **Spectre** disappears once it stabilizes you or it reaches 0 hit points, whichever occurs first.

While your **Spectre** is active, you have advantage on Death Saving Throws and do not automatically fail Death Saving Throws as the result of taking damage.

TRIPLE-TAP E.I.P

Cost: 16 Creation Points

CCD Drain: 20 Chakra || Bulk: 4

Effect: When you select this perk, you fit your medallion with a brown fluid, smelling of orange soda.

A number of times equal to your Intelligence modifier per round, when you make a damage roll, you may reroll any damage die used in the roll. If you roll the highest possible value on a die, increase the damage dealt by +2.

If you have the **Double-Tap E.I.P**, increase the value added to the damage dealt if you roll the highest possible value on a die to +3 instead of +2, and anytime you would reroll a group of damage die with the **Double-Tap E.I.P**, you may increase the damage die by 1 step.

Once per round, when you would add a +6 to your damage roll with this E.I.P, you may spend 5 chakra from your CCD to apply one of the following effects:

- **Corruption:** Select one target your damage roll effects. The target must pass a Constitution save or become Envenomed by ethereal poison. A target envenomed this way must pass a Wisdom save the next time they make an attack roll before the end of their next turn, having their senses highjacked and forcing them to target a creature allied to them or else lose the attack.

Alternatively, if the target is classified as a Minion or Standard, and is reduced to 0 hit points from your damage roll, you impose this Constitution save at disadvantage. On a failure, the target becomes *Turned* until the end of your next turn, becoming an Undead creature at 1 hit point under your control. On the creatures turn, you take control of its actions and movement. On your turn, you may expend your bonus action to command it to move and take one action. At the end of your next turn, a *Turned* creature dies.

- **Furnace:** Select one space affected by your damage roll. All creatures within a 15-foot wide, 30-foot cylinder must make a Dexterity saving throw as the space erupts into ethereal flames and cinders. On a failure, creatures gain 2 ranks of Burned and take 4d4+4 fire damage. Creatures within 5 feet of a target who fails, must also make the Dexterity saving throw even if they are outside the AoE as the fire spreads.

- **Shockwire:** Select one target affected by your damage roll. That target must succeed a Constitution saving throw as a jolt of ethereal lightning sparks from their body. On a failure, the target takes 2d10 lightning damage, ignoring DR and THP, and becomes shocked. Also on a failure, all creatures within a 15-foot cone originating from the target's space must make the same Constitution saving throw, suffering the same effects (allowing the lightning to continue to spread).

- **Thunderclap:** From a space your damage roll affects, a clap of thunder erupts in a 10-foot radius. All creatures within 10 feet of the chosen space must succeed a Strength saving throw or be Dazed, Concussed, and knocked back 15 feet.

- **Fireworks:** If your damage roll used a ranged weapon and reduced at least one target to 0 hit points, then you may cause an ethereal duplicate of your weapon to appear above the creature reduced to 0 hit points and target up to 4 different creatures within the weapon's range +30ft with a ranged weapon attack. On a hit, a target takes half the damage dealt and no effects.

MASTERCRAFT

WONDER E.I.P

Cost: 32 Creation Points

CCD Drain: X Chakra || Bulk: 8

When you select this perk, you fit your medallion with a prismatic fluid that smells different to each person.

Upon acquiring this E.I.P, select one E.I.P that you do not possess. This E.I.P assumes half the chakra cost of the chosen E.I.P, and gains its effects. Any effects that the chosen E.I.P possesses that cost chakra from your CCD to activate, have their chakra cost halved. The Wonder E.I.P does not allow you to circumvent effects that an E.I.P possess that have rest limitations.

As a bonus action or reaction, you may change the chosen E.I.P to a different E.I.P for the Wonder E.I.P to imitate, at paying half its chakra cost.

W.o.W (WEAPONS OF WONDER)

Below are the available **Weapon of Wonder**; Weapons of Wonder cannot be used as components in Jutsu (unless specified otherwise) and use your Ninjutsu attack bonus and Save DC. W.o.W cannot be broken or destroyed.

Ammo. Weapons of Wonder with this property use a special form of Ammunition known simply as Ammo each time it is used. W.o.W that use the Ammo mechanic will have a **Clip Size** and **Reserve** listed.

Clip Size: This value determines the amount of Ammo that can be used on a Weapon of Wonder before it must be reloaded as a bonus action or reaction.

When you take a long rest, you regain Ammo for Weapon of Wonder equal to its Clip Size. You regain half as much Ammo on a short rest.

Reserve: Listed next to a Weapon of Wonder's **Clip Size** in brackets, this value determines the amount of additional Ammo you can create for a W.o.W to reload when you have expended the Ammo in its clip. You can craft this Reserve Ammo during a rest of any type, gaining 2 Reserve Ammo for every 1 Creation Point dedicated. You regain half of your W.o.W's Reserve Ammo on a long rest, and all on a full rest. During a long or full rest, you may change the Reserve Ammo allocated to a W.o.W to a different W.o.W you possess.

ALCHEMICAL STAFF

Clip Size: 6 [12]

You forge an intricate staff fitted with a crystal made of your element which is able to miraculously conduct nature release chakra even if you cannot. Select one of the following *Alchemical Staffs* below.

Each staff is a ranged weapon with the Two-Handed, Range (60/120), and Ammo properties. Alchemical Staffs can be used to make ranged weapon attacks dealing 4d8 [Elemental Damage] on hit and spending 1 Ammo each time. All Alchemical Staffs can also make a *Charged Shot*.

Charged Shot (3 Ammo): As an Action, you may fire a *Charged Shot* from your *Alchemical Staff*, inflicting its *Charged Shot* effects. When you fire a *Charged Shot*, you may spend your bonus action and/or reaction, and 10 chakra from your *CCD* for each action type taken aside from your Action, to increase the damage dealt by +1 damage die and increase any area of effects from your *Charged Shot* by 5 feet in all directions.

ASCENSION: ALCHEMICAL STAFF

If the *Alchemical Staff* is Ascended, increase the damage of the Alchemical Staff's ranged attacks to 5d12. You may now use the *Alchemical Staffs* to make melee weapon attacks with the attack action, dealing 3d8 slashing damage on hit. Also, reduce the Ammo cost of the *Charged Shot* by 1 (2 Ammo). Lastly, you gain access to the *Alchemical Vigor* ability;

Alchemical Vigor: Twice per long rest, as an action, you may make a ranged attack at a creature in the *Dying* Condition within 120 feet. As opposed to harming the creature on a hit, the creature is immediately stabilized and regains 4d10+5 hit points.

Additionally, if this creature was gaining the benefits of a **Permaperk**, they immediately regain its effects.



ALCHEMICAL STAFFS

Alchemical Staff	Damage Type	Charged Shot
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Alchemical Staff	Damage Type	Charged Shot
Staff of Earth	Earth Damage	On a hit, the ground beneath the target hit in a 5-foot radius cracks and spews mud. Targets within range must succeed a Strength saving throw or become Restrained and Bruised until the end of their next turn as they are buried in mud.
Staff of Wind	Wind Damage	You create a 20-foot tall, 10-foot wide tornado upon hitting a target. Each creature within range must succeed a Dexterity saving throw or gain 1 rank of Bleeding and be knocked up 45 feet into the air. At the end of each turn, the tornado moves 10 feet in any direction of your choice, prompting the same saving throw. The tornado disappears at the start of your next turn. A creature cannot be affected by this tornado more than once for the duration of its existence.
Staff of Fire	Fire Damage	You fire a ball of condensed magma which spews across the ground on a hit. Record the damage dealt with the <i>Alchemical Staff's</i> [Weapon's Damage Die]. All creatures within a 15-foot radius must make a Dexterity saving throw, taking half the damage recorded as fire damage and gain 1 rank of Burned on a failure, or half as much damage and no further effects on a success. This magma lasts until the end of your next turn, and counts as difficult terrain. A creature that attempts to move in this magma takes half the damage recorded as fire damage. Damage from this <i>Charged Shot</i> pierces DR.
Staff of Water	Cold Damage	On a hit, the water fired crystallizes and explodes, creating a small blizzard. All creatures within a 30-foot cube must make a Strength saving throw, gaining 1 rank of Chilled and taking 3d8 cold damage on a failure, or half as much damage and no chilled on a success. Creatures reduced to 0 hit points by this effect, instead fall to 1 hit point and become Petrified in ice. A cloud of ice particles covers the affected area for the next minute as with a Smoke Bomb .
Staff of Lightning	Lightning Damage	You fire a large ball of electricity which rapidly jolts to creatures near it. On a hit, the target must succeed a Constitution saving throw or gain 1 rank of Shocked and Dazzled. Regardless, a large 10 by 10-foot sphere is created next to the target, causing all hostile creatures who start their turn within 30 feet of it to be targeted by a new ranged Ninjutsu attack, taking 5d4 lightning damage and gaining 1 rank of Shocked on a hit. This sphere lasts until the start of your next turn or until destroyed (the sphere has 10 AC and 1 HP).

BLUNDERBUSS

Clip Size: 8 [16]

You make a large double-barreled exotic rifle with a rustic appearance using your element. The *Blunderbuss* possesses the Critical, Two-Handed, Heavy, and Range (15/45) properties, and deals 5d8 piercing damage on a hit. Ranged attacks with the Blunderbuss do not have disadvantage when used in melee range, and you have advantage on ranged attacks made with this weapon against targets within its normal range. You cannot make more than 2 attacks with the Blunderbuss per action as you must briefly refill it with Ammo you possess after each shot. Each shot costs 1 Ammo.

ASCENSION: BLUNDERBUSS

If the *Blunderbuss* is Ascended, it gains one of the following custom properties, granting it new effects. You may change this property on a short rest.

- Sweeping:** The normal and maximum ranged of the *Blunderbuss* doubles, it deals an additional die of damage, its damage die becomes d10s, ignores resistance, and treats immunity as resistance.
- Vitriolic:** The *Blunderbuss*' damage becomes Acid and once per round, when you hit a creature with the *Blunderbuss* you may expend an additional 2 Ammo to roll a 1d4 as you fire dozens of small canisters of a poisonous variation of your element which explode. The target must make a Constitution saving throw, with a -X penalty, taking Xd6 acid damage and gaining a number of ranks of Corroded equal to half the result of X on a failed save, or half as much damage and no ranks of Corroded on a success. (X = 1d4 result).
- Also, all creatures within 10 feet of target must make the same Constitution saving throw, taking half as much damage and gaining half as many ranks of Corroded on a failure, or no damage/effects on a pass. If you are in range, you have advantage on the save.

- Withering:** The *Blunderbuss*' damage becomes Fire and is increased by +5. When you shoot with this weapon you may spend 1 additional Ammo twice per round. If you do, regardless of a hit or miss, a pool of magma forms from where your shot lands. The lava spreads in a 10-foot radius and lasts for 1 minute, imposing a Constitution save for creatures who enter or start their turn within the lava, gaining 1 rank of Burned and Corroded on a failure. You are immune to this lava.



WHELP

Small Beast, Proficiency = Equal to yours

Armor Class 18 + your Ninjutsu ability modifier, **DR** 5

Hit Points Your Intelligence modifier x your Science-Nin Level

Speed 60ft (Flying) (Can hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	20 (+5)	5 (-3)	5 (-3)

Saving Throws Proficient in All (Treat negative modifiers as +0)

Damage Resistance Psychic, Force

Condition Immunities All Sensory

Senses Passive Perception 10

Elemental Existence. The Whelp rests perched on the Draconic Gauntlet. While perched on the Gauntlet, the Whelp cannot be targeted and is immune to area of effects. As a bonus action, you may use the Whelp's **Aether Fireball**, **Aether Breath** attacks.

As an action, you may allow the Whelp to detach from your Gauntlet, allowing it to immediately move up to its movement speed and take an Action. The Whelp retains access to its attacks (requiring an Action to use), and also gains access to its **Aether Meteor** attack and may make two attacks with its **Aether Fireball**. On subsequent turns, you may command the Whelp to move and take an action at the end of your turn (no action required). If the Whelp is not commanded to take an action while unperched, it takes the dodge action.

While unperched the Whelp can be targeted by attacks and area of effects as normal. If the Whelp is reduced to 0 hit points, it disappears until your next rest. The Whelp can be no more than 300 feet from you, teleporting back to you in a cloud of alchemical mist if moved beyond this range. Starting from your next turn you may allow the Whelp to reperch itself to your Gauntlet as an object interaction.



Immutable Form, Impenetrable Will.

The Whelp's form and will is immune to being altered by any Jutsu and effect. The Whelp is loyal to you and those whom you allow.

Work of Science. The Whelp uses chakra from your **CCD** to pay for its chakra costs, and uses your Ninjutsu attack bonus and Save DC for all effects.

ATTACKS



Aether Fireball (Cost: 5 Chakra). Ranged Weapon Attack: Range 90 feet, one target. Hit: 4d10+4 fire damage. On a roll of a 17-20, the target gains 1 rank of Burned.

Aether Breath (Cost: 10 Chakra). The Whelp breathes a large cone of alchemical fire. Area Weapon Attack: Dexterity saving throw, reach 15-foot cone, all targets. Success: Half damage, no effects. Failure: 5d6+5 fire damage, Burned. The Whelp may pay increments of 10 chakra to increase the damage by 2d6+2 and area of the cone by +10ft, up to 40 chakra total.

Aether Meteor (Cost: 25 Chakra) [Recharge 5-6]. The Whelp breathes a draconic sigil of flame on the ground at a space within 120 feet. Large fireballs of alchemical flame begin to manifest in the sky above, treating the area as being targeted by the **Fire Storm** Fire Ninjutsu at A-Rank.

movement (and that is within 5 feet of you on your sides) must succeed a Dexterity saving throw or be knocked away from you 10 feet and take your [Unarmed Damage Die] + X damage die in force damage (X = CCD chakra spent divided by 10). Creatures who fail by 5 or more are knocked prone and bruised.

ASCENSION: DRACONIC GAUNTLET

If the Draconic Gauntlet is Ascended, you use your element to create and give life to a small Whelp, a tiny youngling dragon. The Whelp rests perched on your Draconic Gauntlet and uses the following statistics;

CYMBAL GRENADES

You create small explosive devices that produce an alluring noise, propagating sound waves with your element.

As an Action, you may throw one of these **Cymbal Grenades** at a space within 90 feet. All hostile creatures within 45 feet of where a Cymbal Grenade land must make a Charisma saving throw, becoming Charmed by the grenade on a failed saving throw. A creature charmed this way must use their reaction to move as close to the **Cymbal Grenade** as possible, up to within 5 feet of the space it occupies. A creature that starts their turn within 15 feet of a Cymbal Grenade must make a Charisma saving throw (at disadvantage if they are Charmed by it), becoming fully entranced, Incapacitated until the end of their next turn as they break down into a dance. If a creature Incapacitated this way is targeted in any way from a creature allied to you, they immediately stop being Incapacitated and become immune to the 2nd Charisma saving throw of the Cymbal Grenade.

At the end of your next turn, the **Cymbal Grenade** explodes, dealing $Xd8$ force damage to all creatures within 15 feet of it (X = the highest level among all affected creatures, Min. 5). Affected creatures must also make a Dexterity saving throw, becoming Deafened until the end of their next turn and falling prone.

You may use this Weapon of Wonder twice per long rest as you only possess two at a time. You regain one **Cymbal Grenade** on a short rest.

ASCENSION: CYMBAL GRENADE

If the **Cymbal Grenade** is Ascended, you can now carry up to 3 Cymbal Grenades per long rest. Additionally, the **Cymbal Grenades** emit a painful frequency, causing creatures who fail the saving throw and begin moving towards the **Cymbal Grenade** to take 3 psychic damage for every 5 feet they move towards it.

Lastly, creatures now have disadvantage on all saving throws made against the **Cymbal Grenade**. Creatures classified as Minions roll an extra d20 on saving throws made against the Cymbal Grenade, taking the lowest.

DRACONIC GAUNTLET

You forge a mighty gauntlet using your element, granting your fists the strength of dragons. This weapon has the Deadly, Reach, Trip, and Unarmed properties. While equipped, increase your [Unarmed Damage] by +1d6 force damage, and you may calculate your Unarmed attack and damage rolls with Intelligence instead of Strength.

When you cast a Taijutsu, you may use this Weapon of Wonder as a component. If you do, you can double the cost of the Taijutsu and round up to the nearest interval of 5 and pay it with your **CCD**. If you do, you may use Intelligence as your Taijutsu casting modifier for the duration of the casting.

Lastly, once per round when you make an Unarmed attack with this weapon, you may spend increments of 5 chakra from your **CCD** to move up to 5 feet per 5 chakra spent (up to a maximum of 30ft). This movement does not provoke attacks of opportunity and does not expend your movement speed. Each creature of your size or smaller that you would pass through with this

GHOSH OF KONOHA

You take a standard katana and reinforce its metals with your element. This weapon possesses the Critical, Deadly, Finesse, and Versatile (2d8) properties, and deals 2d6 slashing damage. This weapon's damage counts as force damage, for the purpose of overcoming resistance and immunity.

When you cast a *Bukijutsu*, you may use this Weapon of Wonder as a component. If you do, you can double the cost of the *Bukijutsu* and round up to the nearest interval of 5 and pay it with your *CCD*. If you do, you may use Intelligence as your *Taijutsu* casting modifier for the duration of the casting.

Lastly, as an Action, you may spend 15 chakra from your *CCD* to jump to half your movement speed and slam your katana on the ground, producing a shockwave. All creatures within a 60-foot cone must make a Constitution saving throw, taking twice the [Weapon's Damage] of the Ghost of Konoha as force damage, being knocked back 30 feet, and falling prone on a failed saving throw, or taking half as much damage and only 5 feet of knockback on a success. Structures and Objects take three times as much damage from this attack.

ASCENSION: GHOSH OF KONOHA

If the *Ghost of Konoha* is Ascended, its [Weapon's Damage Die] to 2d8 (Versatile property now grants it's a 2d10 damage die). Additionally, a veil of ethereal chakra now surrounds the katana while in use. As a bonus action and 20 chakra from your *CCD*, you may summon a spectral duplicate of the Ghost of Konoha, a 2nd katana known as the *Resonant Katana* that floats by your side for 5 rounds. The *Resonant Katana* shares the same statistics as the Ghost of Konoha and cannot be damaged. When you summon this 2nd katana and at the start of each of your consecutive turns, you may command the *Resonant Katana* to do the following;

Konzetsu. The *Resonant Katana* flies to a target within 120 feet. When you make attacks with the Ghost of Konoha, the *Resonant Katana* makes the same number of melee weapon attacks against its target. If both your target and its target are the same, the *Resonant Katana* can only attack a maximum of twice.

Sapōto. The *Resonant Katana* attacks alongside you, granting you advantage on all attack rolls you make with the Ghost of Konoha and allowing you to ignore up to three-quarters cover.

TERRA SPIKES

You create two large electrically charged spikes with handles that capable of producing powerful shockwaves.

As an Action on your turn, you can jump to a space within 60 feet, without expending your movement speed and slam the Terra Spikes down onto the ground, producing a shockwave in a 15-foot radius. All creatures within range, other than you, must make a Strength saving throw and Dexterity saving throw. X = half your proficiency bonus, rounded up. Structures, Constructs, and Objects are vulnerable to the damage of this W.o.W.

Strength Saving Throw: Success: half damage, no effects. Failure: Xd6 force damage, Dazed, 15 feet of knockback.

Dexterity Saving Throw: Success: Half damage, no effects. Failure: Xd6 force damage, knocked upward 1ft.



When you take this Action, you may spend increments of 10 chakra from your *CCD*, up to 30 chakra, increasing the radius by +10ft, the damage die size by +1 steps (d6 → d8 → d10 → d12), and imposing a -1 penalty to creatures saving throws for every 10 chakra spent this way.

You may use this W.o.W twice per long rest, regaining one use on a short rest. Alternatively, you may spend 20 chakra from your *CCD* to use it without taking a rest.

ASCENSION: TERRA SPIKES

If the *Terra Spikes* are Ascended, when a creature fails the Strength imposed by the Terra Spikes, they have disadvantage on the Dexterity saving throw.

Also, when you take the attack action, in place of your attacks you may use the *Terra Spikes* up to two times, decreasing the damage die to d4s when used this way.

Lastly as a bonus action you may place the *Terra Spikes* on the ground to create a distinguishing barrier of protection and destruction in a 15-foot radius. The effects of this barrier depending on whether the creature is allied or hostile to you and within range. You may use the *Terra Spikes* this way once per long rest and the barriers effects last for 5 rounds (or 1 minute, if out of combat) you use an Object Interaction to end it. While the barrier is active, you cannot use the *Terra Spikes* in any other way.

- Allied:** Ranged attacks made against allies have disadvantage, and all allies gain 5d10+5 temporary hit points at the start of each of their turns. All allies gain resistance to the saving throws and damage rolls from area of effects that originate from outside this barrier.
- Hostile:** When this barrier is first placed, hostile creatures are pushed outside of its effect radius into a space that can hold them. If a hostile creature attempts to enter this barrier or starts their turn in it, they must succeed a Strength saving throw at disadvantage, or else take 8d8 force damage and be thrown 30 feet into air and knocked back 30 feet. Hostile creatures take 5 force damage for every action and for every 5 feet they move while inside the barrier.



PRIMEVAL BOW AWAKENINGS

PRIMEVAL BOW

Clip Size: 7 [14]

You infuse your element into multiple stones that come together and form a strange, primeval bow, coupled with a drawstring made of pure chakra. Those who wield this bow feel various emotions emanating from it, as if the emotions and stories buried within the earth from eons past manifest within this weapon.

This weapon possesses Range (200/500), Tactical, and Two-Handed properties and deals 1d10 piercing/fire damage. This weapon counts as a Bow, and can be used as a component in Bukijutsu. If you do, you can double the cost of the Bukijutsu and round up to the nearest interval of 5 and pay it with your **CCD**. If you do, you may use Intelligence as your Taijutsu casting modifier for the duration of the casting. Each attack with the Bow expends 1 Ammo.

Once per turn, when you make an attack with the **Primeval Bow**, you can spend 7 chakra from your **CCD** to increase the Bow's potency before you attack. When you do, your next attack before the end of the turn has advantage, does not break stealth, gains a +1 bonus to critical threat range, and deals an extra 4d4 damage on a hit.

ASCENSION: PRIMEVAL BOW

If the **Primeval Bow** is Ascended, its [Weapon's Damage] becomes 2d10, and the stories buried deep within its stones manifest. Gain one of the following Awakenings above.

RAY GUN

Clip Size: 10 [20]

You forge a small exotic handgun, fitted with gas canisters of your element and a tesla coil-like muzzle at the end that transmogrifies the gaseous elements into plasma electrified blasts.

This Weapon of Wonder possesses the Light and Range (30/60) properties, and deals 3d4 force damage Pierce (10). You do not add your ability modifier to the damage dealt with the Raygun. Each shot from the Ray Gun takes 1 Ammo. This W.o.W deals a +1 die of damage against Undead and Monstrosities.

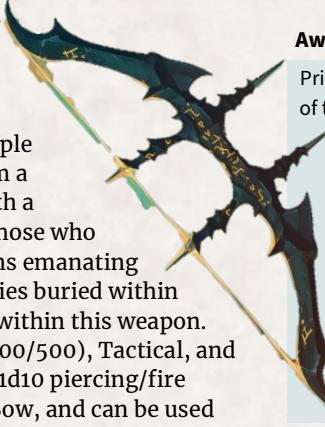
Blast Away. When you take the attack action with the Ray Gun, you may spend 15 chakra from your **CCD** to forgo all attacks you would make and instead make a number of ranged weapon attacks with the Ray Gun equal to your Intelligence modifier (Max. 5)

Splash Damage. All creatures within 5 feet of where a blast from the Ray Gun lands (excluding a target hit by the Ray Gun), become targets of the Ray Gun's attack roll taking half the [Weapon's Damage] of the Ray Gun if the attack roll exceeds or matches their AC.

ASCENSION: RAY GUN

If the **Ray Gun** is Ascended, you gain one of the **Industrial** or **Otherworldly** variants of the Ray Gun, focusing more on improving the Ray Gun with traditional methods and your element with the former, or choosing to delve more into the mysterious of your element and innovate something new with the latter.

- **Industrial:** The Ray Gun elongates into a rifle, becoming more efficient and precise whilst partially sacrificing its coverage. You may make an additional attack with **Blast Away** and only spend Ammo for every 2 blasts fired from the Ray Gun. Additionally, increase



Awakening	Effects
Primeval Bow of the Ancient Earth	<p><i>The rocks of your Primeval Bow crack and burst, and the magma of the ancient world courses through.</i></p> <ul style="list-style-type: none"> • Increase your Bow's [Weapon's Damage] by +2. • When you would increase your Bow's Potency, you may spend 1 additional Ammo. If you do, the target hit by your attack must succeed a Strength saving throw or become Restrained in a stalactite of rock. At the start of each of their turns, a volcanic eruption occurs within the rock formation, causing the creature to take 4d10+4 fire damage and gain +1 ranks of Burned and Weakened. They take this damage at the start of each of their turns. At the end of each of their turns they may remake the Strength saving throw to escape.
Primeval Bow of the Eternal Storm	<p><i>The rocks of your Primeval Bow crack and burst, and everlasting winds and lightning now swirl around it.</i></p> <ul style="list-style-type: none"> • This bow now deals piercing and lightning damage. When you make an attack with this Bow, that does not hit a creature, you may spend 5 chakra from your CCD to leave behind a floating orb of lightning until the start of your next turn. This orb of lightning deals 15 lightning damage to any creature that walks through it, once per turn. The orb emits 15 feet of bright light and 30 feet of dim light. • When you would increase your Bow's Potency, you may spend 1 additional Ammo. If you do, a small, electrified storm forms where your attack lands (10-foot wide, 30-foot tall cylinder). The storm travels up to 20 feet in any direction of your choice in a straight line. Any creature that comes in contact with the storm must make a Dexterity saving throw, taking 3d10 wind and 3d10 lightning damage and gaining 1 rank of Shocked on a failure, or half as much damage and no effects on a success. The storm disappears at the end of the turn.
Primeval Bow of the Lost Void	<p><i>The rocks of your Primeval Bow crack and burst, and a misty doorway to another realm seeps through it.</i></p> <ul style="list-style-type: none"> • This bow now deals piercing and psychic damage. When you make an attack with your bow, you may spend 10 chakra from your CCD to open a small rift in time and space, forcing all creatures within 5 feet of where your attack lands to succeed a Charisma saving throw or be teleported to different spaces within 20 feet that can hold them (you decide for each creature). On a critical hit, the target hit makes this saving throw at disadvantage. A creature can only be targeted by a rift once per turn. • When you increase your Bow's Potency, you may spend 1 additional Ammo. If you do, you open a large rift and 1d4+1 "Otherworldly Aberrations" appear and begin attacking targets of your choice within 60 feet. These creatures float to their targets and cannot be damaged. At the start of a targeted creature's turn, they must succeed a Wisdom saving throw or take Xd12 psychic damage and gain a number of ranks of Demoralized ranks against you equal to half of X (Min. 1), where X equals the number of skulls targeting them +1. The skulls then disappear.
Primeval Bow of the Royal Family	<p><i>The rocks of your Primeval Bow crack and burst as royal chakra and deep sorrows now emanate from its form. When you lay hands on this bow, the mournful roar of a lion echoes through your mind.</i></p> <ul style="list-style-type: none"> • This bow now deals piercing and force damage. This Bow gains the Splash Damage effect of the Ray Gun Weapon of Wonder, once per turn. • When you would increase your Bow's Potency, you may spend 1 additional Ammo. If you do, the spirit of a lion manifests as you fire, causing you to target all creatures within a 30-foot long, 10-foot wide line with your attack roll. All affected creatures must also make a Dexterity saving throw, being knocked back 30 feet and falling prone on a failed save. If you score a critical hit with this attack, only the first target affected suffers the effects of the critical hit and makes their saving throw at disadvantage.

the normal and long ranges of the Ray Gun by +30ft (Range (60/90)). To gain the benefits of **Splash Damage** on a blast from the Ray Gun, you must expend 3 chakra from your **CCD** per blast.

- **Otherworldly:** The Ray Gun is split into two different weapons, granting it new versatility at the cost of its lethality. You wield both of the following weapons when using the **Ray Gun** at a given time.
 - **Blaster Gun:** A thinner more metallic version of the Ray Gun you are used to. This weapon inherits the features of the base **Ray Gun**. Reduce the chakra required to use *Blast Away* by -5 and ignore any penalties from hostile creatures to your attack rolls with this weapon. The damage die of this weapon is reduced to 2d6.

◦ **Wave Gun:** A larger more conductive weapon than you are used to. When you make an attack with your **Blaster Gun**, you may make an attack with this weapon instead, spending 10 chakra from your **CCD**. This weapon fires out a small 10-foot orb of yellow mist at a space up to 60 feet away, automatically giving creatures within it 1 rank of Slowed while inside it. This orb lasts until the start of your next turn. Each shot from the **Wave Gun** takes 2 Ammo.

If you fire a shot from your **Blaster Gun** at the orb (No attack roll needed), once per round the orb erupts into a singularity. The yellow orb disappears, and all creatures within 10 feet of the orb must succeed a Strength saving throw taking $5d8+5$ force damage and becoming Incapacitated until the end of their next turn on a failure, or half as much damage and no effects on a success. Creatures reduced to 0 hit points by the singularity are completely atomized.

SINISTER SKULL

You take the skull of a deceased creature and spruce it up with your element, imputing it with the psychological and psychological properties of your element.

Select one of the following effects.

You may use the **Sinister Skull** as an Action, spending 15 chakra from your **CCD** to trigger these effects. Using any of these effects takes one concentration slot and requires you to spend 7 chakra as a bonus action at the beginning of each of your turns to maintain its effects.

- **Mesmerizing Skull:** When you activate the **Sinister Skull** it begins to gently glow white and produce an numbing psychedelic mist. All creatures of your choice within a 15-foot cone must succeed a Wisdom saving throw or enter a deep trance, dropping any items they are wielding and being treated as being Unconscious.

While “Unconscious” this way, you may issue commands any particular affected creatures to follow as if you used the **Command Genjutsu** on your turn (no action required). At the end of each of a creature’s turns, they may remake this saving throw, ending this effect on them. If a creature is damaged while Unconscious this way, this effect immediately ends on them and they become immune to its effects until their next rest.

- **Vaporizing Skull:** When you activate the **Sinister Skull**, it lets out a loud screech and begins emitting a toxic blue smoke in a 15-foot radius. All creatures of your choice within range must make a Charisma saving throw, becoming Stunned and taking $Xd4$ psychic damage ($X =$ your proficiency bonus) as they begin to levitate in the air writhing in pain at the start of each of their turns on a failed save, or taking half damage and no effects on a success.



At the start of each of their turns creatures may remake the saving throw to end this effect on themselves. Creatures reduced to 0 hit points from this effect are turned into ash.

ASCENSION: SINISTER SKULL

If the **Sinister Skull** is Ascended, you gain access to both variants of the Sinister Skull, however, you may only use one effect at a time. When you spend chakra and your bonus action to maintain a Skull’s effect, you may switch its effect.

THUNDER CANNON

Clip Size: 2 [6]

You create a ginormous weapon capable of generating immense propulsion using your element.

This weapon possesses the Heavy and Two-Handed properties. As an Action, you may fire a blast from the **Thunder Cannon**, causing all creatures within a 20-foot cone to make a Strength saving throw at disadvantage, being knocked back a certain distance depending on their distance to you (Within 15ft: 30ft of knockback, Within 10ft: 60ft of knockback, Within 5ft: 90ft of knockback). Also, on a failed save, creatures become Dazed. Creatures who fail by 5 or more are also knocked prone. On a successful saving throw, creatures take $3d10$ wind damage as they take the full brunt of the blast and are knocked back 10 feet.

You may also use this weapon as part of taking the attack action, replacing up to one attack with the attack action with a blast from the **Thunder Cannon**. The cone of the Thunder Cannon when used this way is 10 feet.

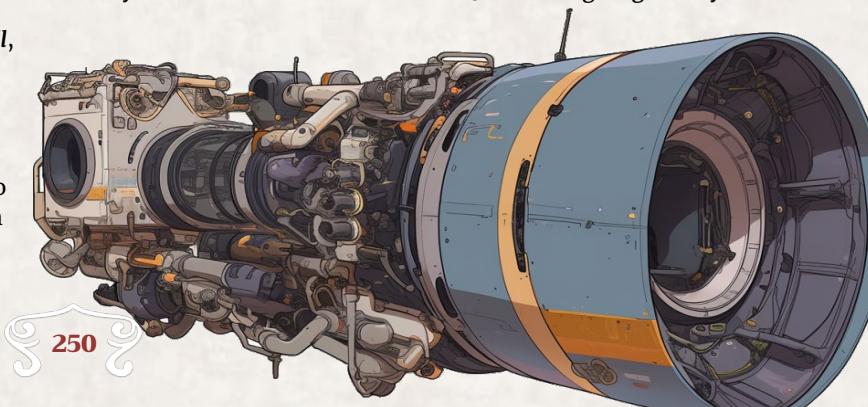
Also, you may fire a blast from the **Thunder Cannon** as a reaction when you would be targeted by an attack roll, affecting a 5-foot cone instead. If the triggering creature is within range, they are knocked back an additional +30ft on a failure. If a ranged attack was made against you, make a ranged Ninjutsu attack against it. If you match or exceed the triggering attack roll by 1-4, the attack stops in midair and fails. If you exceed the attack roll by 5 or more, the attack roll is redirected to the closest hostile creature within 60 feet of you.

ASCENSION: THUNDER CANNON

If the **Thunder Cannon** is Ascended, the Thunder Cannon now ignores effects that would prevent a creature from being knocked back, and increases the length of its cone becomes 30 feet when used as an Action, 20 feet when used as part of the attack action, and 10 feet when used as a Reaction.

Additionally, the Thunder Cannon now deals $3d12$ wind damage on a success or failure, and increases its knockback by +10ft.

Lastly, when used as a Reaction, you gain advantage on an attack rolls made to contest ranged attacks used against you (and may blast the attack back to any hostile creature you can see, if you exceed the triggering attack by 5 or more), and may use the Reaction in response to you or an allied creature within 15 feet being targeted by



an attack roll (sparing any allies from the *Thunder Cannon's Blast*)

SCIENTIFIC NINJA TOOLS

MINOR

AERO AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You integrate a booster in your body that enhances your jutsu's that deal wind damage. While wielding this amplifier, when a creature takes wind damage from a jutsu you cast, you can activate this amplifier. The target creature takes additional wind damage equal to your Intelligence modifier. You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest.

BIOTIC AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You integrate a booster in your body. While wielding this amplifier, when a creature regains Hit Points from a jutsu you cast, you can activate this amplifier. The target creature gains additional Hit Points equal to your Intelligence modifier. You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest

GEO AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You integrate a booster in your body that enhances your jutsu's that deal Earth damage. While wielding this amplifier, when a creature takes Earth damage from a jutsu you cast, you can activate this amplifier. The target creature takes additional Earth damage equal to your Intelligence modifier. You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest

CRYO AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You integrate a booster in your body that enhances your jutsu's that deal Cold damage. While wielding this amplifier, when a creature takes Cold damage from a jutsu you cast, you can activate this amplifier. The target creature takes additional Cold damage equal to your Intelligence modifier. You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest

ELECTRO AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You integrate a booster in your body that enhances your jutsu's that deal Lightning damage. While wielding this amplifier, when a creature takes Lightning damage from a jutsu you cast, you can activate this amplifier. The target creature takes additional Lightning damage equal to your Intelligence modifier. You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest

EXPLOSIVE AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You integrate a booster in your body that enhances your jutsu's that deal fire damage. While wielding this amplifier, when a creature takes fire damage from a jutsu you cast, you can activate this amplifier. The target creature takes additional fire damage equal to your Intelligence modifier. You can use this amplifier a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you complete a short or long rest

SCUBA EQUIPMENT

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You can activate this ability for a total time of 1 hour per long rest. You gain a swim speed equal to your walking speed and you can breathe underwater.

CHAKRA RADAR

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You can activate this radar for a total time of 1 minute per short rest. When active This tool has a sensor that begins to vibrate or glow when a chakra source similar in size to parameters given is nearby. This can be set to also ignore certain creatures' chakra and instead pick up all chakra within a 30 ft Radius.

SCOUT LENS

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You can activate this tool for a total time of 1 minute per rest. The lenses can magnify objects viewed to twice their size. You can have advantage on perception checks on items within 20 ft of you. You can also instantly detect any physical deformities

ENHANCED NINJA TABI

Cost: 2 Creation Point

Drain: 5 CCD Chakra

You enhanced the standard tabi given to shinobi. You can activate this tool for a total time of 1 minute per hour. As a Bonus action you can Increase your walking speed by 10 feet. Jump distance and height are doubled and use your Int score and modifier instead of Str. Whenever you take fall damage, you can activate this as a reaction. You instead take 1d6 for every 20 feet instead of 10

HOLOGRAPHIC CLOAK

Cost: 2 Creation Point

Drain: 5 CCD Chakra

As a reaction whenever you become incapacitated or as part of a Disengage action you can cast Body Camouflage and immediately make a Stealth check. When cast this way the jutsu remains active until the start of your next turn or until you do anything besides take the move action

VOICE CHANGER AND AMPLIFIER

Cost: 2 Creation Point

Drain: 5 CCD Chakra

If you have spent a minute or more hearing a creature speak, you can mimic their voice unerringly. You can activate this tool to say something in a voice you have studied. A Wisdom (Insight) check vs your Ninjutsu Save DC is required to discern that the voice is false. You can also increase the volume of your voice to 10 times as much.

REFINED

AUTONOMOUS NINJA TOOLS

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You learn how to craft small sentry turrets shaped like globes that can adhere to any surface, called A.N.T.s. As an action or bonus action (your choice), you can spend the Drain of this upgrade and throw a sentry to a point you can see within 60 ft. At the end of each of your turns, a deployed sentry automatically targets a hostile creature within 30 feet of it. If multiple targets are available, one is chosen at random. The target must make a Dexterity saving throw. On a failed save, it takes 1d6 damage of your choice (decided when thrown)

A.N. Ts have 1 hit point, an AC equal to your Ninjutsu Save DC, and can be repaired over the course of a long rest. Each sentry lasts for 1 minute before deactivating. You can maintain a number of sentries equal to your Intelligence modifier. If a Sentry is destroyed until it is repaired your limit is decreased by 1 for every destroyed sentry.

ENHANCED BIOTIC AMPLIFIER

Prerequisite: Biotic Amplifier

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You fine tune your biotic amplifier. While wielding this amplifier, when a creature gains hit points from your biotic amplifier you can spend additional CCD Chakra. The target creature gains twice as many. This amount can't exceed the number of hit points regained.

ENHANCED GEO AMPLIFIER

Prerequisite: Geo Amplifier

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You fine tune your Geo Amplifier. When you activate this amplifier, you can spend additional CCD Chakra. The next attack roll made against that creature before the end of its next turn has advantage.

ENHANCED CRYO AMPLIFIER

Prerequisite: Cryo Amplifier

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You fine tune your Cryo Amplifier. When you activate this amplifier, you can spend additional CCD Chakra. The target creature gains 1 rank of Chilled.

ENHANCED EXPLOSIVE AMPLIFIER

Prerequisite: Explosive Amplifier

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You fine tune your Explosive Amplifier. When you activate this amplifier, you can spend additional CCD Chakra. The target creature is also ignited for 1 minute. At the start of each of its turns, the creature takes additional fire damage equal to your Intelligence modifier and then makes a Dexterity saving throw against your Ninjutsu Save DC, ending this effect on a success. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames, the effect ends.

ENHANCED AERO AMPLIFIER

Prerequisite: Pyro Amplifier

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You fine tune your Aero Amplifier. When you activate this amplifier you can spend additional CCD Chakra. The target creature gains 1 rank of Bleed.

ENHANCED ELECTRO AMPLIFIER

Prerequisite: Electro Amplifier

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You fine tune your Electro amplifier. When you activate this amplifier you can spend additional CCD Chakra. The target creature gains 1 Rank of Shocked until the end of your next turn. If you reapply shock by this amplifier the duration is reset.

CHAKRA FLOW DISTRIBUTION DEVICE

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As an Action, You can make a ranged attack and throw this device at a target within 30 feet of you. On a hit it affixes to them. They can remove it as an Action by making a Strength ability Check contested by your Intelligence ability Check. While this is affixed to a target, they cannot upcast jutsu.

MINING DRILL

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As an action you can activate this gadget. It can remain active for a total time of 1 minute per short rest. While active, you gain a burrowing speed of 15 feet. You leave a tunnel 5' wide and as high as you are tall in your wake.

ELEMENT EATER

Cost: 4 Creation Points

Drain: 5 CCD Chakra

You create a device capable of absorbing incoming damage. You can cast Absorb Heat as a reaction to taking Elemental damage, paying the CCD drain.

LAYERED CHAKRA BARRIER

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As a reaction to being attacked, a spherical shield appears around you and moves with you. The shield has an AC of 10+Int Mod and HP 25. It disappears at the end of the current turn and does not regain missing HP until the end of your next long rest.

SEMTEX SERUM

Cost: 4 Creation Points

Drain: 5 CCD Chakra

As a reaction to being grappled you release an ooze of explosive jelly around you. You immediately can make a check to escape the grapple using Intelligence for Athletics or Acrobatics, and on a successful escape the triggering creature takes 3d4 fire damage and is knocked back 15 feet.

GREATER

ADVANCED BIOTIC AMPLIFIER

Prerequisite: Enhanced Biotic Amplifier

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You further fine tune your biotic amplifier. While wielding this amplifier, when a creature gains hit points from your biotic amplifier you can spend additional CCD Chakra. they instead gain four times as many. This amount can't exceed the number of hit points regained.

ADVANCED GEO AMPLIFIER

Prerequisite: Enhanced Geo Amplifier

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You further fine tune your Geo Amplifier. When you activate this amplifier you can spend additional CCD Chakra, the next attack roll made by the target creature before the end of its next turn has disadvantage.

ADVANCED CRYO AMPLIFIER

Prerequisite: Enhanced Cryo Amplifier

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You further fine tune your Cryo Amplifier. When you activate this amplifier you can spend additional CCD Chakra.. The target creature is restrained until the end of their next turn.

ADVANCED EXPLOSIVE AMPLIFIER

Prerequisite: Enhanced Explosive Amplifier

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You further fine tune your Explosive Amplifier. When a creature takes fire damage while ignited, you can spend additional CCD. The creature has disadvantage on the next Dexterity saving throw it makes before the start of your next turn.

ADVANCED AERO AMPLIFIER

Prerequisite: Enhanced Aero Amplifier

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You further fine tune your Aero Amplifier. When you activate this amplifier you can spend additional CCD Chakra. The target creature is Dazed until the end of their next turn.

ADVANCED ELECTRO AMPLIFIER

Prerequisite: Enhanced Electro Amplifier

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You further fine tune your Electro amplifier. When you activate this amplifier you can spend additional CCD Chakra. The target creature is Dazed for the duration they are shocked by this amplifier.

FLOATING SHOES

Prerequisite: Enhanced Ninja Tabi

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You can spend additional CCD Chakra when you activate Enhanced Ninja Tabi. For the same duration You can walk or run across any liquid as if it were solid stone. Any damaging liquids (lava, acid, etc.) cause you 2d4 damage of the appropriate type every round you end your turn on them, unless the damage amount is specified to be lower.

RICOCHETING WEAPON

Prerequisite: Thrown Weapon (*consumed on creation*)

Cost: 8 Creation Points

Drain: 10 CCD Chakra

You create a ranged weapon engineered to ricochet off its targets. You have proficiency in this weapon, and it has the Finesse, Thrown (30/90), and Special properties, and deals 2d8 bludgeoning, piercing or slashing damage (chosen at the time you select this upgrade). You do not add any modifiers to any damage rolls with this weapon.

Special: When this weapon is thrown you can spend the CCD Chakra Drain target two creatures within 20 ft of the original target, making a separate attack roll against each target. You can add your Intelligence modifier to damage rolls while it is ricocheting. The weapon shatters after the third attack roll and you regain the Creation Points Spent.

SUPERIOR

CHAKRA DISINTEGRATOR

Cost: 16 Creation Points

Drain: 15 CCD Chakra

As an action, you force a target within 120ft to make Dexterity Saving throw. If the saving throw succeeds, the gadget has no effect. If the saving throw fails, the target takes 8d10 Fire damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and mundane items it is wearing and carrying, are reduced to a pile of fine gray dust.

FREEZE RAY

Cost: 16 Creation Points

Drain: 15 CCD Chakra

As an action, you spray a large mist of ice in a 30 ft cone, all creatures in the area must make a Dexterity Saving Throw, on a fail they will take 4d6 Cold damage and will be restrained by ice until the start of your next turn, if they take damage before then, the ice is broken and they are freed. On a pass they instead take half damage and no additional effects.

SECONDARY CHAKRA CONTAINMENT DEVICE

Cost: 16 Creation Points

You gain an additional CCD Chakra equal to your Level x 5.

SUPREME

LIGHTWEIGHT ARTILLERY CHAKRA MATRIX

Cost: 24 Creation Points

Drain: 20 CCD Chakra

As an action, you can cast Delayed Fire Missile. Holding it does not cost chakra to concentrate however If you are attacked and fail the concentration check it goes off immediately.

NEUROADAPTABLE HEADGEAR

Cost: 24 Creation Points

Drain: 20 CCD Chakra

You gain resistance to Psychic Damage as you modify your head gear to resist outside influences. You can activate this tool as a bonus action. For the next hour, your thoughts cannot be read, and attempts to detect your presence through your consciousness fail. Once per long rest while it is active, you can spend the CCD Drain again and if you do You cast Geas as an Action

MASS CHAKRA ABSORPTION

Cost: 24 Creation Points

Drain: 20 CCD Chakra

As an action, You can force all living creatures within 60ft, including yourself, to make a Constitution check, DC 15. On a Fail they lose 8d12 Chakra and your CCD absorbs half of the rolled amount (This is not per creature). If they do not have enough chakra to pay the cost they lose HP instead. You can do this once per Long rest.

MASTERCRAFT

SUPER ENHANCED DEFENSE PROTOCOL

Cost: 32 Creation Points

Drain: 30 CCD Chakra

You gain a barrier of HP equal to your Intelligence modifier. You regain this HP at the start of your turn. You can use your reaction to deflect a ranged attack. When you are hit by a ranged attack, you can reduce the damage by $3d12 + \text{Int Mod}$. If you reduce the damage to 0, you can spend an additional 15 CCD Chakra to reflect the projectile back at the attacker, who must make a Dexterity saving throw. On a failure, the attacker takes the initial full damage and half on a success.

SUPER ENHANCED OFFENSE PROTOCOL

Cost: 32 Creation Points

Drain: 30 CCD Chakra

As a bonus action you may enhance all weapons within 30 ft with energy from the system. Choose between acid, cold, fire, lightning, poison or wind. Weapon attacks deal an additional $2d6$ damage of this type for a minute. You must pay 10 CCD Chakra at the start of your turn to maintain this effect.

As an action you may shoot a chakra beam at a target within 30ft. Make a Ninjutsu Attack roll. This attack deals Force damage equal to $6d6 + \text{your Intelligence modifier}$. On a successful attack you can spend 10 additional Chakra to force the target to make a Strength save. On a failure, it is sent flying back a number of feet equal to $5 \times \text{your Intelligence modifier}$, taking appropriate falling damage if it collides with an obstacle. Huge or larger creatures gain advantage on this saving throw and are only pushed back half the distance.



CLASS FEATS

ARCHETYPE CLASS FEATS

GENJUTSU SPECIALIST

ILLUSIONIST TRAINING

Category: Archetype

Archetype: Genjutsu Specialist

Prerequisite: Level 5+, Genjutsu Modifer is 15+, You cannot have class levels in Genjutsu Specialist
You have begun to train to better master the art of Genjutsu. While training you have learned how to best enable your current Genjutsu casting abilities and bring them to a new level with enhanced chakra molding techniques.

- You gain Proficiency in Illusions.
- You learn one *Malleable Mirage* that you qualify for, as if you were a 2nd level Genjutsu Specialist.
- Select one effect granted by *Real World Conversion*. You gain the chosen ability.
- You gain 2 *Actualization Die*, which is represented as a D4, which you can spend only on effects granted by *Real World Conversion* or by spending 1, you can increase a Genjutsu you casts DC by +1, once per turn. You regain spent *Actualization Die* when you complete a rest.

ILLUSIONIST EXPERT

Category: Archetype

Archetype: Genjutsu Specialist

Prerequisite: Illusionist Training, Level 10+

You have continued to train to better master the art of Genjutsu. This training has culminated into you being defined as an Expert.

- You gain 1 additional *Actualization Die*.
- You learn one *Malleable Mirage* that you qualify for, as if you were a 5th level Genjutsu Specialist.
- Select one effect granted by *Real World Conversion*. You gain the chosen ability.

ILLUSIONIST ENTHUSIAST

Category: Archetype

Archetype: Genjutsu Specialist

Prerequisite: Illusionist Expert

You continue your training to learn more of the secrets of Illusion, but this time specializing into a specific *Pledge*. This training has culminated into you being defined as an Enthusiast.

- Select one Genjutsu Specialist Class, Genjutsu Pledge (Subclass). You gain the 6th Level feature it has.

ILLUSIONIST SPECIALIST

Category: Archetype

Archetype: Genjutsu Specialist

Prerequisite: Illusionist Expert, Level 15+

You have continued to train to better master the art of Genjutsu. This training has culminated into you being defined as a Specialist.

- You gain 1 additional *Actualization Die*.
- You learn one *Malleable Mirage* that you qualify for, as if you were a 5th level Genjutsu Specialist.
- Select one *Genjutsu Inception*. You gain it as if you were a 9th level Genjutsu Specialist

HUNTER-NIN

HUNTERS TRAINING

Category: Archetype

Archetype: Hunter-Nin

Prerequisite: Level 5+, Dexterity 15+, You cannot have class levels in Hunter-Nin

You have begun to training to better master the art of Assassination. While training you begin to imitate your masters, trainers or inspirations to the best of your ability. You learn how to exploit a foes distraction, drop in guard and moment of hesitation. You gain the following benefits;

- You gain Proficiency in Stealth.
- You learn one Hunters Exploit that you qualify for. You can use Exploits twice per rest.
- You gain the *Lethal Attack* feature, but you instead only deal 2d6 additional damage. You do not increase the number of dice as you gain levels.

HUNTERS EXPERT

Category: Archetype

Archetype: Hunter-Nin

Prerequisite: Hunters Training, Level 10+

You have continued to training to better master the art of Assassination. This training has culminated into you being defined as an expert;

- You gain the *Cunning Action* feature.
- You learn one Hunters Exploit that you qualify for.
- Your *Lethal Attack* bonus damage increases to 4d6.

HUNTERS ENTHUSIAST

Category: Archetype

Archetype: Hunter-Nin

Prerequisite: Hunters Expert

You continue your training to learn more of the secrets of Assassination, but this time specializing into a specific *Creed*. This training has culminated into you being defined as an Enthusiast.

- Select one Hunter-Nin Class, Hunters Creed (Subclass). You gain the 3rd Level *Proficiency* feature. You do not gain its 10th level advancement.

HUNTER SPECIALIST

Category: Archetype

Archetype: Hunter-Nin

Prerequisite: Hunter Expert, Level 15+

You have continued to training to better master the art of Assassination. This training has culminated into you being defined as a specialist.

- You gain the *Primary Target* class feature. You cannot mark a creature as part of your initiative roll.
- You learn one Hunters Exploit that you qualify for. Increase the number of exploits you can use per rest, by 1.
- Your *Lethal Attack* bonus damage increases to 6d6.

INTELLIGENCE OPERATIVE

OPERATIVE TRAINING

Category: Archetype

Archetype: Intelligence Operative

Prerequisite: Level 5+, Intelligence 13+, Wisdom 13+, You cannot have class levels in Intelligence Operative

You have begun to training to better master the art of strategy and planning. While training you begin to imitate your masters, trainers or inspirations to the best of your ability. You learn how to analyze a target and develop plans to defeat them. You gain the following benefits;

- You gain Proficiency in Investigation.
- You gain 2 *Brave Orders*, which you can only spend to activate *Plans*. You regain spent Brave orders when you complete a rest.
- You learn 1 *Plan* from the following list
 - Breaking Bad
 - Conditional Awareness
 - Controlled Aggression
 - Detrimental Retreat
 - Easy Escape
 - Flow of Battle
 - Mobility Advantage
 - Supportive Conflicts
 - Victory Through Knowledge

OPERATIVE EXPERT

Category: Archetype

Archetype: Intelligence Operative

Prerequisite: Operative Training, Level 10+

You have continued to training to better master the art of strategy and planning. This training has culminated into you being defined as an expert;

- You gain the *Helpful Operative* feature.
- You gain 1 *Brave Order*.
- You learn 1 *Plan* from those listed within the *Operative Training* Feat.

OPERATIVE ENTHUSIAST

Category: Archetype

Archetype: Intelligence Operative

Prerequisite: Operative Expert

You continue your training to learn more of the secrets of strategy and planning, but this time specializing into a specific *Strategy*. This training has culminated into you being defined as an Enthusiast.

- Select one Intelligence Operative Class, Master Strategy (Subclass). You gain their first 3rd Level feature. You do not gain any higher-level advancements it may present. Additionally, you cannot gain the benefits of the *Grave Controller* or *Shadowhand* subclasses.

OPERATIVE SPECIALIST

Category: Archetype

Archetype: Intelligence Operative

Prerequisite: Operative Expert, Level 15+

You have continued to training to better master the art of Assassination. This training has culminated into you being defined as a specialist.

- You gain the *Tactical Scheme* class feature.
- You gain the *Exploit Weakness* class feature. You do not gain the 7th level advancement.
- You learn 1 *Plan* from those listed within the *Operative Training* Feat.

MEDICAL-NIN

MEDICAL TRAINING

Category: Archetype

Archetype: Medical-Nin

Prerequisite: Level 5+, Intelligence or Wisdom 15+, You cannot have class levels in Medical-Nin

You have begun to training to better master the art of medicine. While training you begin to imitate your masters, trainers or inspirations to the best of your ability. You learn how to both heal and harm in a beautiful display of medicine. You gain the following benefits;

- You gain Proficiency in Medicine.
- You gain the *Medical* keyword, and the ability to cast jutsu with the *Medical* keyword, up to C-Rank.
- You gain the *Rejuvenating* class feature as if you were a 2nd level Medical-Nin. You do not gain any benefits as a result of being higher level.

MEDICAL EXPERT

Category: Archetype

Archetype: Medical-Nin

Prerequisite: Medical Training, Level 10+

You have continued to training to better master the art of medicine. This training has culminated into you being defined as an expert;

- You gain the *Chakra Scalpel* feature as if you were a 3rd level Medical-Nin. You gain 3 charges per long rest.
- You can learn jutsu with the *Medical* keyword, up to B-Rank.
- You gain the *Preserve/Take Life* class feature as if you were a 5th level Medical Nin. You do not gain any benefits as a result of being higher level. You can use this feature, twice per rest.

MEDICAL ENTHUSIAST

Category: Archetype

Archetype: Medical-Nin

Prerequisite: Medical Expert

You continue your training to learn more of the secrets of medicine, but this time specializing into a specific *Tenet of Medicine*. This training has culminated into you being defined as an Enthusiast.

- Select one Medical-Nin Class, *Tenet of Medicine* (Subclass). You gain their first 6th level *Preserve Life* or *Take Life* feature. You do not gain any higher-level advancements it may present. Additionally, you cannot gain the benefits of the *Shaman* subclass.

MEDICAL SPECIALIST

Category: Archetype

Archetype: Medical-Nin

Prerequisite: Medical Expert, Level 15+

You have continued to training to better master the art of Medicine. This training has culminated into you being defined as a specialist.

- You gain the 7th level benefits of the *Chakra Scalpel* class feature.
- You gain one doctrine from the *Medical Doctrine* class feature.
- You can learn jutsu with the *Medical* keyword, up to A-Rank.

NINJUTSU SPECIALIST

NINSHOU TRAINING

Category: Archetype

Archetype: Ninjutsu Specialist

Prerequisite: Level 5+, Intelligence 15+, You cannot have class levels in Ninjutsu Specialist

You have begun to training to better master the art of Ninjutsu. While training you have learned how to best enable your current Ninjutsu casting abilities and bring them to a new level with enhanced chakra molding techniques.

- You gain Proficiency in Ninshou.
- Select one Ninjutsu you know, this Ninjutsu becomes *Refined* for you. A Ninjutsu you have *Refined* increases its Damage die by +1, once per casting. You can switch Ninjutsu you have *Refined* over the course of a long rest.
- Select one Efficient Molding between the following, you gain the chosen Molding and can use it once at no cost per rest;
 - Careful Ninjutsu
 - Distant Ninjutsu
 - Doubled Ninjutsu
 - Heightened Ninjutsu
 - Tenacious Ninjutsu
 - Subtle Ninjutsu
 - Widened Ninjutsu

NINSHOU EXPERT

Category: Archetype

Archetype: Ninjutsu Specialist

Prerequisite: Ninshou Training, Level 10+

You continue your training to learn more of the secrets of Ninshou. This training has culminated into you being defined as an Expert.

- Select one Ninjutsu you know, this Ninjutsu becomes *Refined* for you.
- Every 3-character levels after you gain this Archetype feat, you learn 1 additional Ninjutsu of a Rank you qualify for.
- Efficient Moldings you have gain 1 additional use per rest.
- Select one Efficient Molding, you do not currently have between the following, you gain the chosen Molding;
 - Careful Ninjutsu
 - Distant Ninjutsu
 - Doubled Ninjutsu
 - Heightened Ninjutsu
 - Tenacious Ninjutsu
 - Subtle Ninjutsu
 - Widened Ninjutsu

NINSHOU ENTHUSIAST

Category: Archetype

Archetype: Ninjutsu Specialist

Prerequisite: Ninshou Expert

You continue your training to learn more of the secrets of Ninshou, but this time specializing into a specific *Focus*. This training has culminated into you being defined as an Enthusiast.

- Select one Ninjutsu Specialist Class, Ninjutsu Focus (Subclass). You gain the 6th Level *Molding* feature it has. The Alternate Cost of this Molding is increased to 10.

NINSHOU SPECIALIST

Category: Archetype

Archetype: Ninjutsu Specialist

Prerequisite: Ninshou Expert, Level 15+

You continue your training to master more of the secrets of Ninshou. This training has culminated into you being defined as a Specialist.

- Ninjutsu you have *Refined* has its damage die increased by +2, instead of +1, once per casting.
- Once per rest, when you would cast a Ninjutsu you have *Refined*, you can half the Ninjutsu's cost..
- Efficient Moldings you have gain 1 additional use per rest.
- Select one Efficient Molding, you do not currently have between the following, you gain the chosen Molding;
 - Careful Ninjutsu
 - Distant Ninjutsu
 - Doubled Ninjutsu
 - Heightened Ninjutsu
 - Tenacious Ninjutsu
 - Quickened Ninjutsu
 - Subtle Ninjutsu
 - Widened Ninjutsu

SCOUT-NIN

SCOUT TRAINING

Category: Archetype

Archetype: Scout-Nin

Prerequisite: Level 5+, Any two of the following three ability scores must be 14+ (Strength, Dexterity, Intelligence, Wisdom), You cannot have class levels in Scout-Nin

You have begun to training to better Generalize your skills. While training you begin to imitate your masters, trainers or inspirations to the best of your ability. You learn how become a jack of all, master of none. You gain the following benefits;

- You gain Proficiency in two toolkits of your choice.
- Select one **Scout-Nin** class, Scouting Technique (Subclass). All Archetype feats that refer to any features gains at specific levels are in reference to the scouting technique chosen. You cannot choose **Trickster Scout**.
- You gain 2 **Superiority Die**, which are d4's. Which you can spend on maneuvers. You regain spent **Superiority Die** when you complete a rest.
- You gain 1 **Maneuver** granted by your Scouting Technique.

SCOUT EXPERT

Category: Archetype

Archetype: Scout-Nin

Prerequisite: Scout Training, Level 10+

You have continued to training to better master the art of skill generalization. This training has culminated into you being defined as an expert;

- You gain your second 3rd level Scouting Technique feature. You do not gain any higher-level advancements it may present. If the gained Scout-Nin Class feature scales based on your class level, you are treated as a 3rd level scout.
- You gain 1 **Superiority Die**.
- You gain 1 **Maneuver** granted by your Scouting Technique.

SCOUT ENTHUSIAST

Category: Archetype

Archetype: Scout-Nin

Prerequisite: Scout Expert

You continue your training , this time specializing into a specific **Technique**. This training has culminated into you being defined as an Enthusiast.

- You gain the 6th level Scouting Technique feature. You do not gain any higher-level advancements it may present.

SCOUT SPECIALIST

Category: Archetype

Archetype: Scout-Nin

Prerequisite: Scout Expert, Level 15+

You have continued to training to better master the art of skill generalization. This training has culminated into you being defined as a specialist.

- You gain the 9th level Scouting Technique feature. You do not gain any higher-level advancements it may present.
- You gain 1 **Superiority Die**.
- You gain 1 **Maneuver** granted by your Scouting Technique.

TAIJUTSU SPECIALIST

MARTIAL ARTS TRAINING

Category: Archetype

Archetype: Taijutsu Specialist

Prerequisite: Level 5+, Strength or Dexterity 15+, You cannot have class levels in Taijutsu Specialist

You have begun to train to better master the art of Mixed Martial Arts. While training you have learned how to fight in ways you couldn't prior. You gain the following benefits;

- You gain Proficiency in Martial Arts.
- Select one Taijutsu Stance located in Chapter 13: Customization Options. You cannot take a Taijutsu Stance more than once.
- Your speed is increased by 5 feet.
- You gain 1 **Martial Dice**, which is a d4. You regain spent Martial Dice at the end of your following turn.
- You gain 1 **Martial Technique** of your choice.

MARTIAL ARTS EXPERT

Category: Archetype

Archetype: Taijutsu Specialist

Prerequisite: Martial Arts Training, Level 10+

You have continued to train to better master the art of Taijutsu. This training has culminated into you being defined as an Expert.

- You gain 1 additional **Martial Dice**.
- You learn one **Martial Technique**.
- Your Speed is increased by an additional +5 feet.

MARTIAL ARTS ENTHUSIAST

Category: Archetype

Archetype: Taijutsu Specialist

Prerequisite: Martial Arts Expert

You continue your training to learn more of the secrets of Taijutsu, but this time specializing into a specific **Style**. This training has culminated into you being defined as an Enthusiast.

- Select one Taijutsu Specialist Class, Taijutsu Style (Subclass). You gain its 3rd Level **Martial Techniques**.

MARTIAL ARTS SPECIALIST

Category: Archetype

Archetype: Taijutsu Specialist

Prerequisite: Martial Arts Expert, Level 15+

You have continued to train to better master the art of Taijutsu. This training has culminated into you being defined as a Specialist.

- You gain 1 additional **Martial Dice**.
- You gain 1 additional **Martial Technique**.
- You gain the **Evasion** or **Chakra Enhanced Strikes** class feature, Pick one.

WEAPON SPECIALIST

WEAPON ARTS TRAINING

Category: Archetype

Archetype: Weapon Specialist

Prerequisite: Level 5+, Strength or Dexterity 15+, You cannot have class levels in Weapon Specialist

You have begun to train to better master the art of Bukijutsu. While training you have learned how to fight in ways you couldn't prior. You gain the following benefits;

- You gain Proficiency in Martial Arts.
- Select one Weapon Stance located in Chapter 13: Customization Options. You cannot take a Weapon Stance more than once.
- You gain a *Flurry die*, represented as a d4.
- Select one *Flurry Technique* from the 2nd level *Weapon Flurry* class feature. You gain the ability to use the chosen *Flurry Technique*.

WEAPON ARTS EXPERT

Category: Archetype

Archetype: Weapon Specialist

Prerequisite: Weapon Arts Training, Level 10+

You have continued to train to better master the art of Bukijutsu. This training has culminated into you being defined as an Expert.

- Select one *Flurry Technique* from the 2nd level *Weapon Flurry* class feature that you did not select prior. You gain the ability to use the chosen *Flurry Technique*.
- Select one weapon type you have proficiency with such as Katana's, Short Swords, etc. The chosen weapon becomes your *Weapon Focus*. Your *Weapon Focus* gains a +1 bonus to attack and damage rolls, if it doesn't already.
- Select one Weapon Trait found on the chart under the *Weapon Focus* class feature. Your *Weapon Focus* gains the chosen trait, following the set requirements.

WEAPON ARTS ENTHUSIAST

Category: Archetype

Archetype: Weapon Specialist

Prerequisite: Weapon Arts Expert

You continue your training to learn more of the secrets of Bukijutsu, but this time specializing into a specific *Form*. This training has culminated into you being defined as an Enthusiast.

- Select one Weapon Specialist Class, Weapon Form (Subclass). You gain one of its 3rd level *Flurry Techniques*.
- Select one Weapon Specialist Class, Weapon Form (Subclass). You one of its 3rd level *Styles*.

WEAPON ARTS SPECIALIST

Category: Archetype

Archetype: Weapon Specialist

Prerequisite: Weapon Arts Expert, Level 15+

You have continued to train to better master the art of Bukijutsu. This training has culminated into you being defined as a Specialist.

- Increase the size of your *Flurry die* to a d6.
- Select one *Flurry Technique* from the 2nd level *Weapon Flurry* class feature that you did not select prior. You gain the ability to use the chosen *Flurry Technique*.

WITCH ARCHETYPE

WITCHES TRAINING

Category: Archetype

Archetype: Witch

Prerequisite: Level 5+, Intelligence 14+ or Wisdom 14+ You have studied in the ways of Esoterica, the Witch covens unique form of Ninshou. While studying you have found new ways to utilize free flowing chakra particles often called mana in the land of Cackles;

- You gain Proficiency in Nature. If you already have Proficiency, you instead gain one rank of Mastery.
- Select two Ninjutsu or Genjutsu you know of C-Rank or lower. These jutsu gain the Spell keyword and are treated as Spells for other features and abilities from the Witch Archetype line of feats. You can change which jutsu have the Spell keyword whenever your class would allow you to gain a new jutsu, as noted in your Jutsu Known column of your class table.
- Spells you know with a duration of at least 1 minute that do not deal damage, heal, or affect a hostile creature in any way gain the Ritual keyword as well. Spells with the Ritual keyword can be cast at half its chakra cost by increasing the casting time to 10 minutes, or by multiplying the casting time by 10, whichever is longer.
- You gain an ability from one of the following 4 schools of Esoterica from within the Land of Cackles.
 - *School of Psionics.* You learn to manifest mana into a destructive bolt of pure energy called a Witch Bolt. In place of an attack made with the attack action, you can attack with your Witch Bolt. It has the following statistics: Ranged Ninjutsu or Genjutsu Attack: Reach 60ft, Hit. 1d6+Ninjutsu or Genjutsu ability modifier force or psychic damage. This damage increases by +1d6 at 10th and 15th character levels.
 - *School of Blades.* You learn to manifest mana into a solid weapon for melee combat called a Witch Weapon. In place of an attack made with the Attack action, you can attack with your Witch Weapon. It has the following statistics: Melee Ninjutsu or Genjutsu Attack: Reach 5ft, Hit. 1d8+Ninjutsu or Genjutsu ability modifier force or psychic damage. This damage increases by +1d8 at 10th and 15th character levels
 - *School of Shadows.* You learn to concentrate mana into yourself enhancing your mobility, gaining a new form of special movement called *Witch Walk*.
Witch Walk. You can teleport between areas currently affected by jutsu. By spending half of your movement, select a space you can see that is currently affected by a Jutsu or is chakra enhanced. (Ex. Such as by an area of effect maintained by a creature, or a supernatural environmental effect.) You can teleport into a space within 5 feet of the chosen effect.
 - *School of Enhancements.* You learn to concentrate mana into another creature, aiding or hindering them slightly. You learn to manifest an esoteric aura called *Witches Aura* as an action. Once manifested you must maintain concentration on this aura as if it were a C-Rank Genjutsu.

Witches Aura. All creatures in a 10ft radius of you are under the effects of this aura. If an ally, they gain a +1 bonus to their saving throws. If an enemy they gain a -2 penalty to their attack rolls.

WITCHES EXPERT

Category: Archetype

Archetype: Witch

Prerequisite: Witches Training, Level 10+

You have studied in the ways of Esoterica and your studies into the spells of the Land of Cackles have revealed further insight into their unique form of Ninshou.

- Select two Ninjutsu or Genjutsu you know, one of B-Rank or lower and one of C-Rank or lower. These jutsu gain the Spell keyword and are treated as spells for other features and abilities from the Witch Archetype line of feats. You can change which jutsu have the Spell keyword whenever your class would allow you to gain a new jutsu, as noted in your Jutsu Known column of your class table.
- You gain the Spellcaster feature.
- You gain a unique ability to augment your spells based on the School of Esoterica you chose with the Witches Training feat
 - **School of Psionics.** For the duration of your spells, your Witch Bolt can originate from any space within the area of your spell's effect or from any creature affected by your spell. You must still use your senses to target creatures.
 - **School of Blades.** For the duration of your spells, your Witch Weapon can attack any creature affected by your spell, regardless of range, ignoring any interposing structures between you and your target.
 - **School of Shadows.** For the duration of your spells, as an action, you can teleport any creatures or objects affected by your spell as if they had Witch Walk. If you teleport a group of creatures or objects, you must teleport them all to the same area, which must be capable of holding them.
 - **School of Enhancements.** You can augment your spells with your Witches Aura, adding its effect to your spell's effect. Its duration changes to match your spell's duration or for up to 1 minute, whichever is shorter. You do not have to maintain concentration on your Witches Aura while it is augmenting a spell. You can only augment one spell with your Witches Aura at a time.

Spell. Jutsu with this keyword are treated as spells for the Witch Archetype. These jutsu can be cast without handsigns (HS)

Spellcaster: Your training with Esoterica have learned you the ways of occult type Ninjutsu and Genjutsu. Twice per rest, when you would cast a Spell, you can spend your reaction to enhance its effects. When you do, it gains its upcasted effects as if it were upcasted 2 ranks higher than its base rank but no higher than your Highest Known Jutsu Rank

WITCHES ENTHUSIAST

Category: Archetype

Archetype: Witch

Prerequisite: Witches Expert

You continue your studies, gaining further control over your School's abilities.

- Select two Ninjutsu or Genjutsu you know of C-Rank or lower. These jutsu gain the Spell keyword and are treated as spells for other features and abilities from the Witch Archetype line of feats. You can change which jutsu have the Spell keyword whenever your class would allow you to gain a new jutsu, as noted in your Jutsu Known column of your class table.
- When you cast a Spell, you can augment its abilities by spending a bonus action. When you do, you can either increase the range of the Spell by your movement speed, or you can add your Proficiency Bonus to the damage, damage reduction, healing, or temporary hit points given, once per casting.
- You gain a unique ability to augment your spells based on the School of Esoterica you chose with the Witches Training feat
 - **School of Psionics.** Spells you cast can increase their range to the range of your Witch Bolt. If you do so, melee jutsu attacks instead become ranged jutsu attacks, and, once per casting, the spell increases the damage dealt by your Witch Bolt's damage.
 - **School of Blades.** Spells you cast can reduce their range to the range of your Witch Weapon. If you do so, ranged jutsu attacks become melee jutsu attacks, and, once per casting, the spell increases the damage dealt by your Witch Weapon's damage.
 - **School of Shadows.** When you cast a spell, you can mark a space within the spell's range to become chakra enhanced until the end of your next turn.
 - **School of Enhancements.** When you cast a spell with your action, you can manifest your Witch Aura as a bonus action, centered on the target of your spell.

WITCHES SPECIALIST [NEW]

Category: Archetype

Archetype: Witch

Prerequisite: *Witches Enthusiast*, Level 15+

Your studies have brought you to the realm of mastery in the "spellcraft" of your School.

- Select two Ninjutsu or Genjutsu you know, one of A-Rank or lower and one of B-Rank or lower. These jutsu gain the Spell keyword and are treated as spells for other features and abilities from the Witch Archetype line of feats. You can change which jutsu have the Spell keyword whenever your class would allow you to gain a new jutsu, as noted in your Jutsu Known column of your class table.
- Jutsu with the Spell keyword can now be upcast using your reaction four times per rest, instead of twice per rest. You must still follow the same rules as stated in *Spellcaster*. Alternatively, you can spend 3 chakra to remove the reaction cost of this ability.
- You gain a unique ability to augment your spells based on the School of Esoterica you chose with the Witches Training feat
 - **School of Psionics.** Spells you cast that make ranged jutsu attacks can add your Witch Bolt's damage to the spell's damage regardless of if you change the range. This ability can still only be applied once per casting. Additionally, you can make one additional attack with your Witch Bolt when you take the Attack action.
 - **School of Blades.** Spells you cast that make melee jutsu attacks can add your Witch Weapon's damage to the spell's damage regardless of if you change the range. This ability can still only apply once per casting. Additionally, you can make one additional attack with your Witch Weapon when you take the Attack action.
 - **School of Shadows.** As a bonus action when you teleport with Witch Walk, you can mark your starting and ending locations. Until the end of your next turn, allies can enter one of these locations and immediately teleport to the other location, once per turn.
 - **School of Enhancements.** Increase the radius of your Witch Aura to a 20-foot-radius sphere, allies within the aura instead gain a +2 bonus to saving throws, and enemies instead reduce their attack rolls and saving throws by -2.



KNIGHTS ARCHETYPE [NEW]

KNIGHTS TRAINING [NEW]

Category: Archetype

Archetype: Knight

Prerequisite: Level 5+, Strength or Dexterity 14+, Charisma 14+

You have studied the codes and martial prowess of the Orders of Old from the Land of Chivalry. While learning, you have found new ways to vanquish your foes.

- You gain Proficiency in Martial Arts.
- Select three Bukijutsu C-Rank or lower. These jutsu gain the *Technique* keyword and are treated as Techniques for other features and abilities from the Knight Archetype line of feats. You can switch these jutsu when you level up in a class.
- You gain an enhanced effect from one of the following 5 Orders of Old from within the Land of Chivalry.
 - *Order of The Blade*. You learn the footwork needed to expand your lethal range while maintaining a solid foundation. All weapons in the Blade Weapons Group gain a rank of the Reach property. When using a *Technique*, this increases by an additional rank.
 - *Order of The Spear*. You learn how to balance potential and kinetic energy to keep momentum on your side. All weapons in the Polearm Weapon Group gain the Winding Property. Taijutsu attacks from a *Technique* can also utilize the Winding Property.
 - *Order of The Hammer*. You learn to concentrate all your force into the point of impact, ensuring a complete transfer of energy and power. All weapons in the Power Weapon Group gain the Heavy property. If it already had the Heavy Property, you instead add full Strength modifier to [Weapon Damage] rolls when casting a *Technique*.
 - *Order of The Morningstar* You learn to make sure to not waste any momentum in your attacks, each drop of energy in your attack being used for victory. All weapons of the Flail Weapon Group gain the Multitack property. When casting a *Technique*, you can use the Multitack property as a part of the same action.
 - *Order of the Bow*. You learn to make sure each strike lands exactly where it needs to, finding the chink in any armor. All weapons in the Thrown and Ammunition Weapon Groups gain the Tactical property. When casting a *Technique*, the target creature always has 1 rank of a Physical Condition.

Knights Honour: In your journey as a knight, you will get into instances where you must wager your Honour. When you are Victorious, it spurs you on to do greater things. When you are Defeated, it weighs you down and all you can think of is regaining your honour.

Victorious: You are elated that you have won and defended your Order's Honour. You gain an amount of d4 equal to your Charisma Modifer called *Honour Die*. When you would make an attack roll, saving throw, or skill check, you can add one Honour Die to the roll. These die last for 1 minute or until the end of the initiative, whichever comes first. You can only gain *Honour Die* once per combat.

Defeated: You have been bested and have sullied the Honour of your Order. You cannot benefit from a feature from the Knights Archetype until you spend 1 minute reciting your code.

KNIGHTS EXPERT [NEW]

Category: Archetype

Archetype: Knight

Prerequisite: Level 10+,

You have begun to truly live by the Chivalrous Code, and you have begun to realize the meaning of Honour;

- You gain Mastery in Martial Arts.
- You gain an enhanced effect from the Order of Old you chose previously, call an *Honour*.
 - *Honour of The Blade*. You understand what it means to live by the blade and die by the blade. As a reaction to initiative being rolled, you can challenge a hostile creature in the initiative. If they accept, they also spend a reaction and you both make a weapon attack roll immediately. If you roll higher then their attack roll AND hit, you deal your weapons damage die and gain the *Victorious* benefit. If you roll higher but miss the attack, nothing happens. If they reject the challenge, you regain your reaction. If they roll higher than you, you gain the *Defeated* condition. If they also hit, they deal their weapons damage die.
 - *Honour of The Spear*. You understand the benefits of having the range advantage and using it for momentum. When you hit a creature with a melee attack you can challenge them to strike back. If they do not hit you with an attack by the start of your next turn, you are *Victorious*. If they do land an attack against you, you are instead *Defeated*.
 - *Honour of The Hammer*. You have faith in your power, no one else can compare. When a creature would target you with a melee weapon attack you can spend your reaction and let it hit you. You then can roll your weapons damage. If you deal more damage then they dealt to you, you reduce the damage to 0 and gain *Victorious*. If you roll less damage, you take the full damage and become *Defeated*.
 - *Honour of The Morningstar* You understand that momentum is the key to battle and as a Knight of the Morningstar you must keep it. When initiative is rolled, you can use your reaction to mark a creature as your target. If you land a Taijutsu or weapon attack against that creature 3 times before the end of your first turn, you are *Victorious*. If you are unable to, you instead are *Defeated*.
 - *Honour of The Bow*. You abide by the code of your order to strike true, always. When you would make a second ranged Taijutsu or weapon attack on the same turn against the same target, you can call your shot to land exactly where the last one did. You make your attack with a -5 penalty. On a successful attack, your attack deals an additional die of damage, and you are *Victorious*. If you miss, you are *Defeated*.

KNIGHTS ENTHUSIAST [NEW]

Category: Archetype

Archetype: Knight

Prerequisite: Knights Expert

You fully devote yourself to the Chivalrous Code, throwing yourself into mastering your art.

- Select two Bukijutsu C-Rank or lower. These jutsu gain the *Technique* keyword and are treated as Techniques for other features and abilities from the **Knight Archetype** line of feats. You can switch these jutsu when you level up in a class.
 - **Order of The Blade.** You have studied the blade and imprinted the feeling of the swing into your instincts. When you cast a Bukijutsu reaction and make an attack miss, you can cast a Technique with a weapon in the Blade Weapon Group as apart of that reaction. You can use this feature once per long rest. When you would gain the *Victorious* condition, you can instead choose to refresh this ability.
 - **Order of The Spear.** Anything in your spears range is in your domain, and you let none forget it. When a creature deals damage while inside the range of your weapon in the Polearm Weapon Group, you can spend a reaction to reduce the damage dealt by your weapons damage die. You can use this feature once per long rest. When you would gain the *Victorious* condition, you can instead choose to refresh this ability.
 - **Order of The Hammer.** The Hammer does not break before the Anvil. When you would fall to 0 HP, you can spend a reaction to cast a Technique with a weapon in the Power Weapon Group that can only target the triggering hostile creature. You can use this feature once per long rest. When you would gain the *Victorious* condition, you can instead choose to refresh this ability.
 - **Order of The Morningstar** Speed is Power, you have read it every day as it is a key Maxim of your Code. When you cast a Technique with a weapon in the Flail Group, you can reduce your movement speed in multiples of 10. Your Technique deals an additional $xd4$ damage once per casting, equal to the number of multiples of 10 reduced, to a maximum of $5d4$. You can use this feature once per long rest. When you would gain the *Victorious* condition, you can instead choose to refresh this ability.
 - **Order of the Bow.** Where you aim is where you hit, always. When you would miss a ranged attack with a weapon in the Thrown or Ammunition Weapon Group, you can reroll the attack. You can use this feature once per long rest. When you would gain the *Victorious* condition, you can instead choose to refresh this ability.

KNIGHTS SPECIALIST [NEW]

Category: Archetype

Archetype: Knight

Prerequisite: Knights Enthusiast, Level 15+

You live, breath, and die by your Chivalrous Code, You are the personification of Chivalry.

- Select two Bukijutsu, one of A-Rank or lower and one of B-Rank or lower. These jutsu gain the *Technique* keyword and are treated as Techniques for other features and abilities from the **Knight Archetype** line of feats. You can switch these jutsu when you level up in a class.
 - **Order of The Blade.** You are the Blade. You increase the damage die of all Weapons in the Blade Weapon group by 1 step. If it cannot increase, you instead add a +2 to damage rolls.
 - **Order of The Spear.** You are the Spear. You increase the damage die of all Weapons in the Polearm Weapon group by 1 step. If it cannot increase, you instead add a +2 to damage rolls.
 - **Order of The Hammer.** You are the Hammer. You increase the damage die of all Weapons in the Power Weapon group by 1 step. If it cannot increase, you instead add a +2 to damage rolls.
 - **Order of The Morningstar** You are the Morningstar. You increase the damage die of all Weapons in the Flail Weapon group by 1 step. If it cannot increase, you instead add a +2 to damage rolls.
 - **Order of the Bow.** You are the Bow. You increase the damage die of all Weapons in the Thrown and Ammunition Weapon group by 1 step. If it cannot increase, you instead add a +2 to damage rolls.



COOKING NIN

CHEF TRAINEE

Category: Archetype

Archetype: Cooking-Ninja

Prerequisite: Intelligence 15+, Level 5+. You cannot have Levels in the Cooking-Nin Class.

You have begun to train under the best of the best to master the art of Cooking. While training you begin to imitate them to the best of your ability. You begin to learn to cook in ways you couldn't prior. You gain the following benefits.

- You gain Proficiency in Cooking Tools.
- You gain a Cooking Dice Equal to 1d4.
- You Can create 3 Snacks as if you had used the Shinobi Snacks feature and you regain these Snacks at the end of a short rest.
- You gain the Cooking Tool Infusion feature as though you were a Level 1 Cooking Nin.

CHEFS EXPERT

Category: Archetype

Archetype: Cooking-Ninja

Prerequisite: Chef Trainee, Level 10.

You have continued to train to better master the art of Cooking. This training has culminated into you being defined as an Expert.

- You may create an additional Snack.
- Your Cooking Dice becomes 1d6.
- Your Cooking Tool gains a 6th Level Property.

CHEFS ENTHUSIAST

Category: Archetype

Archetype: Cooking-Ninja

Prerequisite: Chefs Expert.

You continue your training to learn more of the secrets of cooking, but this time specializing in a specific focus. This training has culminated in you being defined as an Enthusiast.

- Select one cooking focus, you gain its Snacks and Features as though you were a second level Cooking Nin.

CHEFS SPECIALIST

Category: Archetype

Archetype: Cooking-Ninja

Prerequisite: Chefs Expert, Level 15+.

You have continued to train to better master the art of Cooking. This training has culminated in you being defined as a specialist.

- You may create an additional Snack.
- Your Cooking Dice becomes 1d8.
- Your Cooking Tool gains an 11th level property.
- You gain the Food for the Soul class feature.

PUPPET MASTER

PUPPeteer TRAINING

Category: Archetype

Archetype: Puppet Master

Prerequisite: Strength or Dexterity 15 & Intelligence 15, Level 5+,

You cannot have levels in the Puppet Master Class. You have begun to study under the ancient scholars of the Puppet Master technique from the outskirts of the Sunagakure and do your best to adopt their knowledge of puppetry into your current skill set.

- You gain proficiency in Crafting.
- You gain *the Puppet Tool* feature of the Puppet Master class. Use your character level as your Puppet Master level for your Puppet Tool's hit points. The range of your Puppet's *Bound* feature by half. You do not gain this feature's 6th level benefit. You also do not gain *Mending*. This Puppet increases one ability score by +2, or two ability scores by +1. This occurs again for each Puppet Master Archetype feat you acquire.
- You gain two Wood tier *Puppet Upgrades*. You can exchange any number of upgrades with 1 week of downtime.
- Select one *Puppet Master* class, Puppet Technique (Subclass). You gain the 2nd second level feature of your chosen Puppet Technique. You qualify as your chosen Puppet Master technique for all Puppet Master Archetype feats and for any *Puppet Upgrades* you acquire. You cannot select the Weaver Puppet Technique.

PUPPeteer EXPERT

Category: Archetype

Archetype: Puppet Master

Prerequisite: Puppeteer Training, Level 10+

You religiously dedicate your free time to studying the meticulous string movements needed to control your puppet. This training has culminated into you being defined as an Expert.

- You gain one *Puppet Upgrade* of Bronze tier or lower.
- You gain the other 2nd level feature of your chosen *Puppet Technique*.
- You gain the 6th and 9th level advancements for your *Puppet Tool* feature.
- Your Puppet Tool gains 5 slots for Enhancement Seals.

PUPPeteer ENTHUSIAST

Category: Archetype

Archetype: Puppet Master

Prerequisite: Puppeteer Expert

You learn more of the history of how the Puppet Master form developed. Multiple generations of masters defined under various color-based techniques passing down their work so that the next generation can continue. You decide to study the secrets of a particular *Technique*. This training has culminated into you being defined as an Enthusiast.

- You gain one *Puppet Upgrade* of Silver tier or lower.
- You gain the first 6th level feature of your chosen *Puppet Technique*. You do not gain any higher-level advancements it may present. You also gain one *Puppet Upgrade* exclusive to your Puppet Technique of the highest tier available to you (The highest tier of upgrade available to you is determined by the tier of upgrade each Puppet Master Archetype grants you in ascending order).

PUPPETEER SPECIALIST

Category: Archetype

Archetype: Puppet Master

Prerequisite: Puppeteer Expert, Level 15+

Your study under the elders of the Sunagakure's renowned Puppet Masters has come to a close, and what you have accomplished in such a short span of time is exemplary. Though not a true Puppeteer, your work shall be recorded to aid in training the next generation of curious shinobi such as yourself. Your training has culminated into you being defined as a specialist.

- You gain one *Puppet Upgrade* of Gold tier or lower.
- You gain the 15th level advancement for the *Puppet Tool* feature.
- You gain the second 6th level feature of your chosen *Puppet Technique*. You do not gain any higher-level advancements it may present.

SCIENCE-NIN

SCIENTIST TRAINING

Category: Archetype

Archetype: Science-Nin

Prerequisite: Level 5+, Intelligence 15+, You cannot have class levels in Science-Nin

You have begun to enhance your understanding of the universe. While studying you have found new ways to utilize chakra in and out of combat. You gain the following benefits;

- You gain Proficiency in Crafting.
- You gain the *Chakra Containment Device* feature. It can instead hold your level $\times 5$, in CCD Chakra..
- You gain the Scientific Ninja Tool feature.
- You gain 10 Creation Points

SCIENTIST EXPERT

Category: Archetype

Archetype: Science-Nin

Prerequisite: Scientist Training, Level 10+

You have delved deeper into the wonders of chakra. This training has culminated into you being defined as an Expert.

- You gain the Yhprum's Law feature.
- You gain the 3rd level features of 1 Scientific Inquiry (Subclass)
- You gain 10 more Creation Points

SCIENTIST ENTHUSIAST

Category: Archetype

Archetype: Science-Nin

Prerequisite: Scientist Expert

You have given your life to the pursuit of the future. This training has culminated into you being defined as an Enthusiast.

- You gain the Calculated Response feature
- You gain Infused Genius feature.

SCIENTIST SPECIALIST

Category: Archetype

Archetype: Science-Nin

Prerequisite: Scientist Expert, Level 15+

The universe sings to you, and you must study tis opera in great detail. This training has culminated into you being defined as an Expert.

- You gain 10 more Creation Points.
- You can select two Scientific Ninja Tools that cost 8 Creation Points or lower and make them your favored tools. Their Creation Point cost is reduced by 2 and their CCD Chakra Drain is reduced by 5.

CASTER CLASS FEATS

GENJUTSU SPECIALIST

MIRAGE EXHIBITION

Category: Class

Prerequisite: At least 4+ levels in Genjutsu Specialist
You begin to tap into a deep pool of hallucinations you've been having or have dreamt up. You then begin to manifest them into a more permanent form. You gain the following benefits;

- You gain 1 Additional Malleable Mirage that you qualify for.
- You gain an additional Malleable Mirage at 5th and 17th Genjutsu Specialist levels.

NINJUTSU SPECIALIST

REFINED, REFINEMENT

Category: Class

Prerequisite: At least 4+ levels in Ninjutsu Specialist
You learn to refine ninjutsu in such a way that it becomes almost unrecognizable when compared to other, similar casters. You gain the following benefits;

- You can Refine 1 additional Ninjutsu.
- You can Refine additional Ninjutsu at 12th and 20th Ninjutsu Specialist levels.

INTELLIGENCE OPERATIVE

EXPLOIT KNOWLEDGE

Category: Class

Prerequisite: At least 4+ levels in Intelligence Operative
After countless hours of studying, researching and using your investigative Skill, you develop a well of knowledge that most other operative wish they had. You gain the following benefits;

- As an action, you can end your *Exploit Weakness* class feature on an analyzed creature. When you do, make an Intelligence (Investigation) or (History) check vs a DC 8 + The creatures Level. On a success, based on the severity of the success, you gain the *Meets or Exceeds* result and 1 of the following pieces of information if you Exceed the DC by 5 or more;

COURAGEOUS ORDERS

Category: Class

Prerequisite: At least 4+ levels in Intelligence Operative
You learn from your peers how to manage and utilize more plans mid battle in different ways, allowing you to become more flexible in your thinking and in how you respond to danger. You gain the following benefits;

- You gain 1 Additional Brave order.
- You gain an additional Brave Order at 11th and 17th Intelligence Operative levels.

MEDICAL-NIN

BAD MEDICINE

Category: Class

Prerequisite: Medical-Nin, Level 8+

You take the more combative aspects of medical ninjutsu to heart as you focus on trying to take down your enemies faster than they can harm your allies. You gain the following benefits;

- Your *Chakra Scalpel* class feature gains +2 additional uses, per long rest.
- Your *Take Life* class feature now deals additional damage equal to 5+ Three times your Medical-Nin level.

FOCUSED HEALING

Category: Class

Prerequisite: Medical-Nin, Level 4+

You learn from your peers how to manage your chakra, allowing you to better utilize your healing potential, allowing you to become more flexible in your restorative techniques. You gain the following benefits;

- Your *Rejuvenating Rest* class feature, healing die is increased to d10's.
- Jutsu with the Medical Keyword that would benefit from your *Channeled Healing* class feature heals additional hit points equal to your Ninjutsu ability modifier, if it doesn't already.

EXPLOIT KNOWLEDGE TABLE

Success Severity	Learned Information (Offensive)
Meets or Exceeds DC	Creatures Rank, Role, Level
Exceeds DC by +5	Unarmed Attack Bonus Weapon Attack Bonus Ninjutsu Attack Bonus Genjutsu Attack Bonus Taijutsu Attack Bonus Ninjutsu Save DC Genjutsu Save DC Taijutsu Save DC.
Exceeds DC by +10	Strength Save Bonus Dexterity Save Bonus Constitution Save Bonus Intelligence Save Bonus Wisdom Save Bonus Charisma Save Bonus
Exceeds DC by +15	General Traits (If any) Role Traits (If any) Clan Traits (If any) # Of Tenacity Die. (If any) # Of Legendary Resistances. (If any)

MARTIAL CLASS FEATS

HUNTER-NIN

EXPLOITING EXPLOITS

Category: Class

Prerequisite: Hunter-Nin, Level 4+

You learn to draw on the wide array of Exploits available to you. You gain the following benefits;

- You gain 1 Additional Hunters Exploit.
- You gain an additional Hunters Exploit at 7th and 15th Hunter-Nin levels.

SWIFTER RESPONSE

Category: Class

Prerequisite: Hunter-Nin, Level 4+

You learn from your peers how to move in an excessively swift way. You gain the following benefits;

- You have Advantage on Initiative Checks.
- During the first round of initiative, increase your speed by 15 feet.
- During the first round of initiative, you have a +1 bonus to your first attacks critical threat range against all creatures who have not acted yet.
- If you score a hit against a creature who has yet to act in the initiative during the first round of combat, you can trigger Lethal attack ignoring its normal activation requirements.

SECONDARY TARGET

Category: Class

Prerequisite: Hunter-Nin, Level 4+

You aren't like other Hunter's, you can split your focus, killing two birds with one stone. You gain the following benefits;

- When you end a rest, you may mark your Secondary Target so long as you know their name and/or how they look. You may also a Reaction on your turn mark a creature you can see within 90 feet of you using this feature. Until your next rest, you gain the following benefits:
 - You gain the same benefits against creatures marked by Secondary Target as you would against your Primary Target.
- The first Hunters Exploit you use against your Primary or Secondary Target(s) does not count against your use limit.

SCOUT-NIN

SCOUTING ADEPT

Category: Class

Prerequisite: At least 4+ levels in Scout-Nin

Unlike other Scouts, you have pushed your Martial prowess to a new level, evolving, becoming more adept in your style of combat. You gain the following benefits;

- You learn two maneuver that you qualify for.
- You gain 1 *Superiority Die*.

SCOUTING VETERAN

Category: Class

Prerequisite: At least 8+ levels in Scout-Nin

Your time and experience in the Art of Scouting has granted you valuable knowledge in how to handle yourself both in and out of Combat. You gain the following benefits;

- You gain 2 *Superiority Die*.
- You learn two maneuvers that you qualify for.

TAIJUTSU SPECIALIST

COMBO EXPERT

Category: Class

Prerequisite: At least 4+ levels in Taijutsu Specialist

Your excessive Training has granted you a more efficient method of performing your techniques. You gain the following benefits;

- You can learn 1 additional Martial Technique.
- Select one Martial Technique from your Taijutsu Style that cost no more than 1 martial die. This technique no longer cost a martial die. This cannot be changed later.

MARTIAL MASTER

Category: Class

Prerequisite: Taijutsu Specialist, Level 8+

Learning through trial and error is your way of life. You become competent in techniques that you normally wouldn't be able to use due to this mentality. You gain the following benefits;

- You can learn 1 additional Martial Technique Weapon Specialist
- Select one Martial Technique that you know from your Taijutsu Style. Your martial die is treated two steps higher for this technique. This cannot be changed later

WEAPON SPECIALIST

EXPANDED FOCUS

Category: Class

Prerequisite: At least 4+ levels in Weapon Specialist

You become able to focus on more than your current limitation of weapon focuses. You gain the following benefits;

- Select one weapon type, such as Katana's or Kunai, that you have not already marked as a **Weapon Focus**. This chosen weapon becomes known as your **Weapon Focus** granting it a +1 bonus to Attack and Damage rolls and a trait.
- A **Weapon Focus** can only have a +3 bonus to Attack and Damage rolls as a result of being a **Weapon Focus**.
- You can take this Feat more than once, selecting either a new weapon type, or the same weapon you previous selected with this Feat.

FREE FLOWING STYLE[CHANGED]

Category: Class

Prerequisite: At least 8+ levels in Weapon Specialist

You learn to meld your Flurry Techniques with your Bukijutsu. You gain the following benefits;

- You learn One **Style** that you qualify for from your **Weapon Form**
- You learn One **Style** that you qualify for from a different **Weapon Form**.

COOKING NIN

BATCH COOK

Category: Class

Prerequisite: At least 8+ levels in Cooking-Nin.

You have learnt how to cook in large batches and masses, increasing the number of Snacks you can make.

- You gain an additional number of Snacks equal to 1/3rd your proficiency modifier, after a rest.

TRICKS OF THE TRADE

Category: Class

Prerequisite: At least 4+ levels in Cooking-Nin.

You have learnt how to make Snacks from other chefs, being able to recreate them. You gain the following benefits:

- You learn two Snacks of your choice from any other subclass.
- You gain Mastery with a skill you are proficient in.

WAR COOK

Category: Class

Prerequisite: At least 4+ levels in Cooking-Nin.

Your time working with your cooking tool allows you to enhance its potential. You gain the following benefits:

- Choose one of your Cooking Tools, and a Property which it could currently gain from its respective Tool Infusion feature. The Cooking Tool gains the chosen Property, then, at 8th and 12th Level, you may choose an additional Property, and Cooking Tool.
- Choose a Martial or Simple Weapon, and one of your Cooking Tools. That Cooking Tool is considered to be in that Weapon's Group for the purpose of casting Jutsu with the W Component.
- You may take this Feat up to twice, though you must choose a different Cooking Tool for the above feature.

EFFICIENT CHEF

Category: Class

Prerequisite: At least 14+ levels in Cooking-Nin.

You have learnt how to use the chakra inside your Snacks to power your own Jutsu, working as a catalyst for them.

- Twice per Longer Rest, when you would cast a Jutsu, you may spend any number of Snack to give it one of the following bonuses:
 - Reduce its Cost by half the result of 1 Cooking Dice.
 - Increase its attack and damage rolls by the number of Snacks you spend (Max 3)
 - Increase the Jutsus DC by half the number of Snacks spent (Max 3).
 - Apply the effects of each Snack spent to creatures effected by the Jutsu, though each Snack can only be applied to one creature

PUPPET MASTER

TOOLS TO CARRY ON A LEGACY

Category: Class

Prerequisite: At least 4+ levels in Puppet Master

To carry on the legacy of the Puppet Masters who came before you, you must strive to make your armament stronger and better. You are able to push your creations one step further, fitting more in, more efficiently. You gain the following benefits;

- You gain one Wood tier upgrade.
- You gain an additional Bronze tier upgrade at 9th Level of Puppet Master.

- You gain an additional Silver tier upgrade at 14th Level of Puppet Master.
- You gain an additional Gold or Platinum tier upgrade at 19th Level of Puppet Master.

EXTRA CONTENT: CRIMSON TECHNIQUE ~ SOUL CONTAINER

Many veterans of Naruto 5e will remember the Soul Container (also known as Soul Crafter) subclass that was a prominent fan favorite option for Puppet Master. Due to changes in creative direction, we have officially decided to remove the Soul Container subclass and instead represent it through The Moment I Understood and The Certainty of Steel. This being said, alongside the development of the official class, Witheredgnome86 has taken Soul Container and updated it to work with this update. If you are interested in a more fleshed out experience for the Soul Container archetype, feel free to check out his subclass [here](#).

THE MOMENT I UNDERSTOOD

Category: Class

Prerequisites: At least 8+ Levels in Puppet Master Through necessity or drive you've found that your body can no longer upkeep with what you need of it, by adding or outright replacing body parts with chakra enhanced items you've opened the path that very few puppet masters have. You gain the following benefits;

- While you have at least 1 hit point at the start of your turn, you may spend a hit die and regain hit points equal to the result + your Constitution Modifier. If you have 0 hit points, you may use this feature at the end of your turn.
- You may now integrate any Upgrade with the Techniques: Perfect tag on it into yourself. These upgrades count you as a puppet and utilize you for any calculations asked for. You can always take Upgrades with the Perfect tag, even from Puppet Techniques you do not have.
- You can choose to delegate half of the seal slots you would gain for your Puppet Tool with your *Chakra Enhanced Retrofit* feature to yourself instead.

THE CERTAINTY OF STEEL

Category: Class

Prerequisites: At least 12+ Levels in Puppet Master, *The Moment I Understood* class feat, 16+ Constitution

You've finally managed it, a way to be unending, by sealing your heart and soul into a container your body will no longer ever be a detriment to you. You've become a living puppet. You gain the following benefits;

- You gain 2 additional upgrades that can be up to Silver tier. These upgrades must be fitted into yourself as specified in *The Moment I Understood*.
- You no longer need to eat, breathe, drink, or sleep, and are immune to suffocation and poison.
- When you would receive healing from a medical jutsu, you may use the first bullet of *The Moment I Understood* and spend hit die to regain hit points immediately as part of regaining hit points.
- When taking a short rest, you regain a number of hit dice equal to 1/4th your maximum number of hit dice

BACKUP PLAN (NEW)

Category: Class

Prerequisites: At least 10+ Levels in the Puppet Master class

Your primary way of fighting relies heavily on complex external tools, meaning that if you were to ever lose access to your tools, you would be a sitting duck in battle. As such, you decide to repurpose unfinished creations and prototypes to make a less powerful but reliable rendition of your existing toolkit to use for emergencies. You gain the following benefits;

- Increase your maximum bulk by half your Puppet Master class level.
- Depending on your chosen *Puppet Technique* (Subclass), you gain the following;
 - Black/Blue/Green/Red:

On a full rest, you spend 1 charge of either Armorsmith or Weaponsmith kit to create a **Prototype Puppet Tool**, which is stored in a special scroll. You may also use one charge of both kits, or two charges, to craft a Prototype Puppet on a long or short rest respectively. Prototype Puppet Tools have the same number of ability score improvements as a normal puppet, though they do not receive the benefits of Chakra Enhanced Retrofit. You may possess up to two Prototype Puppets at a time before you must scrap an existing to create another.

Prototype Puppet Tools share their own distinct upgrade pool, but Prototype Puppet Tools only have access to the amount (and tier rank) of upgrades you would possess as a 10th level Puppet Master. Puppet Master features/feats that grant specific upgrades or upgrade slots, increase the upgrade pool of your Prototype Puppets as normal.

You cannot use a **Prototype Puppet Tool** alongside one of your standard Puppets. As a reaction to one of your Puppets being destroyed, you may open one of your Prototype Puppet Scrolls and begin immediately commanding your Prototype Puppet.

- Purple:
You craft an additional set of Puppet Armor known as your **Backup Armor**. You may craft your Backup Armor by spending 1 charge of a Weaponsmith or Armorsmith kit on a full rest, or 1 charge of both kits on a long rest, or 2 charges of both kits on a short rest.

Your **Backup Armor** cannot be used as a traditional puppet and can only be used as armor. Your Backup Armor also cannot be the of the Armor Chasis as your standard Puppet Armor, nor can it possess the same upgrade chosen through Purple Technique Proficiency. Your Backup Armor possess half as many upgrades as your Standard Puppet Armor, but cannot gain upgrades of Silver Tier or Higher. Lastly, you cannot use your Backup Armor alongside your standard Puppet Armor.

- White:
You craft a single extra Weaver Glove, known as the **Spare Weaver Glove**. You may craft your Spare Weaver Glove by spending 1 charge of a Weaponsmith or Armorsmith kit on a full rest, or 1 charge of both kits on a long rest, or 2 charges of both kits on a short rest.

Your **Spare Weaver Glove** cannot be used

alongside your normal Weaver Gloves. Your Spare Weaver glove have access to half as many upgrades that you normally possess, but cannot gain upgrades of Gold or Higher. You can only have one Prototype Weaver Glove at a time.

SCIENCE-NIN

SECONDARY STORAGE DEVICE

Category: Class

Prerequisite: At least 4+ levels in Science-Nin

You learn to create a Secondary Storage device, or SSD, for your tools. You gain the following benefits;

- You gain an additional 5 CCD chakra per Science-Nin level.
- You gain an additional 8 creation Points.

A TOOL FOR EVERY OCCASION

Category: Class

Prerequisite: At least 8+ levels in Science-Nin

You make sure you have the right tool for the right job, the first rule of being the smartest in the room. You gain the following benefits;

- You can spend a Full Turn Action, to swap a *Scientific Ninja Tool* for another. You can do this twice per rest.
- When you would use *Calculated Response* on an allied creature, you can also use a Scientific Ninja tool as part of the same action.

RENAISSANCE SHINOBI

Category: Class

Prerequisite: At least 12+ levels in Science-Nin

You want to learn the other paths of science, not just your own major. You gain the following benefits;

- You can select one other Scientific Ninja Tool from another subclass, that you do not have, of Creation point cost 8 or lower, gaining access to it. You cannot change this choice, once made.
- You can take this feat multiple times, selecting a different subclass and Scientific Ninja tool with each selection..

LEGACY CONTENT

Below you will find Subclasses that no longer will be supported by normal means. I and the team did not want to remove them to give people the ability to play them, but they have not been updated and will no longer be updated by myself, but instead placed here for historical reasons.

Developers and other people can take this concepts and do what they wish. The original creators of these subclasses or classes will have links appended to them pointing to their current most recent version where their creative vision can be seen without any input from myself.

PASSIONATE YOUTH [LEGACY CONTENT]

Taijutsu Specialists who blend their style with the Passion of Youth exude a level of charisma unmatched by most in the world of Taijutsu, but they also have a level of dedication that overshadows most. With the Conviction to master the 8 Gates, the Passion of Youth is never to be underestimated.

FISTS OF IRON

When you choose this Style starting at 3rd level, you focus all of your effort on mastering hardening your fists, elbows, and other parts of your body until they feel like Iron while in combat. Once per turn, your Unarmed Strike deal an additional die of damage. This damage increases as you gain levels in this class based on the Fists of Iron Strike damage chart.

FIST OF IRON BONUS DAMAGE CHART

Level	damage Die
3rd	1d8
6th	1d10
10th	1d12
17th	2d6

ENHANCED FLURRY [LEGACY UPDATE]

Also, you learn to accomplish powerful attacks through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Open hand Technique. Whenever you hit a creature with at least one unarmed attack, you can spend 1 *Martial Dice*, forcing them to make a Constitution saving throw or be knocked prone and bruised.

Chakra Enhanced Blows. You channel Chakra into your hands enhancing your blows even further. You can spend 1 *Martial Dice* to adding the result to all unarmed attacks made until the beginning of your next turn.

8 INNER GATES

Starting at 6th Level, you learn how to access the 8 inner gates. This is an extremely dangerous technique but the benefits sure balance out with the risks. You gain the ability to unlock 3 gates of the 8 that exist. You learn to unlock more gates at 10th, 14th, and 17th Levels.

Each Gate is released on its own, and provides its own benefits and detriments. Each Inner gate has a maximum duration of 1 minute after which you immediately end the gates activation and gain any detriments you would normally gain.

While active you cannot cast or maintain concentration on any Ninjutsu or Genjutsu.

Please Refer to the 8 Inner Gate Chart to See which Gates are unlocked at which levels and the benefits/detriments they bring with each gate.

Benefits and detriments stack both while active and upon ending the forms. You can end the activation of any gate but the 8th gate as a Bonus Action, taking on accumulated exhaustion from each previous gate all at once.

When you would end the 8th gate of Death, you turn to ash, unable to be revived by any means.

IRON HEART FORTITUDE

Beginning at 10th Level, while gaining the benefits of your 8 Inner gates feature, and you are in the 3rd Gate of Life or above, you are immune to the Effects of Exhaustion, Weakened and Slowed. You suffer the effects whenever you are no longer gaining the benefits of the 8 Inner gates.

Also, at 10th level, as a Full Turn Action, and by reducing your movement speed to 0, you can immediately assume up to the 5th gate, gaining all previous gates benefits and detriments as well. You can do this twice per long rest.

PASSIONATE NAPS

Beginning at 14th Level, when you would take a short rest, you recover 1 rank of exhaustion, Weakened and Slowed. You gain the benefit of this feature twice, before you need a long rest.

TRIED AND TRUE RESTS

Beginning at 17th level, when you would gain the benefit of a long rest, you recover up to two ranks of exhaustion, Slowed, and Weakened instead of one.

8 INNER GATES

Level	Gates	Casting Time	Benefit	Detriment
6th	1st Gate of Opening	Action	STR +2, Speed +10	-
6th	2nd Gate of Healing	Bonus Action	STR +2, Heal 2 Hit Die	-
6th	3rd Gate of Life	Action	STR +4, Speed +10, AC +1	Exhaustion +1, Weakened 1 Hour
10th	4th Gate of Pain	Action	CON +2, Speed +10	Exhaustion +1, Slowed 1 Hour
10th	5th Gate of Limit	Bonus Action	STR +4, Speed +10, AC+1, Extra Action	Exhaustion +1, 1d12+1 damage each round while active
14th	6th Gate of View	Action	STR +6, Con +2	Exhaustion +1, 1d12+3 damage end of turn while active
14th	7th Gate of Wonder	Bonus Action	STR +6, AC +1	Exhaustion +1, 1d12+5 damage end of turn while active.
17th	8th Gate of Death	Action	STR +6, Con +2, Double Speed, AC +2, Extra Action.	Exhaustion +1, 1d12+7 damage end of turn while active. Remains in form a Number of rounds Equal to Con Modifier

