

# NAMIKAZE CLAN JUTSU

## D-RANK

### SWIFT RELEASE: EXPEDIENCE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** HS, M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release

**Description:** You focus your chakra, granting yourself immense speed. This allows you to act faster than almost anyone else on the battlefield. For the duration you can use one of the listed effects once per turn at no action cost on your turn. You can benefit from this Jutsu a number of times equal to your Ninjutsu Ability Modifier per casting [Min 1].

**Evasive Maneuvers:** Before the start of your next turn, the first attack made against you is made at Disadvantage and the first Dexterity Saving Throw you make is at Advantage.

**Deduce:** Make a Perception or Investigation Check against the AC of a creature you can see. On a success, before the start of your next turn, the next attack you make targeting that creature has a +1 to its Critical Threat Range and the next Jutsu you cast increases its Save DC by +1 for the first saving throw it forces the creature to make.

### SWIFT RELEASE: MIRROR IMAGE TECHNIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 minute.

**Components:** HS, CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You mold your Wind and Lightning Release Chakra into very convincing clones of yourself. Three clones of yourself appear in your space. Until the jutsu ends, the clones move with you and mimic your actions, shifting positions at hyper speed so it's impossible to track which image is real. You can use your bonus action to dismiss the clones.

Each time a creature targets you with an attack during the jutsu's duration, roll a d20 to determine whether the attack instead targets one of your clones. If you have three clones, you must roll a 6 or higher to change the attack's target to a clone. With two clones, you must roll an 8 or higher. With one clone, you must roll an 11 or higher. If the creature that targets you has true sight or tremor sense, you make this roll with disadvantage.

A clone's AC equals  $10 + \text{your Dexterity modifier} + \frac{1}{2} \text{your proficiency bonus}$ . If an attack hits a clone, the clone is destroyed. A clone can only be destroyed only by an attack that hits it. It ignores all other damage and effects. The jutsu ends when all three clones are destroyed.

### SWIFT RELEASE: PHASE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you take damage or would make a Dexterity saving throw.

**Range:** Self

**Duration:** 1 round.

**Components:** HS, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** Just before being hit by an attack, you vibrate fast enough to make most attacks harmlessly pass through you. Until the start of your next turn, you gain a +4 bonus to AC against attacks and advantage on Dexterity saving throws.

### SWIFT RELEASE: AIR SHATTERING STRIKE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You mold and compress your Chakra around yourself and instantly strike out with it faster than the eye can see. Make a melee Ninjutsu attack roll against a target you can see within range. On a hit, the target takes  $4d6$  Wind damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $2d6$  and you can make one additional attack against another creature within range.





## C-RANK

### SWIFT RELEASE: AURA OF QUICKNESS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot Sphere)

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You extend your chakra creating a 30-foot radius bubble of chakra, that occasionally crackles with a soft yellow lightning. For the duration of this Jutsu, the aura moves with you, centered on you. Each Creature of your choice, that begins its turn within your aura has its speed increased by 15 feet until the end of their next turn. If used during exploration or land travel, you treat Normal Travel Pace as Fast Travel Pace, and you double Fast Travel Paces distances.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and the in-combat movement speed bonus by an additional 10 feet.

### SWIFT RELEASE: SHADOWLESS FLIGHT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 round

**Components:** HS, M

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You imbue yourself with incredible speed, enhancing your physical form. Until the start of your next turn, once per turn, you can make an additional weapon or unarmed attack when you use your action to make at least one Taijutsu, weapon or unarmed attack.

This additional attack ignores resistances, and if it is made against a target that used a Taijutsu or made a weapon attack as part of its last turn, you have advantage on the attack roll.

Additionally, while this jutsu is active, you impose disadvantage on melee attacks against you.

### SWIFT RELEASE: THUNDER FLASH

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (Special)

**Duration:** 1 round

**Components:** HS, M

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You focus Chakra into your legs and rush forward with explosive power. As a part of casting this jutsu, you move to the last unoccupied space in a 30-foot long, 10-foot-wide line from your starting position. This movement does not provoke opportunity attacks. Each creature you pass through during this movement must make a Dexterity saving throw, taking 6d6 Wind damage on a failed save, and half as much on a successful one.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the damage by 2d6 the distance you move by 10 feet.

## B-RANK

### SWIFT RELEASE: FLASH STEP

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You focus your Chakra into your legs, granting you an immeasurable amount of speed, leaving the view of all until you're prepared for your next move. You cannot lose Concentration on this Jutsu as a result of damage. Roll a d20 at the end of each of your turns for the duration of the jutsu. On a roll of 11 or higher, you vanish from your current location, moving at hyper speed. At the start of your next turn, and when the jutsu ends if you are still running, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space chosen at random. You can dismiss this jutsu as an Action.

While moving at hyper speed, your Chakra flow to your senses are slightly restricted. You can only see shades of gray, and you can't see anything more than 60 feet away from the space you vanished. You can't affect anything while in this state either.



## SWIFT RELEASE: SPIRALING FLASH

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, M

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** You can briefly become faster than the eye can see as you go to strike a selection of targets. Select a number of creatures within range, up to an amount equal to your proficiency bonus. Make a melee Ninjutsu attack against each target. On a hit, a target takes 7d8 Wind damage.

For every successful attack you make, you gain a +1 bonus to your next Saving throw or skill check, up to a maximum of +5, until the end of your next turn.

Additionally, after all attacks have been made, you can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

## A-RANK

### SWIFT RELEASE: SPEED SIPHON

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Lightning Release.

**Description:** Your mastery of Swift Release allows you to remove speed from one creature within range. Select a creature you can see within range. You begin to attempt to drain them of their movement and speed. Target creature, at the beginning of each of their turns, must make a Constitution saving throw. On a failed save, they gain 2 ranks of Weakened and Slowed.

While the target is slowed or weakened in this way, the target cannot gain bonuses to speed by any means. The target also has disadvantage on all attack rolls, skill checks and saving throws except Constitution skill checks and saving throws, as its speed, reaction time, and movement ability to being taken away.

Finally, if a target tries to cast a jutsu, it must first make a Constitution saving throw. On a failed save the target fails the jutsu's casting, and the Chakra is wasted as if they cast the jutsu.

A target suffering from this speed siphoning make a constitution saving throw at the end of each of its turns. On a successful save, they remove 1 rank of the Slowed or Weakened conditions, of their choice. The target gains an additional application of the slowed or weakened condition each time it fails its saving throw.



## CLAN FEATS

### SUPERIOR SPEED

Category: Clan

Prerequisite: Namikaze Clan, Level 8+

You learn to use your innate speed and jutsu to better protect yourself. You gain the following Benefits;

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a +2 bonus to Dexterity saving throws you make.
- Your speed Increased by 10 feet.
- You gain an additional +2 *Speed Die*.

### SWIFT SHIELD

Category: Clan

Prerequisite: Namikaze Clan, Level 12+

You move so fast, that you become virtually immune to damage when you choose to be. You gain the following Benefits;

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain resistance to Wind damage.
- When you would make a Strength saving throw, you can instead make a Dexterity saving throw. You can switch saving throws in this way twice per long rest.
- As a Reaction, you can spend 3 *Speed Die*, to cause an attack to automatically miss.

### SPEED BLITZ

Category: Clan

Prerequisite: Namikaze Clan, Level 4+

After intense training you learn to use your speed to grant you extra techniques. You gain the following benefits;

- You gain the following Supernatural Speed Options.
  - **Soaring Rush:** When you roll initiative, you can spend any number of *Speed Die*, adding the result to your Initiative. If you are the first to go in initiative as a result of this, you have advantage on the first attack roll you make.
  - **Reflexive Assault:** As a reaction at the end of your turn, you can spend 3 *Speed Dice* to gain an additional Action. Doing this more than once per long rest, increases your Exhaustion by 2 ranks.
  - **One with the Wind:** After casting a Jutsu with the *Wind Release* keyword, you can spend 1 speed die increasing your speed by 5 times the result until the end of the current turn, you also ignore all difficult terrain until the end of the current turn.



## NARA CLAN

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

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

## INCONCEIVABLE FORESIGHT

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

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



## NARA TRAITS

**Recommended Ability Score Increase:** +2 Int, +1 Cha

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Investigation, Insight

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

## NARA FEATURES

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

**Coordinate:** Beginning at 1st level, when you would roll initiative, you can spend your Reaction coordinating your allies. When you do, all allies gain the **Coordinated** condition until initiative ends. This special condition, is treated as a **Mental** condition. There are two different variants of Coordinated, one being reserved for Combat called **Combat Coordination**, the other for Social encounters called **Diplomatic Coordination**. Regardless, once you use this feature twice, you cannot do so again until you complete a Long rest. This increases to three times at 11<sup>th</sup> level and four times at 18<sup>th</sup> level.

**Master Tactician:** Descendants of the Nara Clan are unusually tactical. They are able to offer guidance both inside and outside of battle using their amazing wit and cleverness. Beginning, at 3rd level, you can provide a Tactical Die (D4), to any ally that fails an attack roll, saving throw or skill/ability check, that you can see within 60 feet of you, as a reaction. When you do, they roll the die and add the result to their failed attack, save or skill/ability check. You can use this clan feature a number of times equal to your proficiency bonus per long rest. At 11th Level, the die becomes a d6 and at 18th level a d8.

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

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

**Masters of The Shadows:** Nara's Hijutsu are known for being able to bend shadows to their will. Beginning at 7th level, when you would restrain a creature using a Nara clan Hijutsu, if that creature is in bright light, increase the Save

**Diplomatic Coordination.** All allied creatures in initiative who have the **Coordinated** condition. Gain the following benefits;

- Coordinated creatures whose background is closely associated with the opposing creature, gains advantage on their Insight checks.
- Coordinated creatures who would fail a check made against an opposing creature, can spend their reaction, to gain assistance from another Coordinated creature once per encounter, to remake the failed check.
- Coordinated creatures, can use the Help Action with each other, as a Bonus Action or Reaction to seeing an ally fail their checks.

DC of that Hijutsu by +1. Beginning at 15<sup>th</sup> level, you gain this bonus even if you are in Dim Light.

## NARA CLAN JUTSU

### D-RANK

#### SHADOW IMITATION

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** 45 feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

#### SHADOW NECK BINDING

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 45 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

#### SHADOW SILHOUETTE DISTRACTION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

**Combat Coordination.** All allied creatures in initiative who have the *Coordinated* condition. Gain the following benefits;

- When a Creature gains the *Coordinate* condition, they can choose to move themselves down in initiative to right before or after another *Coordinated* creature, if able.
- *Coordinated* creatures gain a +2 bonus to their Initiative rolls. This increases to +4 at 11<sup>th</sup> and +6 at 18<sup>th</sup>.
- *Coordinated* creatures who would attempt to end a hostile effect on another *Coordinated* creature that requires a check or saving throw, gains a +2 bonus to the check/save. This increases to +4 at 11<sup>th</sup> and +6 at 18<sup>th</sup>.
- *Coordinated* creatures whose who would go before or after another coordinated creature are treated as a single initiative, able to act simultaneously during that turn, spending their Action, Bonus Actions and Movement inter changeably.
- *Coordinated* creatures, can use the Help Action with each other, as a Bonus Action or Reaction to an ally missing an attack or failing a saving throw, while within 15 feet of one another, allowing the failing creature to remake their failed attack or save, once per initiative.

#### SHADOW POSSESSION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, up to 1 Minute.

**Components:** HS, CM

**Cost:** Special (4 Chakra)

**Keywords:** Hijutsu, Ninjutsu

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

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

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the range of this jutsu by 15ft and creatures no longer make



the exact same physical movements you make unless you want them to.

## C-RANK

### SHADOW GATHERING

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Concentration

**Components:** CM

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

### SHADOW IMITATION FIELD

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 20-foot Radius on the ground.

**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

### SHADOW SEWING NEEDLE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet.

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** As part of the requirements of this jutsu, you must know the *Shadow Possession* Jutsu. You materialize your shadow but splinter and sharpen them into needle-like spikes. You create 5 needle-like threads of shadow. Make a single ranged ninjutsu attack against up to 5 target creatures within range, once each.

On a hit, you deal  $2d6$  piercing damage. You can choose to send more than one tendril towards a single creature. If you do, increase the damage of your attack by  $1d6$  for each additional tendril targeting them.

Regardless of the number of tendrils targeting a single creature, you only ever make a single ranged ninjutsu attack per creature targeted.

On a successful hit, affected creatures must make a Strength saving throw. For every two tendrils targeting the same creature, increase the initial save DC by +1. On a

failed save they fall under the effects of the *Shadow Possession* Nara Clan Jutsu.

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

## B-RANK

### BLACK SPIDER LILY

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

### SHADOW TRANSPORT TECHNIQUE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

## A-RANK

### SHADOW WEB EXECUTION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** As part of the requirements of this jutsu, you must know the *Black Spider Lily* Jutsu active and have at least 1 creature restrained by a Nara Clan Hijutsu. As a Bonus action, all creatures currently captured must succeed a constitution saving throw. On a failed save affected creatures take  $12d8$  Necrotic damage and suffer 1 rank of Exhaustion or half as much on a successful save and no further effects.



## CLAN FEATS

### INTELLIGENT DESIGN

Category: Clan

Prerequisite: Nara Clan, Level 4+

Your genius is so great, that it sometime scares you. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- You may select two skills to gain proficiency in.
- You can active your *Coordinate* clan feature as a Bonus Action on your turn.
- When you would complete a short rest, you regain 2 uses of the *Master Tactician* clan feature. You can regain uses of this feature once per long rest.

### LAZY SAVANT

Category: Clan

Prerequisite: Nara Clan

You're a prodigy, yet lazy. You know how to win the game, but playing it is just too much trouble. You find yourself taking longer to get ready, though this laziness brings out your best. You gain the following Benefits;

- Increase your Intelligence or Constitution score by 1, to a maximum of 20.
- You may select two different skills to gain +1 ranks of Mastery in. If this feat causes you to reach the ranks of Mastery limitation for your level, you do not benefit from the ranks of Mastery this feat gives you until you are of the appropriate level.
- When you would take a short rest, you may double the length of time it takes you to finish. When you do, you may roll 2 bonus Hit and Chakra die and regain the result. (You gain this benefit when you complete a Long rest as well.)
- Over the course of a short or long rest, you can roll 1d20, record the result. When a creature you can see or hear would make an attack, skill check or saving throw, you may switch their d20 result, with your previously recorded result. You may gain the benefit of this feature twice per Long-Rest.

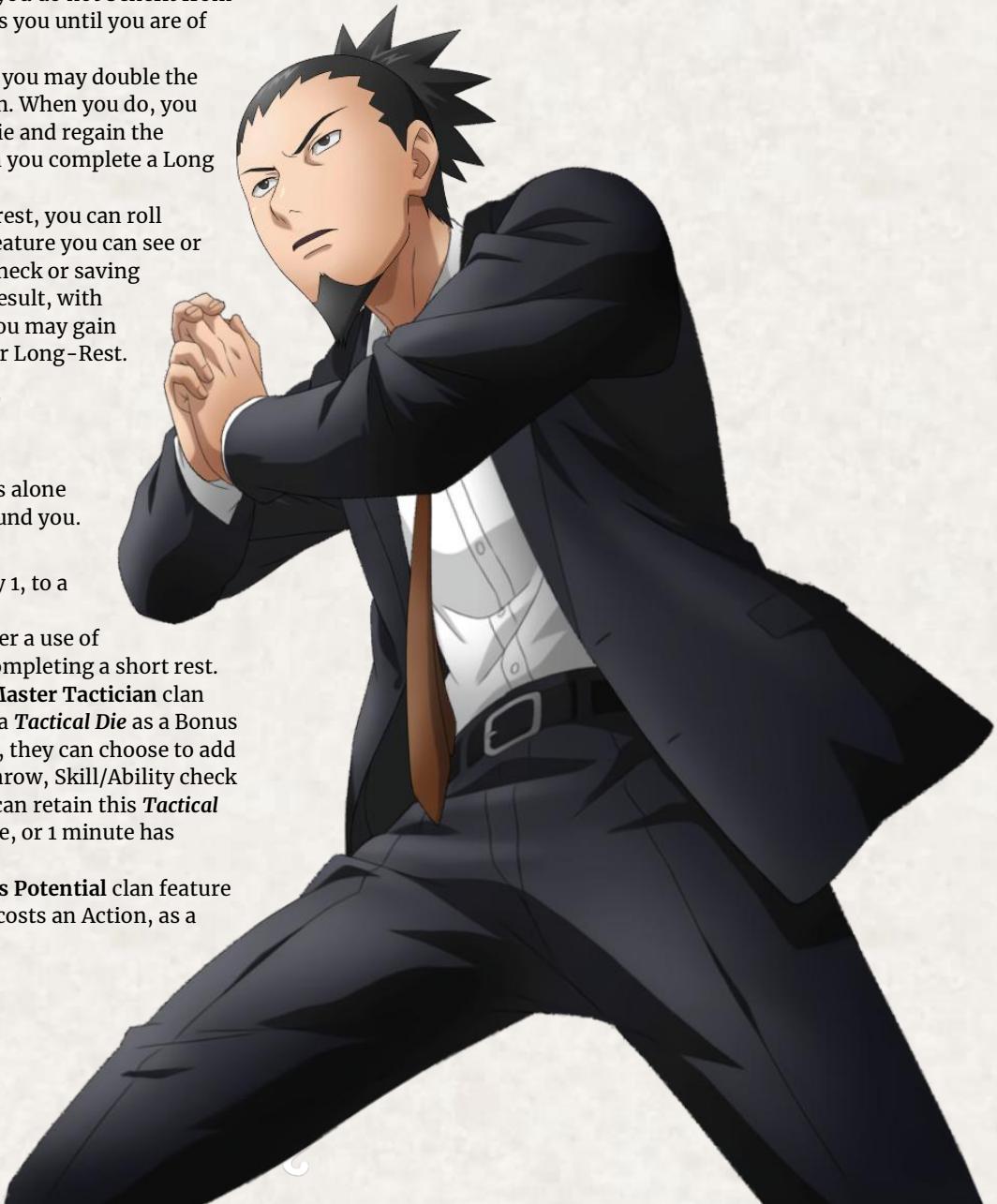
### OVERWHELMING INTELLECT

Category: Clan

Prerequisite: Nara Clan, Level 8+

Your mind is so potent; your thoughts alone include ways to supersede those around you. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- Once per Long Rest, you can recover a use of your *Coordinate* clan feature by completing a short rest.
- You can now spend a use of your *Master Tactician* clan feature to give one allied creature a *Tactical Die* as a Bonus action, on your turn. When you do, they can choose to add it to any one; Attack roll, Saving throw, Skill/Ability check of their choice. An allied creature can retain this *Tactical Die* until either the end of Initiative, or 1 minute has passed, whichever comes first.
- You can spend a use of your *Genius Potential* clan feature to take any one Skill-Action, that costs an Action, as a Bonus Action.



# NON-CLAN

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

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

## LIMITLESS POTENTIAL

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

### NON-CLAN TRAITS

**Recommended Recommended Ability Score Increase:** +2 to any Ability Score, +1 to any other Ability Score not selected previously (or +1 to any 3 Ability Scores.).

**Speed:** Your base walking speed is 30 feet.

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

**General Literacy:** You reduce the ability score

requirement to learn and cast all jutsu by 2. For Ability score requirements, check the SHB, pg.126).

**Unremarkable Legacy [New!]:** You cannot take Feats with the *Clan* Category, under any circumstances.

### NON-CLAN FEATURES

**Self-Taught Skills:** You are one of pure hard work with no family ties that grant you any natural advantages or benefits. At 1<sup>st</sup> level select any 1 skill. You gain proficiency in the chosen skill, or +1 ranks of Mastery if already proficient in said skill. At 7<sup>th</sup> and 15<sup>th</sup> levels, you may select another skill to gain proficiency in, or +1 ranks of Mastery if already proficient in it.

**Unrelenting Focus:** In your quest for greatness, you have achieved what your allies have not, additional talents that potentially takes years of extra training that those who are born in a clan do not have the time to commit to. Starting at 1<sup>st</sup> level you gain a Feat of your choice. You may gain additional feats at 3rd, 11th, and 18th levels. You may select feats with the Archetype category with this feature.

**Hardworking [New!]:** Also at 1<sup>st</sup> level, as a result of you not being of an ordained lineage you have had to double your efforts to make a name for yourself. Gain four times as much Ryo from your *Background*. Also, you gain both the Ability Score Improvement and Feat from your *Background*.

**Nindo:** You are not someone who gives in easily. You have created a short saying to yourself, something you repeat to yourself when you are in a tight spot and when your backs against the wall. At 3rd Level Select any of the following "Nindo" and reflare the wording to whatever suits your shinobi. You gain the effects of the Nindo you select. Beginning at 11th level, you may select a second Nindo and at 18th level you may select a third Nindo.

- **Never back down:** This Nindo is one of tenacity. When an ally has fallen unconscious after falling to 0 Hit points and you are outnumbered. You gain advantage to attack rolls and Dexterity Saves for the next minute. If you pass the Dexterity save while this Nindo is active, you ignore the effects entirely. You can gain the benefit of this effect, once per long rest.
- **Never Give up:** This Nindo is one of perseverance. The first time you are reduced to 0 Hit points by a hostile creature, you are instead reduced to 1 Hit point. You cannot go below this 1 hit point until the end of your next turn. When you fall unconscious or enter the dying condition, you roll your Death saving throws at advantage. You cannot gain the benefits of this feature more than once per rest.
- **Never Abandon a Friend:** This Nindo is one of compassion. The first time an ally is reduced to 0 or less Hit points and you can see them, double your movement speed and gain advantage on Wisdom (Medicine) checks to stabilize or heal them. If a Jutsu is used on the unconscious ally while this effect is active that restores Hit Points, Target ally is stabilized, gains double the appropriate Hit Points, and gains additional Temporary Hit points equal to your Proficiency Bonus. This lasts for 1 minute or until they are stabilized or dead. You can gain the benefit of this effect, once per long rest.
- **Never Lose:** This Nindo is one of power. When you would lose a clash with a hostile creature, you can choose to reroll your check at advantage. If you win using this reroll, you increase the damage of your jutsu by +X damage die, where X equals half your proficiency bonus, if it deals damage. If you still fail, you do not suffer from the effects of losing a clash check, but you cannot gain the benefit of this feature until you complete a rest.
- **Never Fail:** This Nindo is one of resilience. When you would fail a saving throw from a hostile source that would reduce you to half your maximum hit points or less, you can choose to automatically succeed instead. If you do, you instead suffer no damage or effects that would normally be inflicted on a success. You cannot gain the benefits of this feature more than once per Short or Long Rest.
- **Never Give In:** This Nindo is one of resolve. When an allied creature is killed, and you can see them, you can spend your reaction to yell a statement of resolve, empowering them. An allied creature who was killed, is instead stabilized. You cannot use this feature again until at least 1 hour has passed.



# RANTON CLAN

A Jonin wearing the Cloud Villages vest, being confronted by an adversarial village as he's been caught alone without any allies to back him up. He tries to make a move to escape, but he is quickly stopped by more enemies around him. "You think it was smart to go out alone huh?" the enemy shinobi speaks rather directly and aggressively. The Jonin grits his teeth, before he quickly weaves handseals. The adversarial shinobi leaps back scattering in random directions saying "Can't Fire in unorthodox directions now can Y~". They are quickly cut off by beams of bending Lightning that tears through them all.

—Ren Nara

At Worlds End, Ch. 7 excerpt.

## LASER FOCUSED

The Ranton Clan is a clan that hails proudly from the Land of Lightning. Known to work closely with the Raikage, but not limited to that one country. Their bloodline has spread widely throughout the continent, they are for sure reliable allies, and even greater enemies. When given a task, they are usually focused to a fault, on accomplishing a goal.

## RANTON TRAITS

**Recommended Recommended Ability Score Increase:** +2 Dex, +1 int

**Speed:** Your base walking speed is 35 feet.

**Skill Proficiencies:** Ninshou, Nature.

**Storm Release Affinity:** You begin with either Water or Lightning Release affinity. (Pick one)

## RANTON FEATURES

**Storm Techniques:** The Ranton Clan has access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s). They do not need both Nature Release's to use their Clan jutsu.

**Twin Style:** Beginning at 1st level, you hail from one of two different styles of Storm Release. Either Storm Style, or Laser Style. Storm style utilizes Lightning Charged Water to create powerful shocking tides, while laser style prioritizes the fluid properties of Water to create beams of Lightning. Select between either **Storm Style** or **Laser Style**. Once chosen, this cannot be changed later. Your chosen style grants you access to different Ranton Clan Hijutsu and some unique Ranton

Clan features with the corresponding style keyword as follows:

### • Storm Style:

- **Shocking Wave:** Beginning at 1st level, Hijutsu you cast that deals Lightning damage gains a +10 foot bonus to range. At 11th level, this range increases becomes a +20 feet and if the jutsu possesses an area of effect, such as a line, cone, or radius, its area is increased by 10 feet in all directions.
- **Shocking Storm [New!]:** Beginning at 3rd level, when you would cast a jutsu with the Water Release keyword, you may supercharge it with lightning once per turn. By spending 3 chakra, you may increase the Save DC of the jutsu by +1, change the damage to lightning damage (or retain the jutsu's original damage type if you wish), and on a failed save, creatures gain 1 rank of Shocked.

### • Laser Style:

- **Pervasive Lightning:** Beginning at 1<sup>st</sup> level, Ranton Hijutsu you cast that requires you to make an attack, gains a +1 bonus to hit against a creature with ranks of shocked, twice per casting. This bonus increases to +2 at 11<sup>th</sup> level.
- **Pervasive Jolts [New!]:** Beginning at 3rd level, when you would cast a jutsu with the Lightning Release keyword, you may reduce the cost by 2, if you are near a sufficient source of Water.

**Storm Release:** The Ranton clan has a unique talent for manifesting Storm Release due to their close affinity to both Water and Lightning Release. Beginning at 7th level you gain the second Nature release you didn't select from **Storm Release Affinity** clan trait. Also, at 7th level, once per turn, when casting a jutsu with either Water or Lightning Release keyword, you can change the damage type to Lightning and increase the damage by +1 damage die. This increases to +2 dice at 15<sup>th</sup> level.

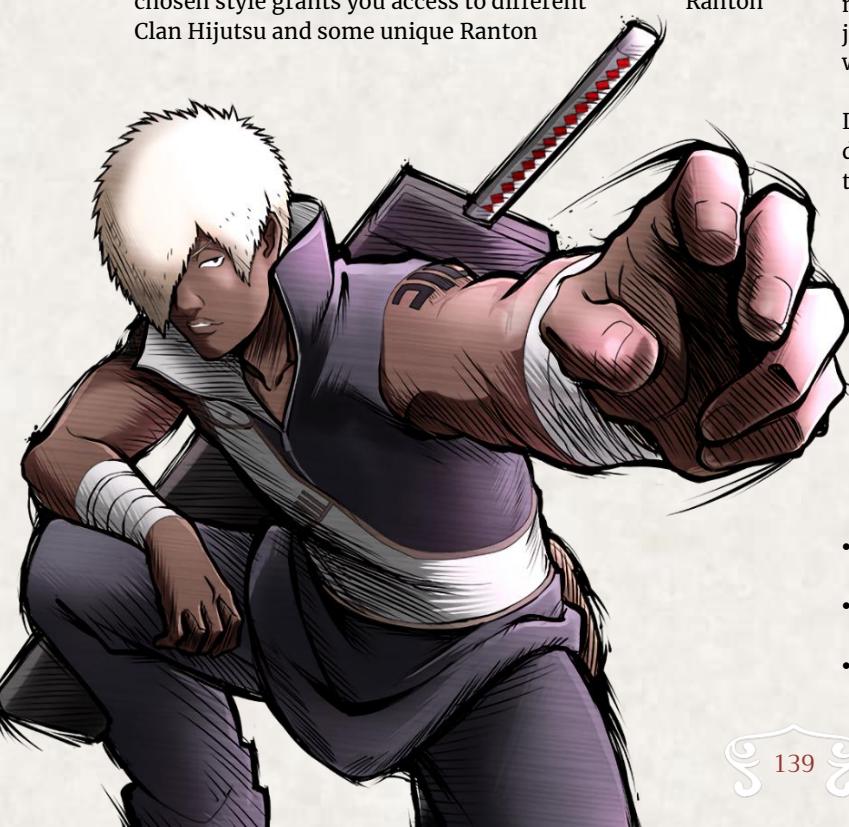
**Total Overload [New!]:** Beginning at 7<sup>th</sup> level, your lightning is able to pierce through even the strongest of defenses, and your water is able to be utilized with utmost efficiency. When you would deal lightning damage, you ignore resistance and treat immunity as resistance. When you would cast a jutsu with the Water Release keyword near a sufficient source of water, gain both benefits the jutsu could receive for being near a sufficient source of water.

At 18th level, you completely ignore immunity to Lightning damage, and once per turn when you deal damage with a jutsu with the Water Release keyword, the target must succeed a Constitution saving throw or become shocked for 1 minute.

**Galvanation:** At 11<sup>th</sup> level, you can evolve a creatures shocked condition to a new level, called Galvanized.

When a creature with 5 ranks of the shocked condition would gain another rank of the shocked condition, they instead become Galvanized. A Galvanized creature suffers the following effects.

- A Galvanized creature loses all ranks of the shocked condition, is counted as Shocked 5 for the purposes of interacting with features, traits and jutsu and cannot gain ranks of shocked condition while they are Galvanized.
- A Galvanized creature takes 5d6 Lightning when they would take a Reaction.
- A Galvanized creature cannot cast jutsu with the Mobility (M) component.
- The Galvanized condition lasts for 1 minute.



# RANTON CLAN JUTSU

## D-RANK

### STORM RELEASE: LIGHTNING WHIP

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release.

**Description:** You form a current of Water like Lightning in your hand, swinging it at a creature within range. Make a melee ninjutsu attack, dealing 5d6 Lightning damage on a hit. A creature who takes damage from this jutsu must succeed a constitution saving throw, gaining the shocked condition and reducing their movement speed by half on a failed save on a failed save.

If you score a critical hit with this jutsu, the creature is restrained by the Lightning. A creature restrained in this way until the beginning of your next turn.

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

### STORM RELEASE: LASER BEAM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-feet line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Laser Style

**Description:** (This jutsu cannot score a critical hit) You conjure a beam of lightning and water that bends around corners and piercing its targets with lethal efficiency. Make one ranged Ninjutsu attack against all creatures within a 30-foot line, comparing your attack roll result against each creature's AC (You do not make this attack at disadvantage if used within 5 feet of a target), dealing 5d6 lightning damage if your result matches or exceeds their AC.

If a creature within range has the Shocked condition, this jutsu bends and shifts ignoring its normal Attack direction, and coiling and moving to target the shocked creature. This jutsu can target up to two shocked creatures this way.

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



### STORM RELEASE: SECONDARY DISCHARGE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you cast a Jutsu that deals Lightning Damage

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release.

**Description:** You empower the triggering jutsu, pouring more lightning chakra into it. This Jutsus cost becomes equal to the cost of the triggering jutsu and the triggering jutsu gains one of the following effects (Your choice).

- Gain a +2 bonus to the triggering jutsu's first attack roll. If this attack beats a creature's AC by 5 or more, you may make a second attack, with the same bonus, targeting a second creature, within the triggering jutsu's range.
- Gain a +1 bonus to the triggering jutsu's Save DC. If a creature would fail the triggering jutsu's save DC by 5 or more, they gain +1 rank of Shocked, and you may select one additional creature within 60 feet of you, forcing them to make the triggering jutsu's saving throw as if they were in its radius or original target.

### STORM RELEASE: THUNDER CLOUD INNER WAVE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** Self (30 feet)

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Storm Style

**Description:** You conjure a thick ring of thunderclouds around yourself. For the duration, once per turn as an action or bonus action, you may Fire a bolt of Lightning from yourself targeting a space you can see within 30 feet of you. All creatures within 5 feet of the chosen space must make a dexterity saving throw taking 3d8 Lightning damage and gaining 1 rank of the shocked condition.

Alternatively, once per round, if you haven't used this Jutsu's Action or Bonus Action effect on your previous turn, as a Reaction to a creature moving or casting a Jutsu with the Mobility Keyword, you can Fire off a defensive bolt of Lightning towards a single creature. Make a ranged ninjutsu attack against a creature within 30 feet of you. On a hit, you deal 3d8 Lightning damage and the targets speed is reduced to 0 until the end of the current turn.

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

### STORM RELEASE: STORM'S SHOCK

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** Self (20-foot cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release

**Description:** An advanced version of the Lightning Release: Thunderbolt jutsu, you form a large ball of Lightning and Water Release Chakra, discharging it into a shockwave, using the Waters properties to avoid your allies.

Each creature of your choice within a 20 feet cube, originating from you must make a Constitution Saving Throw, taking 4d6 Lightning damage and being Shocked on a failed save, or half as much damage and no further effects on a successful one.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by 2d6, and the size of the cube by 5 feet.

## C-RANK

### STORM RELEASE: LASER SIGHT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot Radius)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release

**Description:** You Fire bolts of storm Chakra at each creature within a 15-foot radius centered on you. This radius extends around corners, and you do not need to see the creatures to affect them. When you cast this jutsu, you can designate any number of creatures to be unaffected by this jutsu. The remaining creatures in range creatures take 4d8 Lightning damage and must make a Constitution saving throw, being Shocked on a failed save.

Creatures already shocked make this saving throw with a 1d4 penalty.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the damage by 2d8 and radius by 5 feet.

### STORM RELEASE: LIGHTNING SPLASH

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (25-foot Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Storm Style

**Description:** You throw a bubble of Lightning at a point you can see within range. The bubble explodes filling a 25-foot cube. Creatures within range, must succeed a Constitution saving throw, taking 4d8 Lightning damage and being shocked on a failed save or half as much damage on a successful one and no additional effects.

Creatures who take damage from this jutsu that already have ranks of shocked increases the damage they take by 1 die step.

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

### STORM RELEASE: SNAKE CHAINS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release

**Description:** Select one target creature you can see within range as snakes made of Water & Lightning shoots towards the target, attempting to restrain them. Target creature(s) must make a Dexterity saving throw. On a failed save, they become restrained for the duration, unable to make handseals, and gain 2 ranks of Shocked. Restrained creatures make a Constitution saving throw at the end of each of their turns, ending this jutsu's effects on a successful save.

Additionally, if the target is standing on a body of Water when making their saving throws vs this jutsu's effects, they make their saving throw with a -2 penalty.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and you may choose one additional creature to target with this jutsu.

## STORM RELEASE: TRI-BEAM

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot Line)

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Laser Style

**Description:** You form your storm Chakra into a small sphere in front of you, which then Fires outward into a 60-foot line originating from you. Make a single ranged Ninjutsu attack comparing your result to the AC of each creature in range, dealing  $4d10$  Lightning damage and forcing affected creatures to make a Constitution saving throw, gaining +1 rank of Shocked on a failed save.

The Chakra then reforms into a ball in front of you. For the duration of this jutsu, you can use an action on each subsequent turn to Fire this wave again in any direction, but always in a 30-foot line, originating from yourself.

A creature with ranks of shocked takes an additional  $1d10$  Lightning damage.

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

## B-RANK

### STORM RELEASE: BLACK LIGHTNING

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** HS, CM

**Cost:** Special (14 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release

**Description:** You manifest a surge of black lightning chakra from your body, boosting your storm release to new heights. This jutsu's effects change depending on your chosen Style with the Twin Style Clan Feature. You do not need to spend chakra to maintain concentration of this jutsu.

- **Storm Style:** Your Lightning Release takes on a black color as an aura of black electricity surrounds you. For the duration, when you deal lightning damage or cast a jutsu with the Lightning Release keyword, you may spend 3 chakra to grant the following benefits;
  - +1 bonus to Save DC.
  - +2d6 bonus to damage, up to two times per casting. If the target is Shocked, this bonus becomes +2d8.
  - Grant the Lightning Release jutsu the benefits of any Overcharge effects it may possess.
- **Laser Style:** You form a blade of water and violently mash both your Lightning and Water Release chakra natures to create a black blade of electrified lightning known as the *Laser Blade*. This weapon counts as any melee weapon of your choice that you are proficient in (choose which weapon upon casting), gaining the weapon's properties and the following benefits;
  - Weapon attacks made with the *Laser Blade* count as Ninjutsu attacks for the purpose of interacting with features, and may use your Ninjutsu ability modifier for attack and damage rolls.
  - The weapon's damage die is replaced with 3d8 lightning damage. If used as a component in a Bukijutsu, after your weapon's damage is dealt the first time in the Bukijutsu's casting, it is lowered to 2d8 for the rest of the casting.
  - If you hit a hostile creature wielding a non- chakra enhanced weapon that is benefitting from a bonus to AC from a feature, jutsu, or trait that requires this weapon, you slice right through their weapon, destroying it.



## STORM RELEASE: LASER DANCE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Concentration, up to 1 Minutes

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Laser Style

**Description:** You form your storm Chakra into a large sphere and send it to a point you can see within range. As part of casting this jutsu, and as an action on each of your subsequent turns, you can Fire up to three beams of Lightning, making up to 3 ranged ninjutsu attacks against creatures within a 30-foot radius of the sphere. You can direct these beams towards a single target or many, up to the number of beams you Fire. On a hit, you deal 3d6 Lightning damage.

If you hit the same creature with at least two beams, the creature must succeed on a Constitution saving throw, being incapacitated until the end of your next turn on a failed save, overloading their body with supercharged storm Chakra.

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

## STORM RELEASE: STORM WAVE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot Cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Storm Style

**Description:** You conjure and Fire a 60-foot cone in front of you. All Creatures in the radius must succeed a Constitution saving throw, taking 8d8 Lightning damage and gaining 2 ranks shocked on a failed save, or half as much damage, and 1 rank of shocked until the end of an affected creatures next turn on a successful save.

## A-RANK

### STORM RELEASE: LASER CIRCUS

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Laser Style

**Description:** You Fire an absurd amount of Lightning beams towards up to 10 targets of your choice. You make a ranged ninjutsu attack per creature, against your selected target(s) within range. You can direct any number of these beams towards a single target or many, up to the number of beams you fire (Still making a single attack roll per creature). On a hit, you deal 1d12 per beam directed at a target, plus your Ninjutsu ability modifier. These beams ignore cover.

### STORM RELEASE: RAGING WAVE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot Radius)

**Duration:** Concentration, up to 1 Minute

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Lightning Release, Storm Style

**Description:** An advanced version of Water Release: Maelstrom, you expel an enormous amount of Water from your mouth, simultaneously charging it with Lightning, and making it swirl in a 30-foot radius around you. Until the jutsu ends, this area is difficult terrain for any creature except you, and any creature that starts its turn there or moves there for the first time on their turn must succeed on a Strength saving throw. On a failed save, a creature takes 7d10 Lightning damage and is pushed 15 feet away from the center of the area. On a successful save, a creature takes half as much damage, and is only pushed 5 feet away.

Additionally, a creature that starts its turn in the area or moves there for the first time on their turn must also succeed on a Constitution saving throw, gaining 3 ranks of shocked and 1 rank of weakened on a failed save.



## CLAN FEATS

### STORM CURRENT

Category: Clan

Prerequisite: Ranton Clan, Level 4+

You learn to more masterfully control Storm Release. You gain the following Benefits;

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Once per turn, when you would cast a Ranton clan Hijutsu, you can conjure a source of water that fill a space that can hold it. This source of water can be used to cast Ninjutsu with the Water release keyword.
- Ranton Hijutsu you cast reduces their cost by an amount equal to their rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5.)

### STORMING RAIN

Category: Clan

Prerequisite: Ranton Clan, Level 12+

You have become a master of Water and Lightning around you. You gain the following benefits;

- You become resistant to Lightning damage.
- Ranton Clan Hijutsu you cast that creates an area of effect increases the size of the area by +10 feet.
- When you are near a sufficient source of water, you cannot have the base cost of your jutsu increased by any hostile effects or conditions.

### STORMING WAVES

Category: Clan

Prerequisite: Ranton Clan, Level 4+

You learn to more masterfully control the Water half of Storm Release. You gain the following Benefits;

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Ninjutsu you cast with the *Water Release* keyword are exponentially more conductive. Once per casting, a creature with the *Chilled* condition takes additional lightning damage equal to your proficiency bonus when they would take lightning damage.
- Ninjutsu you cast with the *Water Release* keyword are passively charged with storm release chakra. Once per turn, when you would cast a jutsu with the keyword, you can spend 1 Chakra die. When you do, you increase the damage die by 1 step (D4>D6>D8>D10>D12).



# RYU CLAN

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

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

## WRATH OF A DRAGON

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

### RYU TRAITS

**Recommended Ability Score Increase:** +2 Int, +1 Con

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Ninshou, Chakra Control

**Weapon Proficiencies:** You are proficient with Katana's.

### RYU FEATURES

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

**Blood of the Dragon:** Born with the blood of dragons running through your veins you have the natural affinity with one of the 5 Dragons your clan worships. Beginning at 1st level, Choose between *Earth, Wind, Fire, Water and Lightning Release*. You gain the ability to learn and cast jutsu with the chosen nature release and all of your Ryu Clan jutsu gains your chosen keyword. You cannot go back and change this element later.

**Dragon's Claws:** Beginning at 3<sup>rd</sup> level, you learn to form your Chakra into claws on both your hands and feet of your description. This makes your unarmed attacks Chakra enhanced and far more powerful than normal. Your unarmed damage die becomes a d6 and deals the same damage type as the nature release chosen with your *Blood of the Dragon* class feature (*Water = cold*). Your unarmed damage die becomes a d8 at 11<sup>th</sup> level and a d10 a 18<sup>th</sup> level.

**Dragon's Rage:** Beginning at 3<sup>rd</sup> level, you learn how to call upon the boiling rage that's innate to your bloodline. As an action, you unleash your elemental dragons' wrathful energy, causing scales made of Chakra to form. Your eyes also begin to glimmer. Your scales and eyes are all a color that matches your chosen nature release from your *Blood of the Dragon* clan feature.

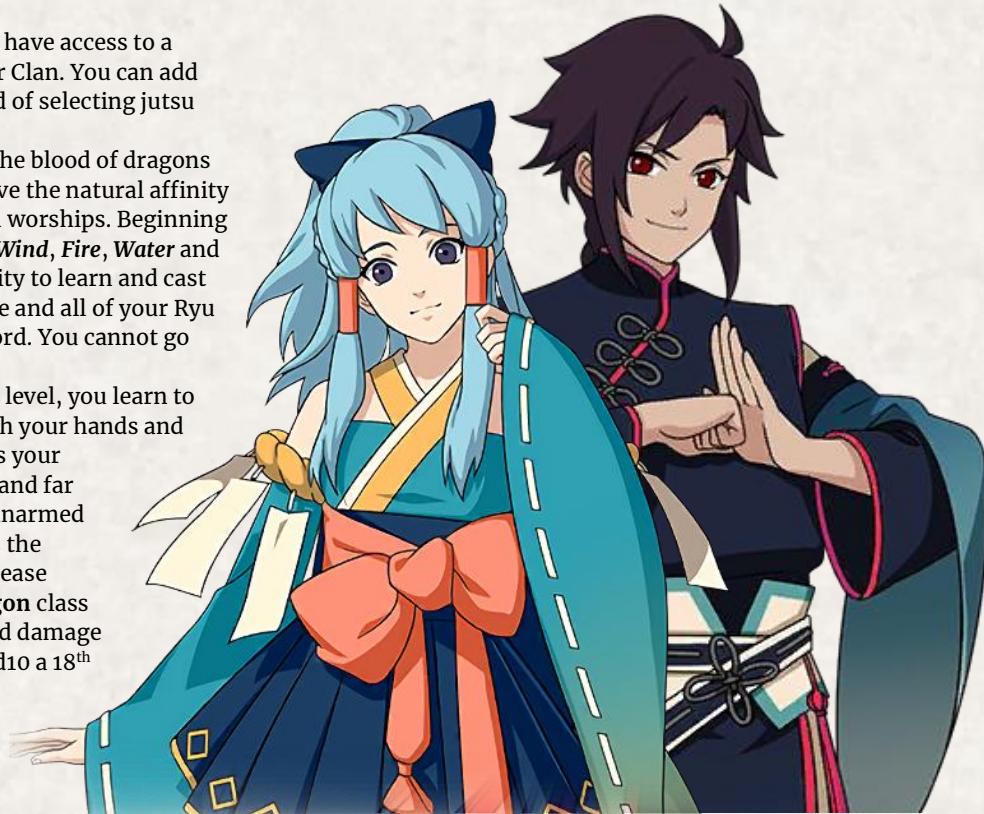
(Brown = Earth, Emerald = Wind, Red = Fire, Blue = Water, Gold = Lightning). Your transformation lasts for 1 minute or until you end it as a bonus action. For the duration you gain a +1 to your AC, you can cast all Ryu clan Hijutsu using Constitution as your Ninjutsu ability modifier, and your unarmed attacks made using your *Dragon Claws* can use Constitution for attack and damage rolls. You can activate your *Dragon's Rage* once every 10 minutes.

At 7th level your rage reaches new heights. You can activate your *Dragon Rage* feature as a bonus action. While benefiting from your *Dragon's Rage*, your claw attacks damage die increases by +1 twice per turn, you gain resistance to your chosen nature releases damage type, your speed increases by +10 and once per turn, you can deal extra damage of your chosen nature releases damage type to one target, equal to your character level when you deal damage to it with an attack or jutsu.

Starting at 11th level you begin to exhibit more draconic features. Your bonus to AC becomes a +2, your *Dragon Claws* damage die increases by +2 twice per turn, Ninjutsu you cast of your chosen nature release has their cost reduced by 2 (Min 1).

Starting at 15th level your *Dragon Claws* damage die increases by +3 twice per turn, Ryu Clan Jutsu you cast while benefiting from *Dragon's Rage* ignores resistance and their concentration cost is reduced by half.

At 18th level you have fully bonded to the nature affinity your Dragon represents. Ryu Clan Jutsu you cast can no longer be ended as a result of damage or failing a concentration check.



# RYU CLAN JUTSU

## D-RANK

### DRAGON AEGIS

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 turn

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your coat your body in Chakra creating draconic scales and wing constructs of your design, made of Chakra that you conjure in between you and the attack. You gain  $3d6 + 10$  Temporary Hit points until the end of the current turn. These Temporary Hit points are in addition to any other Temporary hit points granted by Ryu Clan Hijutsu. If you are concentrating on *Dragons Cloak*, you do not lose these temporary hit points at the end of the turn, instead retaining them.

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

### DRAGON AURA

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15 feet)

**Duration:** Concentration, Up to 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You create a whipping aura of elemental Chakra that surrounds you and extends out up to 15 feet from you. For the duration, creatures within range take damage equal to your Ninjutsu ability modifier each turn they begin inside the aura. Also, creatures who would make a saving throw while within your aura against a jutsu of the same nature release as the aura reduce the result of their saving throw by 1.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the size of the aura by 5 feet. Increase the saving throw penalty to -2 at B-Rank and -3 at S-Rank.



### DRAGON BREATH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 20-foot cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** (This jutsu deals the same damage type as the nature release chosen by your *Blood of the Dragon Clan Feature*) You inhale and release a wave of destructive Chakra that matches your affinity. Creatures in range must succeed a Dexterity saving throw, taking  $3d8$  damage on a failed save or half on a success.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the size of the cone by 5 feet and the damage by  $2d8$  damage.

### DRAGON VISION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Sensory

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

## C-RANK

### DRAGONS BOMB

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Clash

**Description:** (This jutsu deals the same damage type as the nature release chosen by your *Blood of the Dragon Clan Feature*) You collect Chakra into a sphere about the size of your body before compressing it into one about the size of a golf ball. You take this super compressed ball of Chakra and ram it into your target creating a shockwave that affects creatures and objects near the target creature.

Make a melee ninjutsu attack. On a hit, you deal  $4d10$  damage. The target creature and all creatures, excluding you, in a 15-foot radius around the target must make a constitution saving throw, being pushed back 15 feet from the shockwave. Creatures who fail the Constitution save takes  $3d6$  damage and falls prone on a failed save or half as much on a successful save.

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

## DRAGONS STRIKE

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (Special)

Duration: Instant

Components: HS, CM, W (Katana)

Cost: 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu

**Description:** (This jutsu deals the same damage type as the nature release chosen by your *Blood of the Dragon* Clan Feature) You bathe your katana in your Chakra, so much so that it vibrates and hums loud enough to sound like revolving fan blades. You make a single decisive slash releasing the attack and destroying everything in your path. You have two options for the size and shape of this attack.

**Horizontal Slash.** You swing your sword from left to right releasing a violent gale of your elemental energy catching all creatures in a 25-foot cone. Creatures in range must succeed a Dexterity saving throw taking 5d8 damage and being knocked prone on a failed save or half as much on a successful one.

**Vertical Slash.** You swing your sword straight down releasing a single beam of elemental energy from your katana. The Beam flies down a straight line 60 feet long and 10 feet wide. Creatures in range must succeed a Dexterity saving throw taking 7d6 damage and being knocked prone on a failed save or half as much on a successful one.

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

## DRAGON'S WRATH

Classification: Hijutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 8 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You amplify your body with your Nature affinity, creating a light but harmless aura and effect symbolizing your Chakra. For the duration Increase your AC by +1, increase your movement speed by +20 and you gain a +2 bonus on Strength and Dexterity saving throws for the duration.

If you cast this jutsu while you are gaining the benefits of **Dragons Rage**, you reduce the cost of this jutsu by 2.

Additionally, if you are gaining the benefits of **Dragons Rage** the duration of this Jutsu becomes 1 Minute.

## B-RANK:

### DESTRUCTIVE WAVE

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (30-foot radius)

Duration: Instant

Components: HS, CM

Cost: 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Clash

**Description:** (This jutsu deals the same damage type as the nature release chosen by your *Blood of the Dragon* Clan Feature) You collect your Elemental energy into your body and compress it into a single spot like your mouth or hands and prepare to Fire in all directions by striking the ground creating a shockwave the Fires out in all directions overwhelming all enemies. Each creature you choose within 30-feet of you must succeed a constitution saving throw or take 10d6 damage and be knocked prone on a failed save or half as much on a successful one.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, damage by 2d6 and size of the area by 10 feet.



## ART CREDIT

Kendori drawn by msugarpop from Era of Change N5e West March

## DRAGON CLOAK

Classification: Hijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self

Duration: Concentration, up to 1 Minute

Components: HS, CM

Cost: 14 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You cover your body in Chakra and mold it until its visible to the naked eye. Your Chakra then begins to bubble and boil until it takes the shape of a dragon like shell the covers your entire form. You are still visible inside the construct of Chakra. For the duration, you gain 30 Temporary Hit Points, your unarmed attacks deal an additional die of damage and you gain a +2 bonus on Constitution and Wisdom saving throws while you still have temporary hit points from this jutsu.

If you cast this jutsu while you are gaining the benefits of **Dragons Rage** or **Dragons Wrath**, you reduce the cost of this jutsu by 3 for each one currently active.

Additionally, if you are gaining the benefits of **Dragons Wrath** you no longer need to maintain concentration on this jutsu but you still gain its benefits for the duration of this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Temporary Hit points by 15.

## A-RANK:

### DRAGONS ASCENSION

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 minute

Components: HS, CM

Cost: 20 Chakra

Keywords: Hijutsu, Ninjutsu

Description: You keep all of your Chakra inside you not allowing any of it to leak out enhancing your physical attributes past their limits, matching your physical prowess to that of a Dragons. Your Strength, Dexterity and Constitution all becomes 24 for the duration. Your speed is doubled and you gain more feral sounding speaking patterns. You gain a +2 bonus on Intelligence and Charisma saving throws. You lose the ability to cast and concentrate on Non-Ryu Clan jutsu for the duration.

When this jutsu ends, make a constitution save vs a DC 20 + 1 for every round this jutsu remained active. On a failure, you fall to the ground prone and stunned for a number of minutes equal to rounds you had this jutsu active.

If you cast this jutsu while you are gaining the benefits of **Dragons Rage**, **Dragons Wrath** or **Dragons Cloak** you reduce the cost of this jutsu by 4 for each one currently active.

Additionally, if you are gaining the benefits of **Dragons Wrath** and/or **Dragons Cloak** you no longer need to maintain concentration on that jutsu but you still gain its benefits for the duration of this



## CLAN FEATS

### D-FIGHTER

Category: Clan

Prerequisite: Ryu Clan, Level 12+

When you enter your *Dragons Rage*, the tips of your hair also gains the color of your dragons elemental affinity and begins to stand up on its own and exhibit properties similar to that of your chosen affinity such as sparks of electricity or embers of fire jumping. You gain the following benefits;

- Ryu clan jutsu you cast that grants you temporary hit points or deals damage of any type, increases their total results by your Proficiency bonus.
- Your *Dragon Claws* damage die and all Ryu Clan jutsu you cast increases their damage die by 1 step. (D4>D6>D8> D10>D12).
- While you are gaining the benefits of *Dragons Rage*, you can choose to reduce the Concentration cost of Ryu Hijutsu to 0, however while you are doing so you also cannot concentrate on anything except Ryu Clan Jutsu.

### DRAGON'S BLOOD

Category: Clan

Prerequisite: Ryu Clan, Level 4+

You have learned to tap into the blood of the dragons that run through your veins, controlling it like you would any normal chakra flowing through you. You gain the following Benefits;

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You can use Intelligence in place of Strength for unarmed attacks and damage, using your *Dragon Claws* damage die.
- While you are wielding a Katana, you can spend 1 Chakra Die. When you do, for the next minute your Katana becomes bathed in draconic chakra, increasing its damage die by +1, twice per turn.
- Ryu clan Hijutsu you cast, that initiate a clash, you always roll at Advantage.

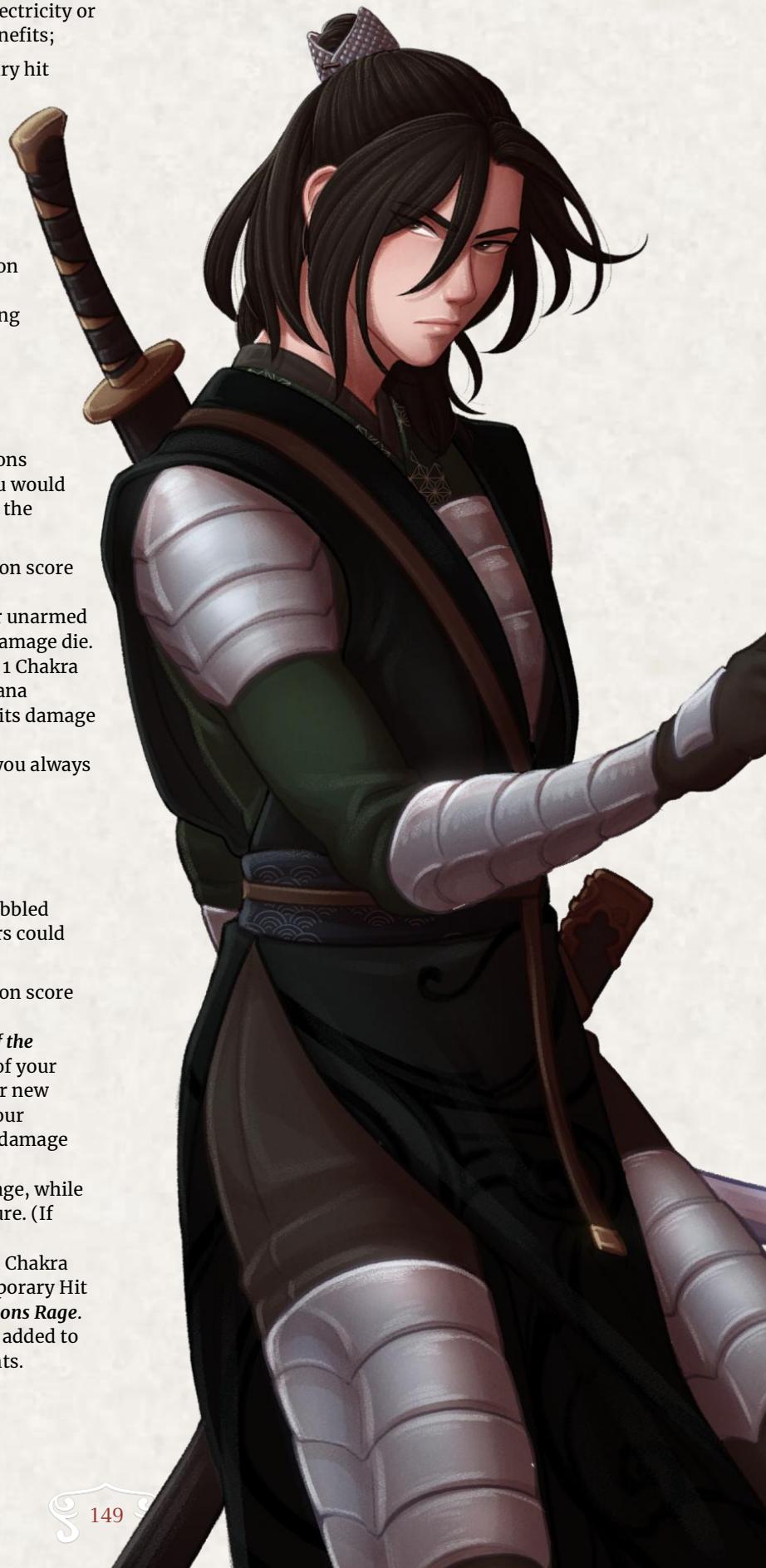
### TRUE DRAGONS BLOOD

Category: Clan

Prerequisite: Ryu Clan, Level 8+

The power of the Dragon's rage within you has bubbled forth manifesting in ways other Ryu Clan members could only dream of. You gain the following Benefits;

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Select a Second nature release from the *Blood of the Dragon* clan feature. Ryu Hijutsu now deal half of your original nature releases damage and half of your new dragon's damage. If the damage value is odd, your original damage type will always deal the most damage between the split.
- All Ryu clan jutsu deal an additional die of damage, while you are benefiting from *Dragons Rage* clan feature. (If they deal damage)
- When you activate *Dragons Rage*, you may roll a Chakra Die, gaining three times the result as both Temporary Hit and Chakra Points for the duration of your *Dragons Rage*. Temporary Hit Points gained in this way can be added to Ryu Clan Hijutsu that grant Temporary Hit Points.



## SARUTOBI CLAN

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

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

## BOUND BY A CODE OF HONOR

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

### SARUTOBI TRAITS

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

**Speed:** Your base walking speed is 30 feet.

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

**General Literacy:** All ability scores are counted as being +1 higher, for the purpose of casting Higher Ranked jutsu through any Ability Score Requirements (SHB, pg. 108)

### SARUTOBI FEATURES

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

**Advanced Chakra Control:** Additionally, at 1st level, Sarutobi are known for their ability to squeeze every ounce of efficiency out of every jutsu they have in their repertoire. Select between *Ninjutsu, Genjutsu, Taijutsu* or *Bukijutsu*, you can use Jutsu with the select Keyword with a level of efficiency others wish they had.

If *Ninjutsu*, select between the following keywords; (*Earth, Wind, Fire, Water, Lightning*) *Release* or *Medical*.

If *Taijutsu* select between the following keywords; *Combo* or *Finisher*.

If *Bukijutsu*, select between either; *Chain* or *Non-Chain* *bukijutsu*.

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

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

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

**Inheritors of the Will of Fire:** As a Sarutobi, you have inherited the Will of Fire from your forefathers.

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

- 1 Focus Point: Gain a +2 bonus on an Attack Roll
- 1 Focus Point: Gain a +2 bonus on a Saving Throw
- 1 Focus Point: Gain a +2 bonus on a skill Check
- 4 Focus Points: Gain a Reaction which can also be used for an ability or Jutsu that is an Action, once per Round.
- 2 Focus Points: Automatically succeed a Death Saving throw.

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



## CLAN FEATS

### BEACON OF FIRE

Category: Clan

Prerequisite: Sarutobi Clan, Level 8+

Your presence on the battlefield is felt by all, and your sheer willpower to push through a tough situation helps other find confidence within themselves as well. You gain the following Benefits;

- Increase your Charisma score by 1, to a maximum of 20.
- When you would spend **Focus Points**, all allied within 30 feet of you, gain a +X bonus to their next attack roll, saving throw or skill check before the end of their next turn, where X equals the number of **Focus Points** spent in a single instance.
- By spending an additional +1 **Focus Point** when you activate an ability granted by your *Inheritors of the Will of Fire* clan feature, you may select one ally within 30 feet of you. They gain the same bonus or effect until the end of their next turn.
- As a reaction, you can spend 2 **Focus Points** to reroll any saving throw or skill check, against any 1 condition you are currently suffering from.

### COMBINATION MASTER

Category: Clan

Prerequisite: Sarutobi Clan, Level 8+

Through hard work, training, and sheer luck, you are able to imitate a Kekkei Genkai using your natural born Nature Affinities. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- You may learn or create jutsu with both nature Release Keywords granted by your *Advanced Nature Transformation* clan feature. Select one clan, whose Hijutsu have both nature releases you have as a result of your *Advanced Nature Transformation* clan feature. You can learn their Hijutsu, but they lose the Hijutsu keyword for you only. Jutsu learned in this way can only be learned through spending downtime.
- You can spend 2 **Focus Points** to forcefully combine Nature Releases. A jutsu you cast with only 1 Nature Release, gains another nature release that you can cast, dealing an additional 3 damage die worth of damage of the second nature Releases damage type.

### ELEMENTAL FLUX

Category: Clan

Prerequisite: Sarutobi Clan, Level 12+

Your mastery of the elements expands beyond that of even other Sarutobi clan members. Having now learnt or mastered up to 3 elements, your arsenal of jutsu far wider. You gain the following Benefits;

- Select one nature release you do not have. You gain the chosen nature release and it gains the benefits of your *Advanced Chakra Control* clan feature.
- You learn 1 additional D-Rank, C-Rank and B-Rank jutsu with the same nature release chosen by this feature. These jutsu do not count against your jutsu known limitation. Beginning at 16<sup>th</sup> level, you learn 1 additional A-Rank jutsu following the same limitations.

### GUARDIANS OF WILL

Category: Clan

Prerequisite: Sarutobi Clan, Level 4+

You have enhanced your jutsu to further protect the will of Fire. You gain the following Benefits;

- Increase your Strength, Intelligence, or Wisdom score by 1, to a maximum of 20.
- Once per turn, when you would deal damage with a Jutsu, you may add a bonus to your damage roll equal to your Proficiency, if you do not already.
- Jutsu you cast that are gaining the benefit of your *Advanced Chakra Control* clan feature, ignore resistance.

### HOST OF FLAMES

Category: Clan

Prerequisite: Sarutobi Clan, Level 4+

The Fire inside you begins to grow, even affecting those around you, making your will infectious. You gain the following Benefits;

- Increase your Strength, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You can spend 2 **Focus Points** to automatically upcast a jutsu without spending Chakra if able.
- You can spend 2 **Focus Points** to regain a number of hit points equal to  $Xd6$  where X is your Proficiency Bonus.
- You can spend 3 **Focus Points** to automatically succeed a saving throw.



# SENJU CLAN

The Genin stands on top of one of tallest tree's just outside of the Leaf village. She claps her hands together focusing. The tree begins to shake, as it grows, slightly. She stops as she realized she was already higher than the canopy. She hears the voice of someone below her. "Hey! Tsunanami, you sure you're not over doing it?" The Girl standing on the tree, falls to the ground, taking the snacks the other girl brought her. "No, I think I'm making progress. Just this morning, this tree was only to my ankle. Now Look at its Tallest tree in this part of the forest. Sooner or later. I'm gonna make this the tallest tree in the world!"

—Yuki Hyūga

At Worlds End, Ch. 13 excerpt.

## THE LEAF'S PATRIARCHS

The Senju Clan is a clan that hails proudly from the Land of Fire and is one of the founders of the Land of Fire. Even three of its Hokage has been Senju by birth and each one brought about a new era of prosperity for the leaf. Using Mokuton (or Wood release), a user is extremely versatile and able to control, restrict and even seal away an opponent's Chakra. The power of Wood Release, and by extension the Senju are widely known, so much so that they were heralded as the strongest clan during the Warring states era.

### SENJU TRAITS

**Recommended Recommended Ability Score Increase:** +2 Con, +1 Str

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Chakra Control, Ninshou.

**Wood Release Affinity:** You begin with either Earth or Water Release Affinity. (Pick one)

### SENJU FEATURES

**Wood Techniques:** The Senju Clan has access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s). They do not need both Nature Release's to use their Clan jutsu.

**Built Different:** Beginning at 1<sup>st</sup> level, the Senju are known for their downright gargantuan stamina. Increase your Hit Point total by 2. Every level thereafter each time you gain a level, increase your hit point total by 2.

**Mitotic Regeneration:** Beginning at 1<sup>st</sup> level, you learn to create a reservoir of Chakra in form of *Senju Cells*. These cells are a byproduct of your exceptional bloodline which allows you to remain healthy and ready for battle. You have a number of *Senju Cells* equal to your level per long rest. You can spend these cells to accomplish any of the following;

- As a bonus action, you can spend any number of cells, regaining  $1d6 + \text{Constitution modifier}$  hit points, per cell spent. This increases to a d8 at 11<sup>th</sup> level.
- As a bonus action, you can spend any number of cells to remove 1 rank of any *Physical* or *Elemental* condition you are under the effects of, per cell spent.
- Beginning at 7<sup>th</sup> level, As a reaction to your hit points falling to 0 or lower, you can spend 5 cells to instead fall to 1 hit point.

**Sacred Body:** Beginning at 3rd level, you learn to leverage your stamina to manage your Senju Hijutsu. You may use Constitution as your Ninjutsu ability modifier of Senju Hijutsu that you cast.

**Wood Release:** The Senju has a unique talent for Manifesting Wood Release, due to their close affinity to both Earth and Water Release.

Beginning at 7<sup>th</sup> level, you gain the second Nature release you didn't select from *Wood Release Affinity* and when you would cast a jutsu with either Water or Earth Release keywords that would deal damage, you can change the damage type to Earth. Additionally, a creature Restrained or Grappled as a result of a Senju Hijutsu that you cast, has their chakra network impeded, which increases the cost of the next jutsu they cast by an amount equal to the rank of the jutsu restraining or grappling them. (D-Rank: +8, C-Rank: +12, B-Rank: +16, A-Rank: +20, S-Rank: +24);

**Blood of the Leaf:** Beginning at 11th level, you have mastered the art of communication and negotiating hostile terms. When you would make a Charisma check in an attempt to persuade or intimidate a hostile or unfriendly creature, you can instead use your Strength or Constitution in place of Charisma as you exude the full force of your physical presence in an attempt to make them understand the situation they are in.

**Mokuton's Suppression:** Beginning at 18th level, at the beginning of a creatures turn who is Restrained, Grappled, or within an area of difficult terrain created by a Senju Hijutsu that you cast, they must make a Constitution saving throw vs your Ninjutsu Save DC. On a failure for the duration of their condition, they are unable to Mold Chakra.



# SENJU CLAN JUTSU

## D-RANK

### WOOD RELEASE: GREAT FOREST TECHNIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release

**Description:** You change the structure of your arms or legs into that of Chakra enhanced wood. You transform your appendage into a fork of multiple branches.

Make a melee Ninjutsu attack against a creature you can see within range. On a hit you deal 2d8 Earth damage and the target must make a Strength saving throw. On a failed save, they are grappled by you until they either escape or you choose to release them.

A creature grappled by you can be pulled 10 feet closer towards you as a bonus action on each of your turns. A grappled creature can spend its action to remake its saving throw to escape this grapple on a success.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, damage by 2d8 and range by 10 feet.

### WOOD RELEASE: WORLD OF TREES

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot Cube)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release

**Description:** You clap your hands together as you inject Chakra into the ground giving birth to a host of roots, and plants that surge upwards filling a 30-foot cube originating from you with bulging wood and roots. All creatures of your choice treat the area as difficult terrain and cannot take the dash or dodge actions while inside the radius.

Additionally, Senju clan Hijutsu you cast while inside the area of this jutsu ignores temporary hit points and structures that would intercept damage for a creature.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and the size of the cube by 10 feet.

### WOOD RELEASE: PIERCING BARK

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release

**Description:** You clap your hands together as you inject Chakra into the ground controlling a single root enhancing it until it listens to your mental command. Make a ranged Ninjutsu attack, targeting a creature you can see within range as the root bursts forth from the ground, sharpening themselves to produce wood like spears. On a hit, target creature takes 3d6 Earth damage, and must make a Strength saving throw as the impaled roots take hold to the ground again, rooting them in place. On a failed save the target gains 1 rank of *Sealed* and one of their hands are restrained, making it unable to be used for Handsigns (HS) or Chakra Seals (CS). A creature can have each arm restrained by this jutsu separately.

A creature's arm(s) restrained by this jutsu can use its action to remake their saving throw to end this effect, freeing themselves from the rooted wood on a success.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and the damage by 2d6. If this jutsu is cast at B-Rank, increase the ranks of *Sealed* inflicted to 2. If this jutsu is cast at S-Rank, increase the ranks of *Sealed* inflicted to 3.

### WOOD RELEASE: FOO DOG HEADS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

Earth Release, Water Release, Construct

**Description:** You clap your hands together as you inject Chakra into the ground before conjuring 4 wooden pillars that fill up to 4 different spaces that you can see with a Quake Shard that's 10 feet tall, 5 feet thick, made of wood, has an AC equal to your Ninjutsu save DC, and 25 hit points.

Each Quake Shard emits a suppressive aura affecting creatures of your choice within 15 feet of each pillar. Select creatures who are within a 15-foot radius of a pillar at the beginning of their turns or would enter the radius for the first time on their turns, must make a Constitution saving throw taking 4d6 Chakra damage gaining 1 rank of *Sealed* on a failed save or half as much and no further effects on a success. A creature can only be affected by 1 pillar's aura per turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the hit points of the Pillar by 15 and the damage by 2d6.



## C-RANK

### WOOD RELEASE: GREAT SPEAR TREE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (15-foot Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release, Construct

**Description:** You clap your hands together as you inject Chakra into the ground. You select a space you can see within range, where a large tree explodes from the ground without any leaves or foliage but instead sharpened wooden branches filling a 15-foot Cube. Creatures within range of the massive tree makes a Dexterity saving throw, taking  $8d4$  Earth damage and being restrained by the massive tree on a failed save, or half as much damage and no additional effects on a success.

Creatures restrained by this jutsu must make Strength saving throws to end the restrained condition on themselves at the end of each of their turns.

The tree that appears, remains for 1 hour before it wilts and turns to dust or is destroyed by other means. This tree has an AC equal to your Ninjutsu Save DC and 40 Hit points and counts as a Quake Shard.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and summon a second tree in a difference space, within range. A creature can only be affected by one instance of this jutsu.

### WOOD RELEASE: HŌBI TECHNIQUE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you or a creature you can see within range would take damage.

**Range:** Self (10-foot radius sphere)

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release, Construct

**Description:** You clap your hands together as you inject Chakra into the ground. You conjure a massive wooden dome that is a Quake Shard of your design and description. All creatures of your choice are protected, while other creatures whom you did not select are pushed out from the protection of this structure to the edge, on a space that can hold them harmlessly. The structure intercepts all damage except from Genjutsu.

The structure breaks line of sight as all affected creatures gain total cover for the duration. The structure splinters and dissolves at the beginning of your next turn. A creature can leave the protection of the structure, but cannot reenter it once they leave. The structure has 30 Hit points.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and the Hit Points of the Structure by +10

## WOOD RELEASE: HOTEI TECHNIQUE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release

**Description:** You clap your hands together as you inject Chakra into the ground. You conjure multiple hands of wood that jut from the ground and attempt to grapple up to two creatures you can see within range. Target creature must succeed a Dexterity saving throw, being grappled. On a successful save, no further effects.

A grappled creature must also make a Strength saving throw being pulled prone as the hands retract into the ground dragging the creature to the ground with it. On a successful save, they remain standing.

A grappled or prone creature can make a Strength saving throw as an action on their turn to end the effect.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and select one additional creature for this jutsu to affect.

## B-RANK

### WOOD RELEASE: WOOD CLONE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (10 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Water Release, Clone

**Description:** You clap your hands together as you inject chakra into the ground conjuring clones made of wood. This is an even more advanced Version of the **Shadow Clone Technique**, where you manifest clones made of hardened, malleable and dense wood known as a **Wood Clone**.

You can conjure up to 6 **Wood Clones** at once, each costing 10 chakra per clone. **Wood Clones** act at once and all attempt to perform the same command give. If commanded to perform the help action, they can only help the Summoner. **Wood Clones** are conjured with a replica of any weapons you have on you at the time of creation that is also made from chakra enhanced wood. When a **Wood Clone** makes an attack using this weapon or an unarmed attack it deals  $1d10 + \text{Ninjutsu ability modifier}$  earth damage regardless of the attack used. It can make up to 2 attacks using its action.

All **Wood Clones** have 15 Hit Point and can use all Senjutsu Hijutsu on your known list of C-Rank or lower up to twice, each. **Wood Clones** use your Constitution save bonus for all saving throws.

After the clone reaches 0 Hit points, performs 2 Senju clan Hijutsu or is dismissed as a bonus action, the jutsu ends.

## WOOD RELEASE: WOOD DRAGON SUMMONING

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM, CS

**Cost:** Special (14 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu, Earth Release, Water Release, Construct

**Description:** You clap your hands together as you inject Chakra into the ground conjuring a massive wooden serpentine dragon. You command the Dragon and it only listens to you (no action needed), acting at the end of each of your turns. It is proficient in all saving throws, using your Ninjutsu ability modifier as its Proficiency bonus and uses your ninjutsu attack bonus or save DC for effects that require it.

You may as a Bonus action, or reaction cause the dragon to use its *Detonation* ability. It uses the following Statistics;

### A-RANK

## WOOD RELEASE: TREE BIND FLOURISHING

### BURIAL

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** Full Round Action

**Range:** 90 feet (30-foot cylinder)

**Duration:** Until Dispersed or Destroyed

**Components:** HS, CM, CS

**Cost:** Special (20 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu, Earth Release, Water Release, Construct

**Description:** You clap your hands together as you inject Chakra into the ground. Bringing a large surge of vitality into the foliage deep in the ground. Select a space you can see within range. A massive tree, 90-feet tall and 30-feet wide, made of roots, explodes upwards attempting to capture all creatures in its path. This jutsu's counts as a Quake Shard.

All creatures in a 30-foot wide, 90-foot-high cylinder must make a Strength saving throw, being restrained on a failed save, as the tree completely captures, overtakes, and binds them inside it. On a successful save, they escape the binding of the tree's roots.

Creatures who failed the saving throw gain 3 ranks of *Sealed*, have total cover from all creatures both inside and outside the tree and begin to feel immense pressure, as the tree begins to compress and feed off of their biological mass as nutrients. Restrained creatures take 7d8 Earth and Chakra damage at the beginning of each of their turns.

A restrained creature can use an action on its turn, to make a Strength saving throw. Once they succeed twice, they fully escape this jutsu's bindings.

A creature who's hit points reach 0 while under the effects of this jutsu becomes a part of the tree.

The Tree conjured by this jutsu remains and does not dissolve. The Tree Conjured by this jutsu has 100 Hit points and 25 AC.

### WOOD DRAGON

*Huge Construct, unaligned*

**Armor Class:** 13+ Your Ninjutsu Ability Modifier

**Hit Points:** 125 (10d10 + 70)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	25 (+7)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities:** Poison, Psychic, Bludgeoning, Piercing and Slashing from non-Chakra enhanced weapons.

**Condition Immunities:** Charmed, Exhaustion, frightened, paralyzed, petrified, Envenomed.

**Senses:** Darkvision 60 ft., passive Perception 10

**Immutable Form.** *The Wood Dragon is immune to any Jutsu or effect that would alter its form.*

**Elemental Weapons.** *The Dragons attacks are Chakra enhanced.*

**Ineffable Makeup.** *The Wood Dragon cannot be dispelled by any jutsu of B-Rank or Lower.*

### ATTACKS

**Multiattack.** The Wood Dragon can attack 2 times with its Bite.

**Bite.** *Melee Weapon Attack: reach 10 ft., one creature. Hit: 2d8 + 6 Earth damage. On a successful hit, the target must succeed a Constitution saving throw, taking Chakra damage equal to half of the damage dealt.*

**Constrict.** On a successful Bite attack, the wood dragon can forgo its second attack to instead constrict the target. If it does, the target must succeed a Strength saving throw being grappled & restrained by the Dragon. At the end of the dragons and restrained creatures turn, the creature loses 5 Chakra. A restrained creature can make a Strength (Athletics) or Dexterity (Acrobatics) check vs a DC 18 as an Action to end both conditions.

**Detonation:** The dragon explodes in a massive incendiary explosion of Water and wood. All creatures within 15 feet of the Dragon when it explodes makes a Dexterity saving throw, taking 6d8 Earth damage on a failed save, or half as much on a successful one. A creature restrained by this dragon, when this ability is used instead takes double damage.



## CLAN FEATS

### HASHIRAMA'S LEGACY

Category: Clan

Prerequisite: Senju Clan, Level 4+

The blood of the First Hokage, runs through your veins, providing you unmatched vitality. You cannot take this feat if you have another *Legacy* Senju clan feat. You gain the following Benefits;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Whenever you would regain hit points as a result of spending Hit die, targeting yourself with jutsu, features or Items that restore hit points, or using the *Mitotic Regeneration* clan feature, you regain additional hit points equal to your Constitution modifier once per casting, item use or feature activation up to twice per rest.
- Increase your Hit Point total by your level. Whenever you would gain a level here after increase your hit point total by +1.
- Constructs, Structures and creatures summoned or made by your Senju clan Hijutsu gain a +1 bonus to their AC and +10 bonus hit points.

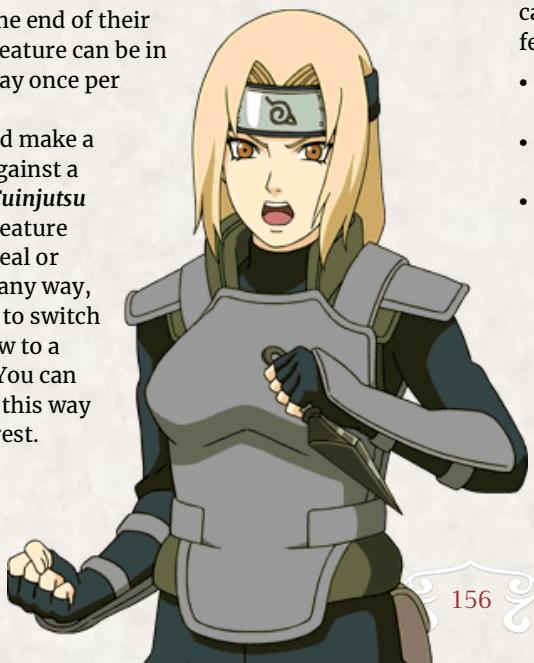
### PERSONIFIED LEADERSHIP

Category: Clan

Prerequisite: Senju Clan, level 8+

Your lineage has always been leaders for their own and previous generations. People follow you for both your heritage and your strength. Your ancestors would be proud. You gain the following Benefits;

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- As an action on your turn, you can embolden all allied creatures who can see or hear you within 30 feet. Make a Strength or Charisma check vs a DC 15. On a success you embolden all allies around you with the will of the Senju. Each allied creature of your choice within range gains 2 *Senju Cells* which they can use in any way listed under the *Mitotic Regeneration* clan feature, using your level and constitution modifier to determine die sizes and benefits. A creature can only gain the benefit of this feature twice per long rest.
- As an action on your turn, you can inspire all allied creatures who can see or hear you within 30 feet. Make a Strength or Charisma check vs a DC 17. On a success all allied creatures (*excluding yourself*) of your choice within range gains 1 additional bonus action or an additional reaction until the end of their next turns. A creature can be inspired in this way once per long rest.
- When you would make a Saving throw against a jutsu with the *Fuinjutsu* keyword or a creature attempting to seal or teleport you in any way, you can choose to switch the saving throw to a Strength save. You can switch saves in this way twice per long rest.



### PROGENITOR OF WILL

Category: Clan

Prerequisite: Senju Clan, level 8+

You have a will that isn't formed through training, events or circumstances. This will be born as a result of your lineage. Your will is passed down from generation to generation. You gain the following Benefits;

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- When you would cast a Senju Hijutsu using your Constitution as your Ninjutsu ability modifier, you add it to your damage rolls.
- You cannot have your memories of your allied creatures altered or manipulated in any way. A creature who would attempt to do so finds it impossible to alter them by any means.
- You cannot be forced to harm or betray your allies as the result of a Jutsu that would normally cause you to act against your will. If a creature would forcefully command or control you to act against your will, in an attempt to betray or harm any creature you consider an ally, you are able to ignore those commands and automatically prevent yourself from acting towards such a goal, regardless of the rank of jutsu cast.

### TOBIRAMA'S LEGACY

Category: Clan

Prerequisite: Senju Clan, level 4+

The blood of the Second Hokage, runs through your veins, providing you unmatched Wisdom. You cannot take this feat if you have another *Legacy* Senju clan feat. You gain the following Benefits;

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When you would deal Earth damage with your *Wood Release* clan feature, you can choose to instead deal Cold Damage.
- Select a number of Ninjutsu with the Water release keyword that you know, equal to your Proficiency Bonus, that does not have the Hijutsu keyword. Those Jutsu gains the Hijutsu keyword and counts as a Senju Hijutsu for the purpose of triggering Senju Clan Features. You can switch these jutsu when you complete a long rest.

### TSUNADE'S LEGACY

Category: Clan

Prerequisite: Senju Clan, Level 4+

The blood of the Fifth Hokage, runs through your veins, providing you unmatched fortitude and intellect. You cannot take this feat if you have another *Legacy* Senju clan feat. You gain the following Benefits;

- Increase your Strength or Intelligence score by 1, to a maximum of 20.
- You can learn and create jutsu with the *Medical* keyword that does not deal damage.
- You have found alternative uses for your *Senju Cells*. You can spend them in the following alternative ways.  
creature in the following ways based on the action spent;
  - As an action, by spending 2 *Senju Cells*, you remove 1 rank of any *Physical* or *Elemental* condition a willing creature other than yourself that you touch is afflicted by.
  - As an action, you can spend any number of cells you have on a willing creature other than yourself that you touch. For every 2 *Senju Cells* you spend, the creature regains  $1d6 + \text{Your Ninjutsu ability modifier}$  hit points.

# SHAKUTON CLAN

A Genin dashes through a thick brush of trees trying to escape an ambush. She weaves handseals and Fires forth a white-hot sphere of flame towards the brush in front of her, completely burning way the brush in front of him without even a hint of smoke or soot. As they move through the forest chasing her, they arrive to an opening in the forest. Seeing their target, they move in to attack, but she responds by conjuring a large, single sphere of Scorch flame and engulf all of her enemies, turning them into mummified carcasses.

—Soren Uzumaki

At Worlds End, Ch. 2 excerpt.

## TOO HOT TO TOUCH

The Shakuton Clan is a clan that hails proudly from the Land of Wind. This clan has an extreme affinity for Fire & Wind Release able to create flames as hot as a small sun that can burn away all moisture on impact. This clan has a famed history in the Land of Wind, but after one of its famed members were killed in an ambush, they scattered joining other villages to avoid the potential of a clan massacre.

### SHAKUTON TRAITS

**Recommended Ability Score Increase:** +2 Int, +1 Wis

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Survival, Ninshou.

**Scorch Release Affinity:** You begin with either Wind or Fire Release Affinity. (Pick one)

### SHAKUTON FEATURES

**Scorch Techniques:** The Shakuton Clan has access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s). They do not need both Nature Release's to use their Clan jutsu.

**Even Hotter:** Beginning, at 1st level, jutsu you cast that deals Fire damage to a creature currently under the effects of the burned condition takes 2d4 bonus Fire damage, up to twice each turn. Beginning at 11<sup>th</sup> level, this bonus damage increases to 4d4. Beginning at 18<sup>th</sup> level, this bonus damage increases to 6d4.

**Scorching Heat:** Beginning at 3<sup>rd</sup> level, your super-heated Chakra has granted you the ability to super heat other jutsu with it. You gain a number of Scorch die, which are D4's, equal to your proficiency bonus. When you would deal Fire damage, you may spend up to 4 Scorch die, which when rolled is either; Added to the total Fire damage dealt, ignoring resistances, or if a creature would make a saving throw of any type to resist an effect or condition imposed by a jutsu with the Fire or Wind Release Keyword, they reduce their saving throw by half the number of Scorch die (Min 1) rolled. You regain spent scorch die when you would take a rest of any type.

**Scorching Aura:** Starting at 3<sup>rd</sup> level, when you would deal Fire damage to structures or constructs made of organic material (wood, grass, flesh etc.) they make their saving throw at disadvantage.

Beginning at 11<sup>th</sup> level, you have learned to leverage your Superheated Chakra to benefit your allies as well. When an allied creature within 30 feet of you would cast a jutsu, you may spend a scorch die, giving their jutsu the Fire Release keyword for this casting. A creature who's jutsu you have augmented in this way, gains the benefit of your *Scorching Heat* clan feature as if they had it, spending your scorch die, when they would spend any.

Beginning at 15<sup>th</sup> level, when you would spend at least two scorch die on a jutsu, either yours or an allies, you increase the damage die of the jutsu cast by 1 step (D4>D6>D8>D10>D12)

Beginning at 18<sup>th</sup> level, when you would use this feature on an allied creature, the next ninjutsu they cast that would deal damage or force a creature to make a saving throw, its damage is increased by 1 step and it also forces an affected creature to make a Constitution saving throw, being burned on a failed save.

**Scorch Release:** The Shakuton has a unique talent for manifesting Scorch release, due to their close affinity to both Wind and Fire Release. Beginning at 7<sup>th</sup> level, you gain the second Nature release you didn't select from *Scorch Release Affinity*.

Also, at 7<sup>th</sup> level, when you would cast a jutsu with either Wind or Fire Release keywords that would deal damage, you can change the damage type to Fire. Also, a creature who has gained ranks of the burned condition from a jutsu that you cast, must make a Constitution saving throw, gaining 1 rank of weakened for the duration of the burned condition.

**Immolation:** Beginning at 11<sup>th</sup> level, you can evolve a creatures burned condition to a new level, called **Immolated**. When a creature with 5 ranks of the burned condition would gain another rank of the burned condition, they instead become **Immolated**, losing all ranks of burned as it is replaced with 1 rank of **Immolated**. An **Immolated** creature suffers the following effects.

- An Immolated creature is counted as Burned for the purposes of interacting with features, traits and jutsu and cannot gain ranks of *burned* condition while they are **Immolated**.
- An Immolated creature takes 5d10 Fire damage at the beginning of each of their turns.
- An immolated creature automatically fails concentration checks.
- Creatures that are immune to Fire damage is immune to this condition.
- A Creature can spend an Action to make a DC 20 Dexterity (Survival) Check to put out the flames. On a successful check, the condition ends or submerging themselves fully into a body of Water.



# SHAKUTON CLAN JUTSU

## D-RANK

### SCORCH RELEASE: SCORCHING MURDER

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You create 4 motes of superheated flame that circle around you like mini satellites. As a bonus action on each of your turns, you can spend a mote, allowing you to make a ranged Ninjutsu attack, throwing it at a creature you can see within 30 feet. On a hit, target creature takes  $3d8+3$  Fire damage and must succeed a Constitution saving throw, being Burned on a failed save. Once all motes have been expended this jutsu immediately ends.

You can alternatively spend the motes created by this jutsu to fuel other *Scorch Release* jutsu you cast, enhancing their effects.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the number of motes you create by 3 and damage of this jutsu by  $1d8+1$ .

### SCORCH RELEASE: MURDEROUS FLAME

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release, Clash

**Description:** You conjure multiple globes of superheated flame, combining them into a single globe that you then fire as a beam of white flame in a 30 foot long, 5 feet wide line. All creatures in its path must succeed a Dexterity saving throw, taking  $3d8+3$  Fire damage and being burned on a failed save or half as much on a successful save.

You can spend 2 motes created by **Scorch Release: Scorching Murder**, increasing the damage die of this jutsu to a d10 and creature(s) who fail the saving throw instead gain 2 ranks of Burned and creatures who pass the save gain 1 rank of Burned.

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

### SCORCH RELEASE: MURDEROUS REVITALIZATION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release, Medical

**Description:** You conjure multiple globes of superheated flame, revitalizing a creature you touch. They regain  $3d6$  hit points.

If you spend 3 motes created by **Scorch Release: Scorching Murder**, they also reduce their Exhaustion by 1 rank. A creature who died as a result of Exhaustion cannot have their Exhaustion reduced by this jutsu.

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

### SCORCH RELEASE: SLAUGHTERING FLAME

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (20-foot radius sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You conjure globes of superheated flame, compressing it into a small sphere and throwing it towards a space you can see within range. The sphere explodes when reaching its destination. All creatures in the radius must make a Dexterity saving throw, taking  $2d8+2$  Fire damage and gaining the Burned condition on a failed save, or only half as much damage on a successful save.

You can spend motes created by **Scorch Release: Scorching Murder**, for every mote spent, increase the damage of this jutsu by  $1d8+1$ . You can spend up to 3 motes this way.

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



## C-RANK

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### SCORCH RELEASE: BLAZING MURDER

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (15-foot cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You conjure globes of superheated flame that you then compress into a sphere the size of a basketball. You then throw this sphere into the air before clapping your hands together to focus, releasing the super-heated flames into the air like rain filling a 15-foot cube you can see.

All creatures within range must succeed a Constitution Saving Throw. On a failed save they take  $4d4+4$  Fire Damage and gain 2 ranks of the Burned condition. On a successful save they take half as much damage and gain 1 rank of the Burned condition until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $2d4$ , and the size of the cube by 5 feet.

### SCORCH RELEASE: VIOLENT SLAUGHTERING FLAME

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You conjure globes of superheated flame and create a stream of superheated flame, burning everything in your path. You Fire a 30-foot cone of flame destroying everything in your way. Creatures in range, must succeed a Dexterity saving throw, taking  $5d8+5$  Fire damage and being burned on a failed save or half as much on a successful save.

Creatures who fail this saving throw by 5 or more also drop any metal items they are holding. If they would pick up these items before the end of their next turn they take  $1d8$  Fire damage.

Creatures who fail this saving throw by 10 or more find it hard to breathe as all the air evaporates from their lungs as they become stunned until the end of their next turn.

You can spend motes created by **Scorch Release: Scorching Murder**, for every 2 motes spent, all creatures within range suffer a -1 penalty to their saving throw. You can spend up to 6 motes this way.

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

## SCORCH RELEASE: PAINFUL VIOLENCE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You cannot lose concentration on this jutsu as a result of damage. You conjure multiple globes of superheated flame and coat your fist and feet in them for the duration.

When you first cast this jutsu and as an Action on each subsequent turn for this jutsu's duration, you can make a single Melee Ninjutsu Attack. On a hit, you deal  $4d6+4$  Fire damage and the target creature gains the Burned condition.

When you make the attack granted by this Jutsu, you can spend motes created by the **Scorch Release:**

**Scorching Murder.** For every three motes spent, you can make one additional attack. You can spend 6 motes in this way.

## B-RANK

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### SCORCH RELEASE: HELLFIRE MURDER

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot radius sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You conjure globes of superheated flame that you use to manifest a massive ball of super-heated flame about 8 feet in diameter. You then slam this ball into the ground directly under you attempting to incinerate everything near you.

All creatures, excluding you, within the radius must succeed a Constitution Saving Throw. On a failed save, they take  $6d8+6$  Fire damage and gain 2 ranks of Burned or half as much damage on a success.

You can spend motes created by the **Scorch Release: Scorching Murder** to enhance this jutsu. For every two motes spent this way, you select one creature to be unaffected by this jutsu and increase this jutsu's damage by  $2d8$ . You can spend up to 4 motes this way. You can spend up to 4 motes this way.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, and the radius by 15 feet.

## SCORCH RELEASE: VENGEFUL MIRAGE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release

**Description:** You conjure globes of superheated flame and enhance the body of a creature you touch, increasing its reactionary speed significantly. For the duration you do not need to spend Chakra to maintain this jutsu.

The affected creature's [Unarmed Damage] becomes  $4d4+4$  Fire damage instead of whatever it did previously.

Creatures who would make a melee attack against the affected creature, must make a Wisdom saving throw as they see a mirage made from extreme heat. On a failed save they gain a +1 rank of Weakened.

## A-RANK

### SCORCH RELEASE: MAJESTIC VIOLENT MURDERING HELLFIRE DESTROYER

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 22 Chakra

**Keywords:** Hijutsu, Ninjutsu, Wind Release, Fire Release, Clash

**Description:** You conjure an innumerable number of globes of superheated flame, fusing them, to create a single massive sphere of super-heated flame.

Make a ranged ninjutsu attack against a target you can see within range, dealing  $8d12+8$  Fire damage on a hit.

Regardless if you hit or miss, all other creatures within 60 feet of the original target must succeed a Constitution Saving Throw taking  $3d12+3$  Fire damage and being Burned on a failed save.

Creatures who's hit points are reduced to 0 as a result of this jutsu are turned to dust and leave behind only a shadow of their physique stained in ash on the ground or wall.

You can spend motes created by the **Scorch Release: Scorching Murder** to enhance this jutsu. For every mote spent, increase both instances of damage by  $1d12+1$ . You can spend up to 6 motes this way.



## CLAN FEATS

### ENDLESS SPIRAL OF BURNING DEATH AND NEVER-ENDING HATRED

**Category:** Clan

**Prerequisite:** Shakuton Clan, Level 4+

Your flames become more powerful, as you inject more Wind Release Chakra into them. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- All Shakuton Clan Hijutsu deals bonus damage equal to your Ninjutsu ability modifier, twice per casting.
- Your Scorch Die increase in size by 1 Step.  
(D4>D6>D8>D10>D12)

### MURDERING HELLFIRE OF MAJESTIC VIOLENCE AND DESTRUCTION

**Category:** Clan

**Prerequisite:** Shakuton Clan, Level 4+

The motes of flame you manifest increase in intensity. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- Your Scorch Die increase in size by 1 Step.  
(D4>D6>D8>D10>D12)
- When you would cast *Scorch Release: Scorching Murder*, increase the number of motes you create by an amount equal to the rank it was cast at. (D-Rank/C-Rank: 1, B-Rank/A-Rank: 2, S-Rank: 3)

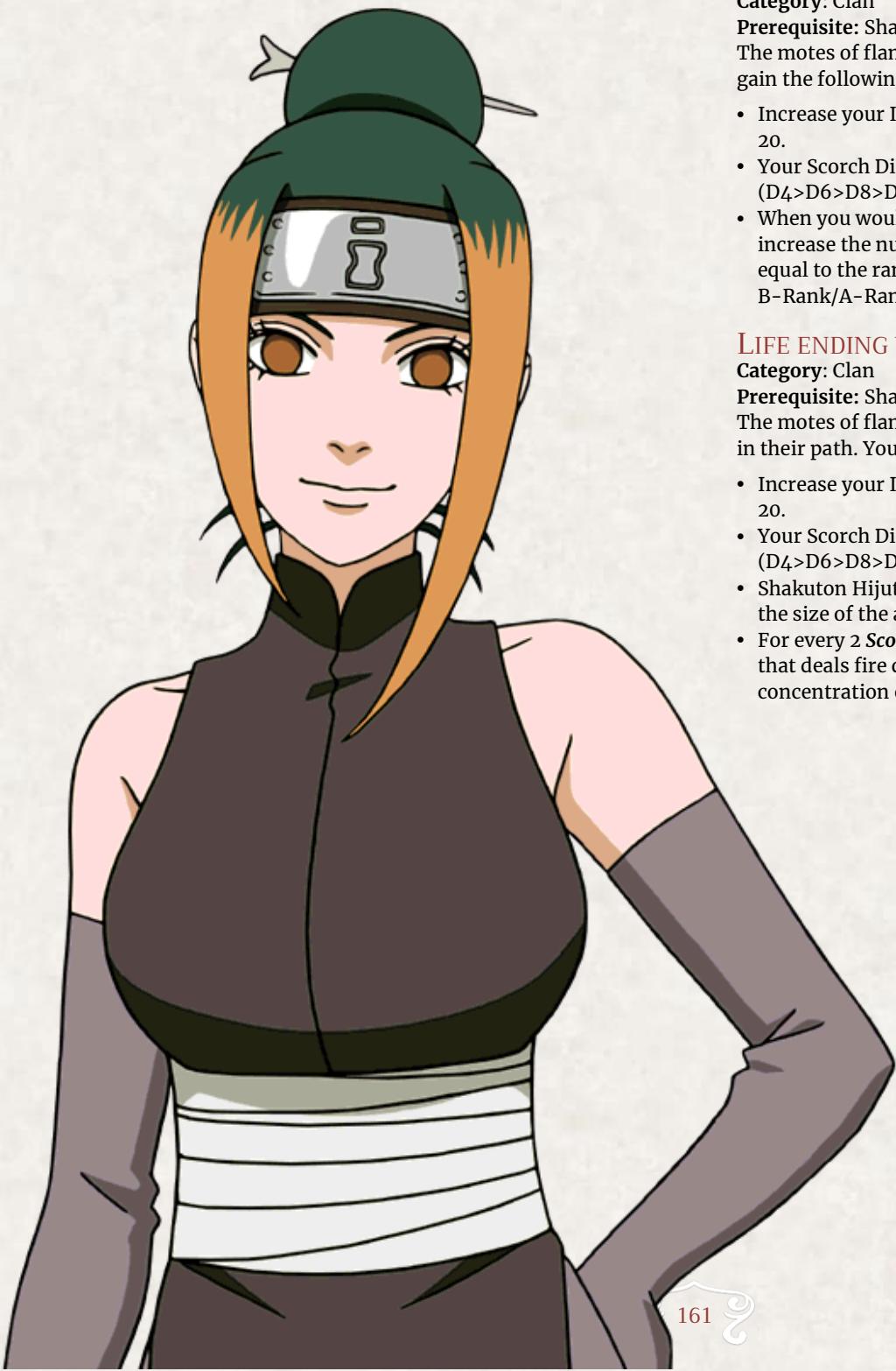
### LIFE ENDING VIOLENCE

**Category:** Clan

**Prerequisite:** Shakuton Clan, Level 8+

The motes of flame you manifest can burn away anything in their path. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- Your Scorch Die increase in size by 1 Step.  
(D4>D6>D8>D10>D12)
- Shakuton Hijutsu you cast that affects an area, increases the size of the affected area by +10 feet.
- For every 2 *Scorch die* you spend as part of casting a Jutsu that deals fire damage, you reduce the cost to maintain concentration on the chosen jutsu by -1.



# SHÍ HÓU CLAN

"At long last!" the humble monk traveling west on his journey to collect the divine sutras sang out. Following behind, a slightly annoyed, but still playful Shinobi Son Wu. "Hey old man, how much further do we have to go?" Cried out the Ninja. "Not too much further! Only another 1000 miles!" Wu angrily followed, but loyal to the mission. Unbeknownst to him, the mission papers the monk holds are forged. The monk had gotten away with this dozens of times before, but this time, Son was the victim of this tall tail. With Sons other teammates, they faced eighty-one trials during their quest. For his service and strength, Son Wu was awarded a single apple as laid out in the rewards portion of the forged mission documents..."

- Tales of the Gallant, Chapter 2

## TAOIST SPIRIT

The Shí Hóu Clan is a custom homebrew clan created by StruggledKiller. The Shi Hou are a peaceful clan hailing from a small village in the Land of Earth. From birth, members of this clan are exceptionally strong, manifesting immense chakra unlike any other clan and an unusual Kekkei Genkai, a monkey-like tail. The Shi Hou tend to keep to themselves, however, time and time again during Great Shinobi wars they lend their strength. They believe themselves descendants of the first Human Sage, who trained under the Primate Tribe.

## SHÍ HÓU TRAITS

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

**Speed:** Your base walking speed is 35 feet

**Skill Proficiencies:** Chakra control, Pick one between: Ninshou, Martial Arts.

**Weapon Proficiencies:** Quarterstaff

## SHÍ HÓU FEATURES

**Shí Hóu Agility:** You gain a climbing speed equal to your walking speed.

**Tail:** From birth you have a monkey-like tail of any color you wish. At 1st level, your tail is strong enough to hold small objects such as lanterns or Kunai, keeping your hands free. You may use a bonus action to make a ranged weapon attack with a weapon with the thrown and light property.

Beginning at the 11th level you can make 2 attacks.



**Monkeys Paw:** At 1st level you find yourself more dexterous and able bodied as you tap into your inner primate. A number of times equal to your proficiency bonus per long rest, when you would roll a Strength or Dexterity skill check, you may add a 1d4 to the roll. This bonus increases to a 1d6 at the 7th level and a 1d8 at the 11th level.

**Inner Chi:** The Shi Hou clan has always been gifted with miraculous chakra control as a result of their Sage ancestry. Beginning at 3rd level, you gain 10 *Inner Chi*. You gain 1 additional Inner Chi at each level. *Inner Chi* can be used in place of chakra for the casting of Taijutsu. When you would cast a Taijutsu with at least an amount of *Inner chi* equal to its rank, (D=1, C=2, B=3, A=4, S=5) that jutsu gains either 1 additional damage die (once per casting) or gains +1 to hit (pick one).

While concentrating on jutsu that you cast with *Inner Chi*, pay concentration cost as if you had cast it with normal chakra. When you would gain the benefit of a short rest, you regain *Inner Chi* equal to half your maximum. All *Inner Chi* replenishes on a long rest.

**72 Earthly Transformations:** As a member of the Shi Hou clan you can tap into your ancestral powers and utilize an unique adaptation of the transformation technique to empower your taijutsu. Beginning at the 3rd level you gain 3 of the following *Simple Transformations*. Transformations that require a saving throw, use your Taijutsu Save DC. To activate this feature you must spend 1 additional *Inner Chi* as a part of casting a Taijutsu. You can only use one Simple, Advanced, or Mythical Transformation once per casting.

- **Bear Form:** When you would cast a Taijutsu that makes a single attack, on a hit the creature must succeed a Strength saving throw or fall prone, and reduce their movement speed to 0 until the start of their next turn.
- **Bull Form:** When you cast a Taijutsu that requires at least one melee attack, creature(s) hit by this jutsu must succeed a Strength save or be knocked 30 feet into the air.

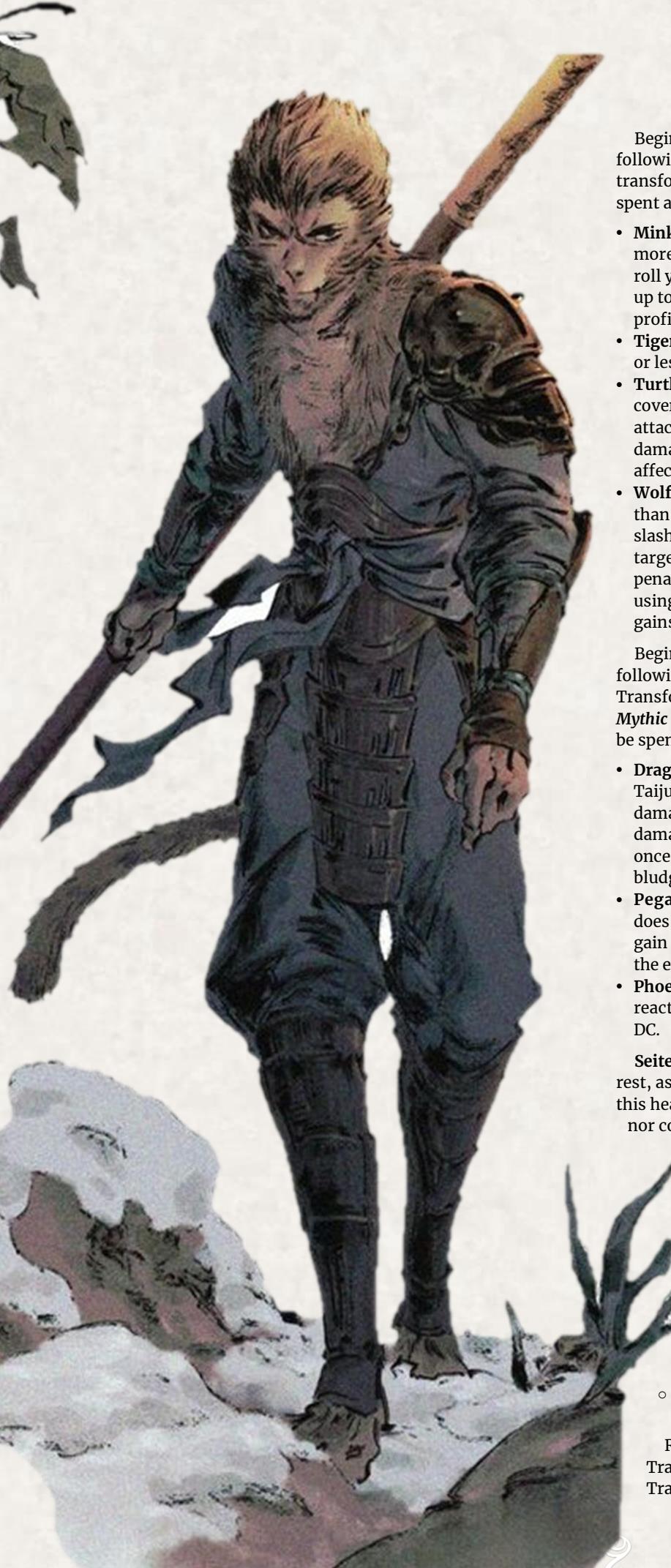
• **Hawk Form:** When you cast a Taijutsu on your turn, until the end of the current turn, you cannot have your speed reduced by any means (Including from *Conditions*).

- **Owl Form:** When you would cast a Taijutsu with a duration of 1 minute or longer, for the duration of the Taijutsu, you may use your Taijutsu ability modifier for Perception, Insight, and Investigation checks (this enables you to use *Monkey's Paw* with these checks). You also gain darkvision equal to your normal sight range and can take the Search Action as a bonus action for the duration.
- **Snake Form:** When you would cast a Taijutsu that makes a single attack, the damage type becomes piercing and on hit the target must succeed a Constitution save or become envenomed for 1 minute.

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## ART CREDIT

monkey king by Zoo-chan on DeviantArt



Beginning at the 7th level you gain access to 2 of the following *Advanced Transformations*. These transformations require 2 additional Inner Chi to be spent as part of casting a Taijutsu.

- **Mink Form:** When you would cast a Taijutsu with more than one attack roll, with each successful attack roll you increase the damage rolls of the jutsu by +1, up to a maximum damage bonus equal to your proficiency bonus.
- **Tiger Form:** When you cast a Taijutsu that makes two or less attacks, increase the critical threat range by +2.
- **Turtle Form:** When you would cast a Taijutsu that covers an area of effect or requires no more than two attack rolls, gain temporary hit points equal to half the damage dealt until the start of your next turn. Taijutsu affected by this form cannot score a critical hit.
- **Wolf Form:** When you would cast a jutsu with more than one attack roll, the damage type becomes slashing and upon the conclusion of the jutsu, the target must make a Constitution saving throw with a penalty equal to the number of attacks they were hit by using your jutsu. On a failed saving throw, the creature gains ranks of bleeding equal to this penalty.

Beginning at the 15th Level you may choose one of the following legendary transformations for your 72 Earthly Transformations. These transformations are considered *Mythic Transformations* require 4 additional Inner Chi to be spent as part of a jutsu's casting to use.

- **Dragon Form:** When you would cast a damage dealing Taijutsu, your jutsu deals an additional amount of damage equal to twice the number of the jutsu's damage die, and has its damage type changed to fire, once per casting. (Ex. A jutsu that deals 6d10 bludgeoning damage, now deals 6d10+12 fire damage).
- **Pegasus Form:** When you would cast a taijutsu, if it does damage, change the damage type to wind. You also gain a flight speed equal to your movement speed until the end of the current turn.
- **Phoenix Form:** When you would cast a Taijutsu as a reaction, regain hit points equal to your Taijutsu Save DC.

**Seiten Taisei:** Beginning at 18<sup>th</sup> level, once per long rest, as an action, you can spend 5 *Inner Chi* and enter this heavenly state. While transformed you cannot cast nor concentrate on ninjutsu or genjutsu, and at the start of each of your turns you must spend 1 *Inner Chi* to maintain the transformation. You gain the following benefits;

- All Taijutsu (and Bukijutsu, if you have the *Legacy of Heroes* feat) you cast gain the benefit from both effects of your *Inner Chi* feature. If the jutsu possess multiple attack rolls, each attack benefits from the additional damage dice.
- You add 1d10 to all strength and dexterity skill checks you make.
- You can use 72 *Earthly Transformations* as part of taking the attack action.

Reduce the cost of all 72 Earthly Transformations by half. Simple Transformations cost 0 Inner Chi to activate

## CLAN FEATS

### LEGACY OF HEROES

Category: Clan

Prerequisite: Shi Hou Clan

Researching into your Clan's heroic legacy, you learn that many members opted to include weapons into their fighting style, so you decide to do the same. You gain the following benefits;

- Increase your Strength, Dexterity or Constitution score by +1, up to the maximum of 20.
- Shi Hou Clan features now work when casting Bukijutsu using a bludgeoning weapon.
- You may substitute your unarmed attacks and unarmed damage (including with Taijutsu) with the weapon attack bonus and weapon's damage of a Quarterstaff. Jutsu that would increase or provide additional damage due to your Quarterstaff (Ex. Static Weapon) do not have the additional damage they would provide trigger when the Quarterstaff is used as part of casting a Taijutsu.

### CHI EXPERT

Category: Clan

Prerequisite: Shi Hou Clan, Level 4+

You have become more accustomed to the techniques of *Inner Chi*, causing your body and will to adapt.

- Increase your Strength, Dexterity or Constitution score by +1, up to the maximum of 20.
- You gain additional *Inner Chi* equal to your half character level, rounded up. You gain an additional +1 *Inner Chi* every 2 levels after you gain this feat.
- Once per long rest as full turn action you may convert chakra in your body into *Inner Chi*. You may spend any amount of chakra and gain *Inner Chi* equal to the amount of chakra spent, this cannot surpass your *Inner Chi* maximum.

### MASTER OF TRANSFORMATIONS

Category: Clan

Prerequisite: Shi Hou Clan, Level 4+

You have become fluent in your ability to pull from the power of Sage Beasts and can utilize more of them at once. You gain the following benefits;

- Increase your Strength, Dexterity or Constitution score by +1, up to the maximum of 20.
- You gain 1 additional *72 Transformation* that you qualify for at each tier (Simple, Advanced, Mythic).
- You can take this feat more than once, up to two times total.

### CHI MASTER

Category: Clan

Prerequisite: Shi Hou Clan, Level 8+, *Chi Expert* Feat

You have completely mastered your Chi, becoming a true successor to the legacy of the first Sage of the Monkey Domain. You gain the following benefits;

- Increase your Strength, Dexterity or Constitution score by +1, up to the maximum of 20.
- When jutsu you cast gains the benefits from your *Inner Chi* clan feature it instead gains an additional 2 damage die (This can only occur once per casting) or a +2 to attack rolls until the end of the current turn.
- Jutsu you cast using *Inner Chi* or that would benefit from one of your *72 Transformations* feature gain a +1 to their Save DC.

- Once per short rest, when you deal damage with a jutsu cast only using *Inner Chi*, you can instead deal the maximum possible damage. Afterwards, you must succeed a Constitution ability check (DC: 12 + rank of the jutsu cast (D-Rank: 2, C-Rank: 4, B-Rank: 6....)) or else become Stunned until the start of your next turn as you have overexerted your muscles.

### TEN THOUSAND HAIRS

Category: Clan

Prerequisite: Shi Hou Clan, Level 12+

After studying more about your ancestral heritage, you are one of the few members of your clan to unlock this special technique; creating afterimages from strands of hair.

When you would target a creature with a Taijutsu that deals damage, you can spend additional *Inner Chi* equal to that jutsu's rank, (D=2, C=4, B=6, A=8, S=10) and a hair will fly from your body, briefly creating an afterimage of yourself to perform the jutsu again. When the jutsu is cast this way, all damage done is halved, the jutsu doesn't benefit from any additional jutsu used to increase this jutsu's damage or chance to hit and cannot inflict any conditions. Afterimages also cannot cast Taijutsu that would cause it to die or to gain a negative condition on itself (such as *Exhaustion*).

A jutsu can benefit from this feature up to once per casting.



# SHIKIGAMI CLAN

A Jonin woman is flying through the clouds with wings made of paper over her target fortress. She touches her neck and begins to speak through a radio device. "I spotted them. Do I begin the assault?" she speaks and awaits a response. "No, do not engage. If you engage you will be alone!" a voice echo's through her receiver. "I only asked for formalities darling. You never really had a choice in the matter." She responds coldly before she flies down and begins to weave handseals as shuriken and kunai made of paper begin to fire downwards exploding on impact with the building.

—Zozo Yamanaka

At Worlds End, Ch. 18 excerpt.

## A WORK OF ART

The Shikigami Clan is not a clan bound by blood as much as it is a clan bound by ideology. This Shikigami clan has no surname, and do not share any connecting tissue outside of the passed down secrets of Papercraft. This family works more like a coven of members more so than a bloodline, with senior and elder members teaching their children and bringing in those from outside the clan into the fold.

## SHIKIGAMI TRAITS

**Recommended Ability Score Increase:** +2 Int,  
+1 Dex

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Sleight of Hand, Performance

**Tool Proficiencies:** Weaponsmiths Kit, Demolitions Kit

**Folded Crane:** You know 1 additional Shikigami Clan D-Rank Jutsu. This does not count against your total jutsu known.

## SHIKIGAMI FEATURES

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



**Papercraft:** The Shikigami Clan learns to craft with paper from a young age. Beginning at 1st level, when you would gain the benefits of a short or long rest, you can craft up to two of the following with no additional resources required. Additionally, you reduce the ryo cost to craft the following Items during downtime by half. This does not stack with other features that reduce downtime cost to craft the following items.

- Breaching Tag
- Paper Bomb
- Explosive Tag Ball
- Flash Tag
- Poison Gas Tag

Ninja tools crafted this way do not have any bulk, and last for 24 hours before becoming inert. Beginning at 11th level when you would use this feature to craft a ninja tool, you can craft four and the quality increases to **Greater**. Beginning at 18th level this increases to six and their quality increases to **Superior**.

Additionally, if you have a Demolitions Kit, you can spend 10 minutes and 1 use of it to create one of the listed items at the Greater Quality. When you would gain the benefit of this feature over the course of a short rest, you can spend 2 uses of your Demolitions Kit to create two additional items. When you would gain the benefit of a long rest, you can spend 3 uses of your Demolitions Kit to create five additional items.

**Paper Expert:** You learn to draw out the power of paper-based ninja tools. Beginning at 3rd level, when you would use a Breaching Tag, Paper Bomb, Explosive Tag Ball, Flash Tag or Poison Gas Tag, the DC of these Tags are modified and are now equal to your Ninjutsu Save DC, if your Ninjutsu save DC would be higher than the listed Ninja tools Save DC.

Beginning at 7th level, when you would use a Breaching Tag, Paper Bomb, Explosive Tag Ball, Flash Tag or Poison Gas Tag you can enhance them by infusing your chakra into them up to a number of times equal to your Proficiency Bonus, spending 5 Chakra for each bonus. You cannot select a single bonus more than 3 times;

- **Bonus Damage:** If the enhanced item deals damage, increase the damage dealt by 2 damage die of each damage type for each application of this bonus. If this bonus is used with a Flash Tag, you also deal 4d6 Lightning damage on a failed save or half as much on a failed save. If used with a Poison Gas tag, you also deal 4d6 poison damage on a failed save or half as much on a failed save.
- **Bonus DC:** Increase the Items save DC by +2.
- **Bonus Radius:** Increase the affected range or radius by 10 feet for each application of this bonus.

**Paper Reservoir:** At 7th level, you may reduce the chakra cost of Jutsu with the Chakra Seal Component (CS) by 1. This reduction increases to 2 at 11th level and 3 at 15th level (Min 1.)

**Divine Shikigami:** Beginning at 11<sup>th</sup> level, you may expend paper-based ninja tools (Breaching Tag, Paper Bomb, Explosive Tag Ball, Flash Tag or Poison Gas Tag) to enhance the power of your Hijutsu. When you would cast a Shikigami Clan Hijutsu, you may spend one of the aforementioned ninja tools, incorporating them into your jutsu. Your Jutsu is enhanced using the following effects, based on the following Ninja tools used. Some Enhanced effects will require a saving throw of an affected creature, the Save DC is always your Ninjutsu save DC;

- **Breaching Tag:** Your jutsu explodes on contact, dealing focused, localized damage. Your Jutsu's Damage type becomes Fire, deals an additional 2 damage die of damage, and deals double damage to structures and constructs.
- **Paper Bomb or Explosive Tag Ball:** Your jutsu ignites with reckless abandon creating an enhanced mobile bomb. Once per turn, regardless of a hit or miss, you may trigger your jutsu to explode. All creatures within 25 feet of the original target creature must succeed a Dexterity saving throw, taking 4d6 fire damage or half as much on a successful. If used with a Jutsu that affects an area, you instead increase the Jutsu's range by 10 feet and all creatures who fail the jutsu's saving throw take an additional 4d6 fire damage or half as much on a successful one.
- **Flash Tag:** Your jutsu erupts into a violent flash of blinding white light. Once per turn, regardless of a hit or miss, you may trigger your jutsu to explode into this blinding light. All creatures within 25 feet of the original target creature must succeed a Wisdom saving throw, being blinded for 1 minute on a failed save. If used with a Jutsu that affects an area, you instead increases the range of the jutsu by 10 feet and all creatures within the target area who fail the Jutsu's saving throw also become blinded for 1 minute on a failed save. A blinded creature makes Wisdom Saving throw vs the Jutsu's Save DC at the end of each of their turns to end the blinded condition.
- **Poison Gas Tag:** Your Jutsu exudes a noxious purple gas. Once per turn, regardless of a hit or miss, you may trigger your jutsu to expel this poisonous gas. All creatures within 25 feet of the original target creature must succeed a Constitution saving throw, being Envenomed for 1 minute on a failed save. If used with a Jutsu that affects an area, this feature instead increases the range of the jutsu by 10 feet and all creatures who fail the jutsu's saving throw are Envenomed on a failed save.



## SHIKIGAMI CLAN JUTSU

### D-RANK

#### PAPER SHURIKEN

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** CS

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You create 3 razor-sharp shuriken from paper, and guide them with your chakra. Make a ranged, ninjutsu attack for each shuriken you create. You can make the attack against one target or many. On a hit, you deal 1d4+1 Slashing damage. This Jutsu's damage pierces DR not gained from Jutsu. A creature gains 1 rank of Bleeding for each shuriken that deals damage to them.

While under the effects of *Dance of Shikigami*, you can choose to cast this jutsu as a bonus action.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost by 3, and create two additional shuriken.

#### PAPER SUBSTITUTION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you take damage.

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You turn your body into a mound of small, paper squares, that upon impact scatter, nullifying a significant amount of damage. You gain +3 bonus to AC and resistance to Bludgeoning, piercing and slashing damage until the beginning of your next turn.

While you are gaining the benefits of *Dance of the Shikigami* Hijutsu, you instead gain immunity to Bludgeoning, Piercing and Slashing Damage.

#### TRACKING TAG

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 24 hours

**Components:** CS

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Sensory

**Description:** You attach a paper tag with your chakra signature to a target, which changes color to blend in with their clones or skin. You may detect the general location of this tag from up to a mile away. When you are within 500 feet, you may detect its exact location.

## PAPER TRAP

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 10 Minutes

**Range:** Self

**Duration:** Until Triggered or Dispersed

**Components:** CS

**Cost:** Special

**Keywords:** Hijutsu, Ninjutsu

**Description:** You take a chakra seal, and infuse it with your chakra, making it very similar to a breaching tag. Each time you cast this jutsu, you create 2 of such tags. These tags must be prepped and set on a solid surface and can only be activated as a Reaction. Each trap takes 10 minutes to prep and set.

You do not spend chakra to make such a paper trap, you instead must spend 5 chakra to activate the trap. For every trap you activate, you must spend 5 chakra. All creatures within 30 feet of the trap when detonated must succeed a Dexterity saving throw. On a failed save the creature takes 4d6 fire damage. A creature who fails a saving throw suffers a -2 penalty to each subsequent saving throw they make against other Paper traps (This penalty stacks). A creature can be affected by up to 10 Paper traps at once.

## C-RANK

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### ORIGAMI SERVITOR

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 500 Feet

**Duration:** 1 Hour

**Components:** CS

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Sensory

**Description:** You use origami to create a paper animal, such as a crane or butterfly, and send it out to gather information. The Origami you create, is a tiny object with a flying speed of 60 feet and a stealth bonus equal to your Ninjutsu Save DC. While this jutsu is active, you may spend an action to see and hear as if you were in the same location as your origami. While doing this your body is incapacitated and unaware of its surrounding. Any damage to your body returns your senses.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost by 3, the range your Origami can travel by 250 feet, and increase their Stealth Bonus by +2. If this jutsu is casted at B-Rank, increase the Duration to 8 hours and 24 hours at A-Rank.

### PAPER DRIZZLE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet (30-foot cube)

**Duration:** Instant

**Components:** CS

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You briefly form a pair of papery wings, which rain Senbon, made of paper on an area of your choosing, that you can see within range. Each creatures in the target area, must succeed a Dexterity saving throw, taking 4d10 piercing damage on a failed save, or half as much on a successful one.

While under the effects of *Dance of the Shikigami*, you can choose to only affect hostile creatures within the area of effect, and increase the radius of the jutsu to a 45-foot cube.

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

### PAPER CLONE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Hour

**Components:** CS

**Cost:** Special (8 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu, Clone

**Description:** You conjure a clone made of paper, similar to the **Shadow Clone Technique**, but more durable to a space it can occupy within 10 feet of you, known as a **Paper Clone**. **Paper Clones** are made of paper and weighs 1/10th of the casters weight. You may create up to 2 **Paper Clones**, each costing 8 chakra. **Paper Clones** have Immunity to bludgeoning, piercing and slashing damage, Vulnerability to fire damage and can cast up to two C-Rank and lower Shikigami Clan Hijutsu before this jutsu ends. **Paper Clones** made using this jutsu cannot create a Clones of its own. **Paper Clones** cannot concentrate on jutsu.

If a **Paper Clone** casts a jutsu that requires more than 1 attack roll upon casting, it only makes one attack. If multiple clones attack the same creature, you do not make multiple attack rolls. You instead choose a lead clone and it gains a +1d4 bonus to its damage roll(s), for each additional clone that is aiding it.

**Paper Clones** can change their color to blend in with any surface as an Action. When it does it can make a Stealth check using your Ninshou or Stealth, whichever is higher. **Paper Clones** are automatically dispelled if it enters a body of water. **Paper Clones** can make a melee weapon attack with its action. If it does it deals 1d8 slashing damage.

## B-RANK

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### PAPER CHAKRAM

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet (120 feet)

**Duration:** 1 minute.

**Components:** CS

**Cost:** 10 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You create an incredibly sharp chakram of paper, which you mentally command to attack opponents repeatedly for the duration or until you dismiss this jutsu.

When you cast this jutsu, the chakram appears within 5 feet of you, and you can move the chakram up to 30 feet and make an attack against a target within 5 feet of the chakram. On a hit, the target takes slashing damage equal to 6d6 + your ninjutsu ability modifier. The chakram has a critical hit range of 19–20. On a critical hit, the target also gains the 4 ranks of the bleeding condition. As a bonus action on each of your turns, you may move the chakram up to 30 feet and repeat the attack against a target within 5 feet.

While under the effects of *Dance of the Shikigami*, when moving the chakram, you may have it make an attack against each creature it passes during its movement. A creature can only be targeted by the chakram once per turn.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost by 3, the damage by 1d6 and the critical hit range by 1.

## PAPER COFFIN

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 80 feet

**Duration:** Concentration, up to 1 minute.

**Components:** CS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Construct

**Description:** You cover a target in sheets of paper, with restrict their movements and plug their nose and mouth, suffocating them. You do not need to pay chakra, to maintain concentration on this jutsu. A target creature you can see within range must succeed on a Dexterity saving throw or be covered by countless sheets of paper. On a success, they avoid the paper, ending the jutsu.

While trapped by the paper, they are restrained, unable to cast jutsu that require Hand Signs (HS), draw or stow weapons or make complete complex body movements like making a weapon attack. They also begin suffocating. At the start of each of the suffocating creatures turns, it takes  $5d6+15$  Necrotic Damage that cannot be reduced by any means. A creature that does not need to breathe cannot take damage from this jutsu. During this time, the creature cannot speak, but you can allow it to do so, halting the suffocation by one round. At the end of the creature's turn, it can make a Strength saving throw, breaking free of the paper on a successful save.

A creature can attempt to destroy the paper Coffin you have created. Your Sokushinbutsu has an AC equal to your Ninjutsu save DC, 25 Hit points and Vulnerability to Fire damage. If your Sokushinbutsu's hit points are reduced to 0, this jutsu ends.

## A-RANK

### DANCE OF THE SHIKIGAMI

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 10 minute.

**Components:** CS

**Cost:** 18 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** With your mastery of paper, you turn yourself into a paper angel, with a body untouchable by mundane weaponry and the ability to take to the skies. Until this jutsu ends, you gain the following benefits:

- You gain Resistance to bludgeoning, piercing, and slashing damage.
- You gain a flying speed of 60 feet.

You can use your Bonus Action to select a space you can see up to 60 feet away. All creatures in a 15-foot cube centered on this space must succeed a Dexterity Saving Throw. On a failed save, creatures take  $6d8$  Piercing damage and gains the Lacerated condition, or half as much damage on a successful saving throw. You have advantage on checks to maintain Concentration on this Jutsu.



## CLAN FEATS

### KIRIGAMI

Category: Clan

Prerequisite: Shikigami Clan

You learn to rapidly craft with paper, even faster than your peers. You gain the following Benefits;

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- When you would gain the benefits of a long rest, you may create a number of paper-based items listed within your *Papercraft* clan feature equal to your proficiency bonus. Due to them being hastily created, they become inert when you would take a short rest.
- Paper based Ninja tools listed within your *Papercraft* clan feature, has their save DC increase by 1, and deal an additional die of damage.

### ORIGAMI

Category: Clan

Prerequisite: Shikigami Clan, Level 8+

The things you make, are far more deadly than most gives them credit for. You gain the following Benefits;

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- When you cast a Shikigami Hijutsu, you may spend 5 Chakra. If you do, that jutsu can gain the benefit of one of the **Paper Expert** clan features 7<sup>th</sup> level effect, as if the jutsu cast was one of the chosen Ninja tools (*Select one of the ninja tools when you use this Feat, you do not spend a bonus action or any additional chakra to satisfy the requirements of this Feat.*) This bonus can only be applied once per casting.
- Paper based ninja tools listed within your *Papercraft* clan feature, has their save DC increase by 1, and deal an additional die of damage.
- When you would create ninja tools using the *Papercraft* clan feature, you may always create 2 additional of any one tool.

### FOLDING PETALS

Category: Clan

Prerequisite: Shikigami Clan, Level 12+

The most beautiful folds are often those most unassuming. You gain the following Benefits;

- When a Shikigami clan jutsu you cast, that requires an attack roll, would benefit from the *Divine Shikigami* clan feature, you may increase the critical threat range of the jutsu cast by 1d4 until the end of the current turn. You can do this twice per Long Rest.
- When a Shikigami Clan jutsu you cast, that forces a creature to make a saving throw, would benefit from the *Divine Shikigami* clan feature, you may spend 5 Chakra. If you do, reduce the affected creatures' saving throw by 1d4. If a creature would fail the save by 5 or more, you deal maximum damage. You can do this twice per long rest.
- Paper based ninja tools listed within your *Papercraft* Clan feature, has their save DC increase by 1, and deal an additional die of damage.



## SHOTON CLAN

A Chunin female is trapped behind enemy lines as the opposing force of mercenaries led by a prominent rogue ninja are advancing towards her position. "Damnit, we need help! Where is Genkai!?" she exclaims as a fireball erupts at her location. She barely avoids it as her back is badly burned. The rogue shinobi approaches her with a katana hanging over his shoulder with a smug grin. "Any last word scum, Before I send your head back to the Tsuchikage in a bag?" He says confidently as he raises his sword ready to deliver the final blow. "Yeah, I got one" a voice exclaims from the tree's. "You need to know how to treat a lady" the voice continues before the rogue ninja begins to see his forces slowly become overtaken by blue crystalline constructs as they are frozen in time inside the beautiful crystal.

—Himari Hyūga

The Never-Ending Wars, Ch. 11 excerpt.

## DIAMONDS IN THE ROUGH

The Shoton Clan is a clan that hails from the land of Sound. A Clan without a clear family name, but one which has produced many of prominent shinobi. This clan has an extreme affinity for earth release allowing them to convert any matter into crystals with enough chakra control. They have been known to serve the Otokage at some point in history, but its members have long since spread and assimilated into different villages and formed a multitude of different family names, becoming most prominent in the land of earth most recently.

### SHOTON TRAITS

**Recommended Recommended Ability Score**

**Increase:** +2 Con, +1 Cha

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Nature, Survival

**Crystal Release Affinity:** You begin with Earth Release Affinity

### SHOTON FEATURES

**Crystal Release:** The Shoton Clan has access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s).

**One with Earth:** Shoton's are known for being rash, headstrong and stubborn. These personality traits tend to bleed into their affinity for earth Release Jutsu. Beginning at first level, you may use Charisma as your Ninjutsu ability modifier when casting Ninjutsu with the Earth Release Keyword.

**Crystalline Stone:** Beginning at 1st level, your crystalline techniques allow you to reinforce any earth based jutsu that produces **Quake Shards**. **Quake Shards** you summon as a result of Ninjutsu with the Earth release keyword gains 3 DR (damage reduction) vs all sources except for Lightning & psychic damage. This increases to 6 DR at 11th level.

**Rock Hard Stability:** Starting at 3rd level, when you are under the effects of a Ninjutsu with the Earth Release Keyword, you gain a +1 Bonus to your Constitution Saving throws. This bonus increased to a +2 at 11th level and a +3 at 18th level.

**Crystallized Focus:** Starting at 7th level, you have learned how to reinforce the molecular structure of Stone, Crystal and other earth-based materials.

This reinforcement is represented as a pool of d10's called **Crystallization Die**. You begin with 4 of these Crystallization die. You gain more as you increase in level, gaining 2 more when you reach 15<sup>th</sup> level. You regain all expended uses of this die when you complete a short or long rest. You can spend Crystallization Die by using the following criteria;

- [New] When a Ninjutsu you cast has the Earth Release keyword, you gain a +2 bonus to your AC, until the beginning of your next turn.
- When a Ninjutsu you cast with the Earth Release keyword deals earth damage you can, you can spend any number of Crystallization Die adding the result to the damage, once per casting.
- When a Ninjutsu you cast with the Earth Release keyword would create a Quake Shard, you can spend any number of Crystallization Die adding the result to the constructs total hit points. You can do this once per casting.
- When a Ninjutsu you cast, with the Earth Release keyword would intercept damage for you either reducing it or taking damage and reducing its own hit points, you may spend 1 Crystallization die, increasing its Damage Reduction by half the result. You can do this twice per turn.



# SHOTON CLAN JUTSU

## D-RANK

### CRYSTAL RELEASE: CRYSTAL ARMOR

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You create a layer of crystalline chakra across your body designed to act as a second skin protecting you from powerful blows and crippling attacks.

You gain 4 DR (damage reduction) vs all sources, except Lightning. While you are gaining the benefit of this jutsu, you are counted as a Quake Shard of your own creation.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost by 3. If this jutsu is cast at B-Rank or higher, increase the DR to 8. If cast at A-Rank or higher, the duration, instead becomes 10 minutes. If cast at S-Rank or higher, increase the DR to 12.

### CRYSTAL RELEASE: CRYSTAL NEEDLES

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You manifest pink, blue, red, or green crystal rods that you then launch at a creature you can see in range.

Make two ranged ninjutsu attacks against a creature you can see within range. On a hit, you deal 3d6 Earth damage and the affected creatures speed is reduced by -10, until the end of their next turn.

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

### CRYSTAL RELEASE: CRYSTAL WHEEL

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, Up to 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You manifest pink, blue, red, or green crystal ring around yourself that you cause to spin like a buzzsaw around you.

For this jutsu's duration, you increase your Movement speed by 5 x your Ninjutsu ability modifier, you ignore difficult terrain and creatures who would make an attack of opportunity against you takes 10 earth damage as the crystal ring slashes into them as you pass them.

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

### CRYSTAL RELEASE: JADE CRYSTAL BLADE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, Up to 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You manifest pink, blue, red, or green crystal blades on either arm of yours.

As an action on each of your turns, you can make two melee ninjutsu attacks against a creature you can see within 5 feet of you. On a hit, you deal 2d8 earth damage.

If you successfully hit a creature with both attacks, the target gains 2 ranks of bleeding.

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

## C-RANK

### CRYSTAL RELEASE: HEXAGONAL CRYSTAL SHURIKEN

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Permanent, until used

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You manifest a d6 stack of pink, blue, red, or green crystal shuriken. These shuriken have no bulk, and you can only ever have 1 Stack at a time. If you manifest another stack, the previous stack dissolves.

These shuriken have the same range as normal shuriken, deals a d8 earth damage and have the *Deadly 3* weapon property. Weapon attacks made with these shuriken can be made using your Ninjutsu attack bonus. They also count as components for bukijutsu that require a ranged slashing weapon. If you score a critical hit with these shuriken, they shatter and splinter dealing half the damage dealt to all creatures within 5 feet of the original target.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost by 3 and the size of the stack by 1 step (D6>D8>D10>D12)

### CRYSTAL RELEASE: SHURIKEN WILD DANCE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (5-Feet radius)

**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You manifest pink, blue, red, or green crystal shuriken that spin around your furiously, protecting you from harm and damaging creatures that get too close.

Ranged attacks against you deals reduced damage equal to 2d6. This damage reduction doesn't count against lightning damage.

Creatures of your choice, who begins or ends its turn within 5 feet of you, take 3d6 earth damage.

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

## CRYSTAL RELEASE: JADE CRYSTAL HEXAGONAL PILLARS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (60 Foot Radius)

**Duration:** Concentration, Up to 10 minutes

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fuinjutsu

**Description:** You manifest five, large pink, blue, red or green crystalline pillars around the edge of this jutsu's radius, with you in the center. Each of these pillars for the duration, counts as a Quake Shard.

For the duration, you and creatures of your choice within this jutsu's radius gains the following benefits;

- Jutsu cast, with the Earth Release keyword, of a rank equal to or lower than this jutsu, can be cast without the Hand Seal (HS) requirements.
- Jutsu cast, with the Earth Release Keyword, that requires concentration, reduce concentration costs by -1. (Min 1.)
- Allied creatures, excluding yourself gain 6 DR (damage reduction)

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost by 3 and the DR by +2. If cast at A-Rank or above increase the cost reduction for concentrating on Earth Release jutsu to -2 (Min 1.)

## B-RANK

### CRYSTAL RELEASE: CRYSTAL FRUIT

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action or Reaction, which you take when a creature you see would take damage.

**Range:** 90 Feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Construct

**Description:** You manifest a pink, blue, red, or green crystal dome around a creature of your choice within range designed to protect or trap a creature.

If this jutsu is cast targeting a willing creature, you manifest the crystal dome around them almost instantly. This dome intercepts all attacks and damaging effects except Genjutsu.

If this jutsu is cast targeting an unwilling creature, that creature makes a Dexterity saving throw being encased in the dome on a failed save. While inside the crystal dome, it intercepts all attacks and damaging effects except Genjutsu.

The dome an AC equal to your Ninjutsu save DC, Resistance to Cold Damage and Vulnerability to Lightning Damage and a number of Hit point equal to  $6d8+15$ . A creature cannot willingly pass through the crystal, requiring it to be destroyed, dispelled, removed in order to move from the creatures current space.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost by 3 and the number of hit points the Dome has by  $1d8+5$ .



### CRYSTAL RELEASE: CRYSTAL PRISON

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** You manifest a pink, blue, red, or green crystalline structure, completely encasing a creature you touch within. This jutsu's cost and concentration costs cannot be reduced by any means except by *Crystal Release: Jade Crystal Hexagonal Pillars*.

Make a melee ninjutsu attack. On a hit, the target must succeed a Constitution saving throw, on a failed save you infuse your target with your Crystal Release Chakra for the next minute. At the beginning of each of its turns must succeed a Constitution (Chakra Control) check vs your Ninjutsu Save DC for the duration.

Each time a creature fails, their cellular structure begins to resemble that of a Crystal.

A creature who fails one or more times gains one rank of the Slowed Condition as it becomes hard to move the way they want.

A creature who fails two or more times gains the restrained condition as their cells begin to take on a crystalline make up solidifying and crystallizing them.

A creature who fails three or more times becomes incapacitated as their body is overtaken by crystalline cells.

A creature who fails five or more times becomes Petrified permanently, until you recast this jutsu on them, or a Ninjutsu with the medical Keyword that removes conditions of any type is cast on them at A-Rank or Higher.

If their Petrified figure is damage or destroyed in anyway, the creature petrified, is immediately killed, with no way to be revived.

## ART CREDIT

Guren by Acolnahuacatl on DeviantArt

## A-RANK

### CRYSTAL RELEASE: CRYSTAL IMPRISONMENT WAVE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** Full Turn Action

**Range:** Self (30-Foot Radius sphere)

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** Special (25 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Earth Release

**Description:** As a part of casting this jutsu, you must know the *Crystal Release: Crystal Prison* Hijutsu. You perform the *Crystal Release: Crystal Prison* Hijutsu, but on a massive scale, affecting all creatures within range.

Each creature within a 30-foot radius, must make a Dexterity saving throw. On a failed save, they fall under the effects of the *Crystal Release: Crystal Prison* as if you hit them.



## CLAN FEATS

### CRYSTAL EMPOWERMENT

**Category:** Clan

**Prerequisite:** Shoton Clan, Level 8+

Your Crystal release techniques become empowered to do more than they could normally. You gain the following Benefits;

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- Jutsu you cast with the Earth Release keyword increases their damage by 1 damage die.
- Ninjutsu you cast with the Earth Release keyword that has, gains or grants Vulnerability to Lightning Damage, lose that Vulnerability.

### CRYSTAL SOUL

**Category:** Clan

**Prerequisite:** Shoton Clan, Level 12+

Your Crystal release chakra is so solid, that it becomes the basis of your soul and fighting spirit. You gain the following Benefits;

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- While you are only concentrating on Ninjutsu with the Earth Release keyword that creates an quake shards you gain +1 concentration slots.
- Shoton clan Hijutsu you cast that require concentration no longer require chakra to maintain concentration.

### CRYSTAL ASCENSION

**Category:** Clan

**Prerequisite:** Shoton Clan, Level 4+

Your Crystal release chakra has grown to produce more power and provide you with additional. You gain the following Benefits;

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- You gain +1 Crystallization Die. You gain an additional die at 12<sup>th</sup> and 20<sup>th</sup> levels.
- Your Crystallization Die become d12's.



# SYNTHETIC HUMAN CLAN

No one knew where they came from in the beginning. One day we were losing the war against the Ōtsutsuki and the next day thousands of Orochimaru's "sons" were on the battlefield fighting for the survival of the human race. After the war Orochimaru was declared the savior of humanity. With everyone seemingly forgetting his past and the fact that he now commands the strongest fighting force the world has ever seen.

—Hickery Uchiha

A history of the 5th Shinobi World War, Ch. 8 excerpt

## DESIGNED EXISTENCE

A clan that has just recently come into existence when Orochimaru one of the legendary Sannin wished for children. Members of this clan have an innate linkage to snakes and have a special resistance to poison, due to Orochimaru's various experiments.

### SYNTHETIC HUMAN TRAITS

**Recommended Recommended Ability Score Increase:** +2

**Int, +1 Cha**

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Perception, Survival.

**Extra Language:** Snake-Speak, you can understand and speak to snakes.

**Weapon Proficiencies:** You are proficient with Katanas and Broadswords

**Snake Techniques:** You know one additional Synthetic clan D-Rank Jutsu

### SYNTHETIC FEATURES

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

**Soft Physique Modification:** Beginning at 1st level, your body allows you to move in unnatural ways. By dislocating your body's joints and then using chakra to manipulate them, you are capable of extending and flexing in a supernatural way. You can extend your arms 15 feet away whenever you want. While in combat, you may activate this feature as a free action. While gaining the benefit of this feature, your unarmed attack range is 15 feet and you have advantage on grapple checks. You may use Acrobatics instead of Athletics for those grapple checks. While gaining the range benefit, you suffer a -2 penalty to Taijutsu attacks. The range of this feature increases by 5 feet at 7th, 11th, and 15th levels.

**Immune System:** Beginning at 7th level you have a high resistance to poison and sickness. You are Resistant to Poison damage. Additionally, you roll at advantage to resist the effects of viruses and diseases on your body.

At 11th level your immune system is far greater than the others around you. Reduce all poison damage by your proficiency bonus. Additionally, you become immune to any virus or disease that you have overcome in the past, and you can provide antibodies to others via a blood transfusion. For each blood transfusion you create you must spend 1 hit die. When a creature uses a blood transfusion, they gain advantage to all saving throws to resist the effects of viruses and diseases for 1 hour.

At 18th level you gain immunity to poison damage and effects caused by Poison Damage.

**Corrupted Chakra Mode:** Beginning at 3rd level, you gain the ability to access your clan's most powerful ability **Corrupted Chakra Mode**. Corrupted Chakra Mode pulls in a small amount of nature energy, gives your hair

a fiery appearance, causes a horn to grow out of your forehead, and causes your veins to budge and turn black. You may enter this form as an Action, twice per long rest, for up to 1 minute. At 11th level you may now transform as a bonus action. You can transform an additional time per long rest at 18th levels. For its duration you gain the following benefits;

- You gain tremorsense up to 30 feet and while a creature is within your tremorsense range you cannot be surprised by them.
- As a part of entering your **Corrupted Chakra Mode**, you gain temporary chakra points equal to your character level. Beginning at 7th level, when you would use these temporary chakra points to cast a Synthetic Human Hijutsu its upcasted to the next level at no additional cost. If the jutsu cannot be upcasted, it gains an additional damage die.
- As a part of entering your **Corrupted Chakra Mode**, you gain temporary Hit points equal to twice your character level. Beginning at 7th level, when you have these temporary hit points you are resistant to bludgeoning, piercing, and slashing damage.
- The damage die for slashing and piercing weapons you wield, is increased by 1 step and are counted as being chakra enhanced.
- Your speed increases by 10 feet and you gain a climbing speed equal to your movement speed. These bonuses increase to 20 feet at 11th level and 30 feet at 15th level.
- At 7<sup>th</sup> level, you no longer have a penalty to Taijutsu attacks when using **Soft Physique Modification**.
- At 15th level when you would deal poison damage you deal additional poison damage equal to your proficiency bonus, up to two times per casting or action.
- At 18th level you are immune to the slowed and weakened conditions.



# SYNTHETIC HUMAN JUTSU

## D-RANK

### HIDDEN SHADOW SNAKE HANDS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 minute

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** For the duration your unarmed attack range is the same has the same range as your Soft Physique Modification Feature and you gain the benefits and penalties of that feature. Your unarmed damage deals  $1d6 + \text{Your Ninjutsu Modifier}$  Piercing damage.

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

When you upcast this jutsu at C-Rank, once you grapple a creature, you can, as an action or bonus action, command your snakes to bite or constrict the creature.

- **Bite:** The target takes  $2d8$  Poison Damage and have to succeed a constitution Saving throw, gaining one rank of Envenomed on a failure.
- **Constrict:** The target takes  $2d8$  bludgeoning Damage and must succeed a Strength Saving throw or else be restrained on a failure.

If cast at B-Rank, the unarmed die becomes a d8 and the Bite and Constrict damage is increased by  $1d8$ . If cast at S-Rank, the unarmed die becomes a d10 and the Bite and Constrict damage is increased by  $2d8$ .

### BINDING GLARE SNAKE SPELL

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Concentration, up to 1 minute.

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** The user summons up to two snakes which crawl out from one's sleeves. Up to two creatures of your choice within the range of your unarmed attack must succeed a Dexterity saving throw, gaining the restrained condition until this jutsu ends and taking  $2d8$  bludgeoning damage on a failure. A restrained creature can attempt to end being restrained by succeeding a Strength saving throw on their turns.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by  $1d8$ . If cast at B-Rank, increase the amount of creatures to 3 and the radius by 5 feet. If cast at S-Rank, increase the amount of creatures to 4 and the radius by 5 feet.

### HIDDEN SHADOW SNAKE BURIAL

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** The user burrows their arms underground and extends their limbs to grab an opponent by their ankles, dragging them into the ground, and burying them with only their head being exposed. The target must succeed a Dexterity Saving Throw, being restrained and unable to make HS on a failure. If the target is unaware of your presence, they make their save at disadvantage. Creatures who are restrained by this jutsu can make a Strength Saving Throw as an action on their turn to end the effect of this jutsu. This jutsu ignores cover.

### SNAKE CLONE TECHNIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you take damage.

**Range:** Self

**Duration:** 1 round

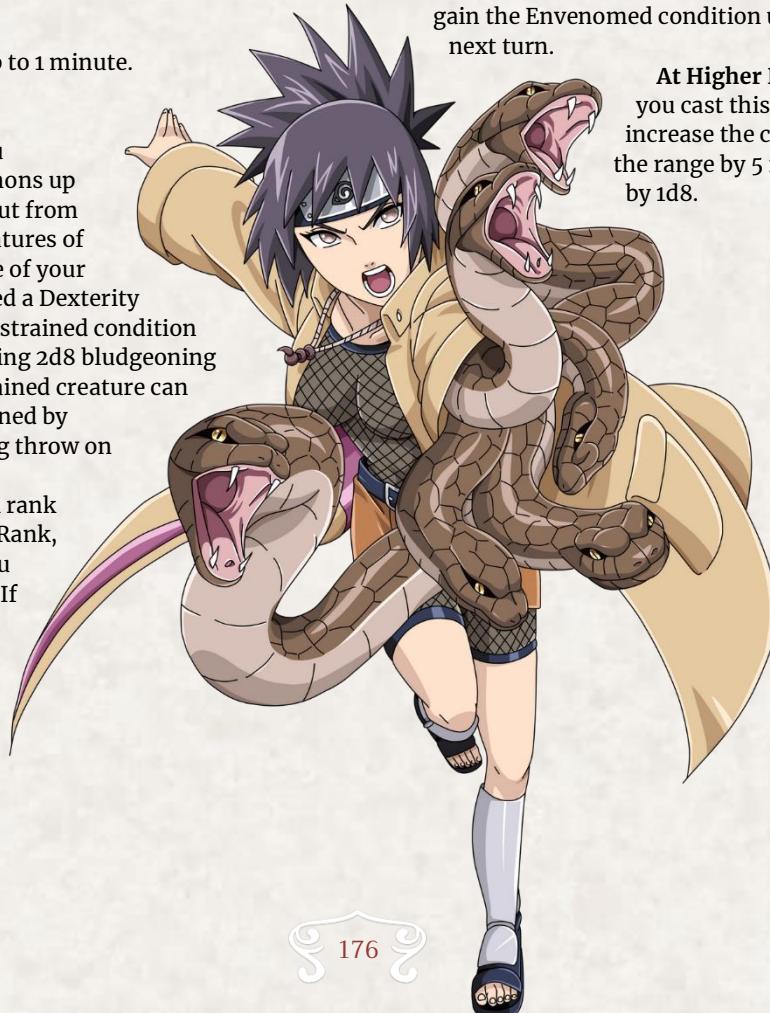
**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** In response to being harmed, the user's body disintegrates into dozens of small snakes and reform in the same spot moments later. Until the start of your next turn, you have a +4 Bonus to AC, including against the triggering attack. If a melee attack were to miss you thanks to this AC increase the creature who missed must succeed a Constitution saving throw or else gain the Envenomed condition until the start of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the range by 5 feet and any damage by  $1d8$ .



## C-RANK

### SLITHERING SNAKE MODE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** The user turns the lower half of their body into a snake's tail, which greatly increases their speed and agility. You do not spend chakra to maintain concentration of this jutsu.

For the duration, your movement speed is doubled, and you gain advantage on Dexterity Saving Throws and ignore difficult terrain. Additionally, you have advantage on grapple checks against you.

### STRIKING SHADOW SNAKE ASSAULT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** The user buries his hands and summons a large amount of snakes that emerge from underground. Creatures in this radius must succeed a Dexterity saving throw, taking 2d8 piercing and 2d8 poison damage and must make a Constitution saving throw, gaining one rank of Envenomed on a Failure. On a successful dexterity save the creature only takes half damage. This jutsu ignores total cover.

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

### NATURE RELEASE: NATURE SNAKE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30ft

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** The user creates a snake construct of chakra, sending it towards an enemy. Make a ranged ninjutsu attack, on a hit, the target takes 4d6 force damage and must make a constitution or be knocked back 30 ft. Alternatively if you have an elemental keyword, you may instead pick one of the following effects based on the Nature Release selected.

- Earth:** Target Creature takes 2d10 bludgeoning damage and 2d8 earth Damage and must also make a Constitution saving throw gaining the Weakened condition until the end of their next turn on a failure.
- Wind:** The jutsu gains a Range of 60 Feet and deals 3d6 slashing and 3d6 wind damage.
- Fire:** Target creature takes 2d8 force and 2d8 fire damage, and all creatures in a 25-foot cone behind the target creature must also make a Constitution saving throw, gaining two ranks of the burned condition on a failed save.

- Water:** Target creature takes 2d10 cold and 2d10 bludgeoning damage and is forced to make a Strength saving throw. On a failed save, the target creature is knocked back by 15 feet and becomes prone.
- Lightning:** Target creature takes 2d8 force and 2d8 lightning damage, and must make a Constitution saving throw, being Shocked for 1d4 rounds on a failed save.

## B-RANK

### FORMATION OF TEN THOUSAND SNAKES

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60-Foot cone

**Duration:** Instant

**Components:** CM, HS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You release a countless number of snakes from your mouth or cloth that moves violently towards everyone in front of you. Creatures in a 60-foot cone originating from you must succeed a Constitution saving throw at disadvantage, taking 3d10 piercing and 3d10 poison damage and gaining two ranks of envenomed on a failed save. On a successful save they take half damage and suffer no additional effects.

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

### GATHERING OF THE SNAKES

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when you would take lethal damage of any type or when you would be bisected, beheaded, or would lose any limb.

**Range:** Self

**Duration:** Instant

**Components:** CM, HS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Snakes emerge from where the user was damaged, and pull the body back together, undoing the damage sustained. After using this jutsu, you cannot use it again for 1d4 weeks.





## A-RANK

### TWIN SNAKES MUTUAL DEATH TECHNIQUE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, HS

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Kinjutsu

**Description:** In order to cast this jutsu, you must unite at least one hand with the target creature that must be under the restrained or grappled condition. The user grabs one of their intended victim's hands and forces it to assist in performing the necessary hand seals. Once this is done, the user and the victim both die instantaneously.

### NATURE SNAKE: GREAT SNAKE STRIKE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (60-foot cone)

**Duration:** Instant

**Components:** CM, HS

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** An evolved version of the *Nature Release: Nature Snake* Hijutsu. The user generates multiple snake constructs of chakra to swarm and attack all creatures in a 60-foot cone, originating from a point within 60 feet. All creatures within range must make a Strength saving throw, taking  $8d10$  force damage and being knocked prone. Creatures who fail this saving throw by 5 or more become restrained until the start of their next turn, as they are constricted and restrained by snakes. On a successful saving throw, creatures take half as much damage and no further effects.

Alternatively, if you have access to a Nature Release, you may pick one of the following effects, replacing this jutsu's normal effects (excluding the fail by 5 or more effect);

- **Earth:** Creatures instead take  $4d10$  bludgeoning and  $4d10$  earth damage, and gain 2 ranks of Bruised on a failed saving throw.
- **Wind:** This jutsu gains an additional 30 feet of range and increases the size of its cone by +10ft. Creatures instead take  $5d6$  slashing and  $5d6$  wind damage and gain one rank of Bleeding on a failed saving throw.
- **Fire:** Creatures instead  $14d4+14$  fire damage and gain 1 rank of Burned on a failed saving throw.
- **Water:** Creatures instead take  $10d6$  cold damage and gain 1 rank of Chilled, fall prone, and are knocked back 15 feet on a failed saving throw. The affected area becomes a source of water for the next minute for jutsu of B-Rank or lower.
- **Lightning:** Creatures instead take  $6d12$  lightning damage and are Shocked and Weakened for  $1d4$  rounds on a failed saving throw (roll once, for all affected creatures).

## CLAN FEATS

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### CHARISMATIC DESIGN

**Category:** Clan

**Prerequisite:** Synthetic Human Clan, Level 4+

You have discovered that your will is only yours, and only you can decide your fate. You gain the following benefits;

- Increase your Charisma score by 1, to a maximum of 20.
- Twice per short rest, you can add your Charisma modifier to any saving throw that you are forced to take. You gain an additional use of this ability at 8<sup>th</sup> and 16<sup>th</sup> levels.
- Whenever someone or something tries to force you in order to make you act against your will, you can change the saving throw into a Charisma Saving Throw.

### POISON ADEPT

**Category:** Clan

**Prerequisite:** Synthetic Human Clan

You have used your immune system to improve the effectiveness of your poisons, making them even harder to overcome. You gain the following benefits;

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Whenever you force a creature to make a Constitution Saving Throw to gain the envenomed condition, the DC is increased by 1.
- You can create Poison in half the time and half the Ryo cost.

### SYNTHETIC SAGE

**Category:** Clan

**Prerequisite:** Synthetic Human Clan, Level 8+

You have attained greater control over your Corrupted Sage Chakra. You gain the following benefits;

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- While grappling a creature using your *Soft Physique Modification* feature, your movement speed is no longer reduced.
- While in your *Corrupted Sage Mode*, you gain the following benefits;
  - The range of your *Soft Physique Modification* feature is increased by +10ft.
  - Upon entering your *Corrupted Chakra Mode*, you gain additional number of temporary hit points and temporary chakra points equal to your proficiency bonus.
  - Poison damage you deal is increased by 1 step, and ignores resistance to Poison damage (and treats immunity to Poison damage as resistance).



# TSUCHIGUMO CLAN

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

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

## ARACHNOphOBIA

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

### TSUCHIGUMO TRAITS

**Recommended Ability Score Increase:** +2 Dex, +1 Wis

**Speed:** Your base walking speed is 35 feet.

**Skill Proficiencies:** Acrobatics, Perception

**Weapon Proficiencies:** You are proficient with Shortbows and Longbows.

### TSUCHIGUMO FEATURES

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

**Third Eye:** The Tsuchigumo are widely known as “Arachnoids” or “Spider people” from their closeness to such insects. But what most don’t know about is the third eye that reveal themselves on your forehead as you grow older. Beginning at 1<sup>st</sup> level, your third eye has reached maturity, and it opens at your command. Once per rest, as a Bonus Action, you open your third eye, increasing your perceptive abilities by a wide margin for the next 10 minutes. For the duration, you gain the following;

- +1 ranks of Mastery to checks made with the *Search* skill action.
- You gain a special action which can only be taken using your Third eye known as the *Spider Search* action.

**Spider Search.** As an Action, you can make a Wisdom (Perception) check vs the Passive Deception of one creature you can see within 120 feet of you. On a success you become aware of the targets highest attack bonus (Weapon, Ninjutsu, Genjutsu, Taijutsu). If you fail this check, you cannot use this action against the same creature until you complete a rest of any type. Beginning at 18<sup>th</sup> level you can take this action as part of the eye’s activation.

- Beginning at 3<sup>rd</sup> level you increase both range increments of short and longbows by +15 feet. This increases to +30 and +60 feet at 11<sup>th</sup> and 18<sup>th</sup> level respectively.

**Web Weapons:** Also at 1<sup>st</sup> level, as a bonus action you can generate enough webbing to create *Web weapons*. All *Web Weapons* have the *Multiattack* and *Lethal 1* weapon properties. When you make a *Web Weapon*, you create any simple melee weapon or any simple or martial ranged weapon with the *Ammunition* property, that does not have the *Heavy* weapon property. Weapons with the *Ammunition* property that you creature do not need to roll ammunition die as you create new ammunition from your webs with each attack.

**Web Traps:** Beginning at 3<sup>rd</sup> level you can produce spider webs by infusing your spit or sweat with chakra. You can use this web to create a variety of traps. When you do, you can create the following traps without the assistance of a kit and reducing their time to build down to 1 minute; *Alarming*, *Deadfall*, *Restraining* and *Weapon Traps*. When building the listed traps using your webs, you gain a +1d4 bonus to the check made to build them. This increases to +2d4 at 11<sup>th</sup> and +3d4 at 18<sup>th</sup> levels.

**Exoskeleton:** Beginning at 3<sup>rd</sup> level, as a Reaction to taking damage, you can conjure a thick coat of golden armor which can take brutal impacts absorbing some damage for you. When you do, you gain 6 DR (damage reduction) vs all sources and immunity to chakra damage or chakra cost penalties until the beginning of your next turn. This increases to 10 at 11<sup>th</sup> and 14 at 18<sup>th</sup> levels. You can do this a number of times equal to your Wisdom Modifier per Short Rest.

**Tsuchigumo Senses:** Beginning at 7<sup>th</sup> level, you find it impossible to be caught off guard. Creatures cannot gain advantage on attack rolls against you as a result of being hidden or unseen. Additionally, you cannot be surprised in combat allowing you to act normally during a Surprise round. Starting at 15<sup>th</sup> level you add your Wisdom Modifier to initiative rolls.

## TSUCHIGUMO CLAN JUTSU

### D-RANK

#### WEB BIND

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot cone)

**Duration:** 1 Minute

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu

**Description:** You knead sticky webbing in your mouth and spit it out covering the target area in front of you. Creatures in the target area must make a Dexterity saving throw, being restrained on a failed save as the sticky web restricts movement for the duration. A restrained creature makes a Strength saving throw at the end of each of their turns to end this jutsu’s effect on them.

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



## WEB THROW

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu

**Description:** You knead sticky webbing in your mouth and spit it out towards a creature you can see within range latching on to them and preparing to pull or throw them up to 30 feet from their original location. Target creature must make a Strength saving throw. On a failed save choose a space up to 30 feet away from the target creatures current space as you use your web to forcibly throw them into the selected space dealing 3d6 bludgeoning damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the distance you can throw a creature by 10 feet and the damage by 2d6.

## SPIDER ART: TERRIBLE SHOT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Web Weapon: Short or Longbow)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You spin your webs reinforcing your bow to have enhanced tension strength able to handle twice the normal tension put on a normal bow. Make a ranged taijutsu attack using your Web Bow. On a hit, you deal your [Weapons Damage] + 2d6.

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

## SPIDER WEB UNROLLING

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when a hostile creature would move at least 10 feet or cast a Jutsu with the Mobility (M) component.

**Range:** 60 feet

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu

**Description:** You knead sticky webbing in your hand in preparation for when a creature moves enough to catch them in a compromising position. The triggering creature must make a Dexterity saving throw. On a failed save they are restrained and knocked prone on a failed save as the sticky web restricts movement.

As a bonus action on your turns, you can pull the restrained creature up to 15ft closer to you. A creature restrained by this jutsu finds it difficult to break out using pure strength due to the tensile strength of the webs. The Webs holding the creature has an AC of 5 and 12 hit points with immunity to Bludgeoning and piercing damage. If the webs are reduced to 0 hit points this jutsu immediately ends. A creature can choose to spend its action to make a Strength saving throw at disadvantage to end this jutsu's effect on them.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the hit points of the web by +12.

## C-RANK:

### SPIDER WEB AREA

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Minute

**Range:** 120-foot radius sphere

**Duration:** Until dispelled or ended.

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Sensory

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

### SPIDER WEB FLOWER

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** 1 round

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

### SPIDER WEB WALL

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

## B-RANK:

### SPIDER ART: TERRIBLE SPLIT

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You create a handful of special golden arrows with a drill like tip capable of ripping and shredding through, rock, bone, steel and flesh alike.

You manifest a d4 stack of drill tipped arrows which can only be used with a *Web Short or Longbow* or When you can a Tsuchigumo clan Hijutsu that requires a *Web Short or Longbow*.

When used as ammunition your [Weapon Damage] becomes 3d10 and pierces DR (damage reduction), temporary hit points and interposing structures.

### SPIDER ART: BROOD MOTHER SUMMONING

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** 1 Minute

**Components:** HS, CS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You weave handseals as you summon your clan's ancestral protector, the Brood Mother Arachnid. This is a Large creature that acts on its own at the end of each of your turns. You can give it direction as a bonus action on your turn, in which if you do it gains a bonus +2 to its attacks and checks as a result of receiving direction, otherwise it will act in your favor attempting to cause harm to your enemies as seen in its stat block. It uses your Ninjutsu attack bonus and Save DC when an effect calls for it.

If it is killed, it is unsummoned and must spend at least 1 week regenerating, before it can be summoned again.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the Brood Mothers Arachnids hit points by 30.

## A-RANK:

### SPIDER NEST SUMMONING: RAIN OF SPIDERS

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot cylinder)

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You draw out one of your clans secret summoning scrolls, releasing a large nest of spiders that all attack in a 30-foot radius, 60 feet tall cylinder centered on you. Creatures in the target area must make a Strength Saving Throw, being Restrained & Incapacitated for the duration, on a failed save. Creatures affected by this jutsu can make an Athletics Check vs your

## BROOD MOTHER ARACHNID

*Large Creature, unaligned*



**Armor Class:** 17+ Your Ninjutsu Ability Modifier

**Hit Points:** 120

**Speed:** 45 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	20 (+3)	12 (+1)	21 (+5)	1 (-5)

**Damage Vulnerability:** Fire

**Damage Immunities:** Poison; Bludgeoning, Piercing and Slashing from Non-Chakra enhanced weapons.

**Condition Immunities:** Charmed, Exhaustion, Petrified, Envenomed.

**Senses:** passive Perception 27

**Immutable Poison.** Poison damage this creature deals cannot be resisted and it treats immunity as resistance.

**Spider Climb.** The Brood Mother can climb or cross any surface suffering no movement speed penalties.

### ATTACKS

**Multiaction.** The Brood Mother Arachnid can attack 2 times with its Bite and once with its Web string or it can attack three times with its Web String

**Bite.** Melee Weapon Attack: reach 5 ft., one creature. Hit: 16 (2d10 + 5)

Poison damage. Creatures who take damage from this attack must make a constitution save, gaining 1 rank of envenomed on a failed save.

**Web String.** Ranged Weapon Attack: reach 30 ft., one creature. Affected creature is grappled by the web. Affected creature can immediately spend its reaction in an attempt to break free making a Strength saving throw to escape. If it chooses to not spend its reaction to immediately escape, it must spend its action on subsequent turns to make the Strength saving throw to end the grappled condition.

**Hatching Brood:** The Brood Mother Arachnid spends an action summoning a Broodling that acts at the end of the Brood Mother Arachnids action. It uses your Ninjutsu attack bonus, save DC or ability Modifier when needed. The Brood Mother can have up to 2 Broodling active at a time.

## BROODLING

*Small Creature, unaligned*



**Armor Class:** 15

**Hit Points:** 20

**Speed:** 45 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	1 (-5)	1 (-5)	16 (+3)	1 (-5)

**Damage Vulnerability:** Fire

**Damage Immunities:** Poison

**Condition Immunities:** Charmed, Exhaustion, frightened, paralyzed, petrified, Envenomed.

**Senses:** Passive Perception 10

**Spider Climb.** The Broodling can climb or cross any surface suffering no movement speed penalties.

### ATTACKS

**Multiaction.** The Broodling can attack 2 times with its Bite.

**Bite.** Melee Weapon Attack: reach 5 ft., one creature. Hit: 10 (2d4 + 5) Poison damage. If a creature is Envenomed, this damage is increased by 1d4.

Ninjutsu Save DC to escape at the end of each of their turns.

## CLAN FEATS

### WEB-WALKING HUNTER (CH)

Category: Clan

Prerequisite: Tsuchigumo Clan, Level 4+

You are a nimble combatant, skilled in the underhanded ways of your people. You gain the following benefits;

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain a climbing speed equal to your movement speed, and ignore difficult terrain created by jutsu you cast (automatically succeeding on their saving throws, if any). You can also wall walk without expending additional movement.
- While your *Third Eye* is active, you gain +X ranks of Mastery to your Stealth checks, up to the maximum Mastery for your level ( $X = 1/3^{\text{rd}}$  your proficiency bonus).
- When using the *Third Eye* clan feature, you gain 120 feet of Darkvision.

### 6-ARMED PREDATOR

Category: Clan

Prerequisite: Tsuchigumo Clan, Level 4+

Your body begins to become more arachnid like when needed. You gain the following benefits;

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- As a Bonus Action, through body augmentation, you grow an additional 4 arms, 2 on either side in front and behind your original arms. With these additional arms, you can wield additional **Web Weapons**, occupying each hand, when applicable.
- A number of times equal to your Wisdom Modifier per Short Rest, when you take the Attack Action, you can make an additional attack using one web weapon you are holding. You can make this additional attack once per turn.



### WEB-WEAVING PREDATOR

Category: Clan

Prerequisite: Tsuchigumo Clan, Level 8+

Creatures caught in your webs are far more vulnerable to your attacks as they find themselves totally defenseless. You gain the following benefits;

- Increase your Strength, Dexterity or Intelligence score by 1, to a maximum of 20.
- Hostile creatures currently restrained, grappled or within difficult terrain as a result of a Tsuchigumo clan Hijutsu you cast are far more vulnerable than they believe they are, suffering a -2 penalty to their AC against you for the duration of the aforementioned effects.
- When you make a melee or ranged weapon or Taijutsu attack targeting a creature currently restrained, grappled or within difficult terrain as a result of a Tsuchigumo clan Hijutsu you cast, if your attack results are 10 or greater than the targets AC, you increase the attacks damage by +2 damage die. This bonus damage die is not multiplied if you score a critical hit.



# UCHIHA CLAN

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

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

## THE CURSE OF HATRED

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

### UCHIHA TRAITS

**Recommended Ability Score Increase:** +2 Dex or Int, +1 Int or Wis (You cannot choose Int for both ASI's)

**Speed:** Your base walking speed is 30 feet.

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

**Passive Affinity:** You have Fire Release affinity

### UCHIHA FEATURES

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

**Advanced Adaptation:** Uchiha are known for their extreme adaptation on the battlefield. Able to see, comprehend, understand and react all in a hair's breadth with or without a Sharingan. At 1st level you gain one of the following adaptations. You can select another of these adaptations beginning at 7th, 15th and 18th level.

- Agile Stance:** If you have the Uchiha Awaiting Stance Clan Jutsu on your known Jutsu list, when a creature's attack would miss you, you are able to, as a reaction, use the jutsu's effects as if they missed you while you had it casted at D-Rank, at no Chakra cost. Beginning at 9th level, you treat this casting a C-Rank, and B-Rank at 13th level. You may use this stance a number of times equal to your Taijutsu Ability Modifier per short rest.

- Aggressive Assault:** If you have the Uchiha Great Assault clan jutsu on your known jutsu list, if you hit a creature with 2 or more unarmed attacks, you instead of dealing unarmed damage can treat the attacks as if you casted the Jutsu at D-Rank at no Cost. Beginning at 9th level, you treat this casting a C-Rank, and B-Rank at 13th level. You may use this feature a number of times equal to your Taijutsu Ability Modifier per short rest.

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



**Sharingan:** One of the Hidden Leaf Village's 2 great dojutsu. The Sharingan is an eye of extreme potential and flexibility. At 3<sup>rd</sup> level you gain access to the **1-Tomoe Sharingan**. You gain access to more tomoe as you reach higher levels. Activating your Sharingan costs a bonus action and remains active for 10 minutes. You may only use abilities gained from this clan feature while it is active. You can use these abilities three times per Short Rest. You gain an additional uses per Short Rests at 7<sup>th</sup> and 11<sup>th</sup> levels. You may spend 10 Chakra while your Sharingan is active to reset the number of uses you have as if you took a short rest.

**1-Tomoe Sharingan:** Starting at 3rd level you gain 30 feet of Chakra sight and two of the following abilities.

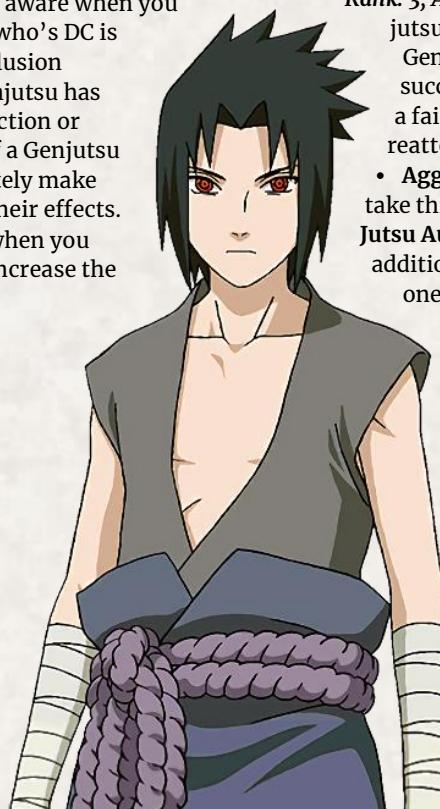
- **Eye of Insight:** When you take the *Read the Enemy* skill action, you can spend a use of this feature to add 1d12 to your check result.
- **Sharingan Adaptation:** Select one jutsu type between genjutsu & taijutsu. For the duration of your **Sharingan**, Your select jutsu casting ability score is changed to the listed Score;
  - **Genjutsu:** Charisma
  - **Taijutsu:** Dexterity
- **Sharingan Dodge 1:** As a reaction you can, add +3 to your AC until the start of your next turn.
- **Copy Wheel 1:** As a reaction, select one creature you can see casting a jutsu whose rank is equal to or less than your Intelligence (or Wisdom) modifier. This jutsu cannot have the Hijutsu keyword and you cannot copy a ninjutsu with a nature release or the medical keyword if you don't have access to them. This jutsu is temporarily added to your jutsu list until you either copy another jutsu or take a rest. Alternatively, you can also attempt to learn the jutsu if you succeed on a DC (13 + Jutsu Rank) ability check using the Jutsu's corresponding ability score (Ninjutsu, Genjutsu, or Taijutsu ability score). On a success you permanently add the jutsu to your known list. On a failure, you don't learn it and cannot attempt to again until you complete a long rest. You can learn a number of jutsu this way equal to your proficiency bonus. If you attempt to learn a jutsu while you already have the maximum possible learned from this feature, you unlearn one of the jutsu learned this way, replacing it. (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**)
- **Genjutsu Counter 1:** You are always aware when you are under the effects of a Genjutsu who's DC is equal to or less than your passive illusion (Illusion bonus + 10) even if the genjutsu has the *Unaware* keyword. Also, as an Action or Reaction, while under the effects of a Genjutsu you are aware of, you can immediately make an additional saving throw to end their effects.
- **Hypnotic Eye 1:** As a bonus action when you cast *Genjutsu: Sharingan!*, you can increase the save DC by +1.

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

- **Sharingan Dodge 2:** You can only take this ability if you already have Sharingan Dodge 1. Your Sharingan Dodge bonus can be applied to Dexterity saving throws.
- **Aggressive Foresight:** As a reaction, you can make an insight check against a hostile creature when they target you or an allied creature within 30 feet of you with a jutsu you can see. (DC: 12+ Jutsu rank (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**). On a success you become aware of the jutsu being used, its DC, attack bonus, and damage. If you are the target, you gain an additional reaction. If the target is an ally, they gain a +2 AC bonus against this attack as you warn them.
- **Aggressive Jutsu Augmentation 1:** As a Bonus action, when casting a Ninjutsu, Taijutsu or Genjutsu, you may spend additional Chakra equal to half of its total cost to upcast the jutsu by 1 rank, ignoring rank restrictions. If you would attempt to upcast an S-Rank jutsu that deals damage, its damage is increased by 2 damage die or Save DC by +2.
- **Genjutsu Counter 2:** You can only take this ability if you already have **Genjutsu Counter 1**. You are always aware if you are under the effects of a Genjutsu regardless of the keyword. Also, when you remake a saving throw using **Genjutsu Counter 1**, you roll the saving throw at advantage

**3-Tomoe Sharingan:** Starting at 11th level you gain a +5 bonus to your passive perception and one of the following abilities.

- **Sharingan Dodge 3:** You can only take this ability If you already have **Sharingan Dodge 2**. When targeted by an attack, by spending 10 Chakra as a reaction, you instead can just cause the triggering attack to miss. If you must make a Dexterity saving throw, you can choose to instead succeed taking no damage and suffering no effect. This can only be done if you are not restrained or prone.
- **Copy Wheel 2:** You can only take this Sharingan ability if you have **Copy Wheel 1**. You can instead learn the jutsu, you're attempting to copy permanently, if you succeed a DC (15 + Jutsu Rank, **D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**) ability check using the jutsu's corresponding ability score (Ninjutsu, Genjutsu, or Taijutsu ability score). On a success you add the Jutsu to your known list. On a failure, you do not copy it, and cannot reattempt to until you complete a long rest.
- **Aggressive Jutsu Augmentation 2:** You can only take this ability If you already have **Aggressive Jutsu Augmentation 1**. You no longer need to spend additional Chakra to increase the jutsu's rank by one.
- **Hypnotic Eye 2:** You can only take this ability if you already have **Hypnotic Eye 1**. As a Bonus Action when you cast a Genjutsu with the Visual Keyword, you can increase the Save DC by +1. If you are casting *Genjutsu: Sharingan!*, you can increase the save DC by +2.



# UCHIHA CLAN JUTSU

## D-RANK:

### GENJUTSU: SHARINGAN!

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Genjutsu, Visual

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

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

### UCHIHA AWAITING STANCE

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As a reaction, you force the triggering creature and all subsequent attacks targeting you, to roll at disadvantage or you gain advantage on the triggering Dexterity saving throw and all subsequent Dexterity saving throws until the beginning of your next turn. When a creature misses you with an attack or you pass a Dexterity saving throw, you immediately make a melee weapon attack or cast a D-Rank taijutsu or Bukijutsu that you know. If the jutsu cast is an Uchiha clan Hijutsu, you may cast it at 0 Cost. You can attack or cast a jutsu, in this way, once per casting of this jutsu.

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

### UCHIHA GREAT ASSAULT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** Make a melee taijutsu attack against a target creature in range. On a hit you deal  $3d8$  bludgeoning damage. You also gain advantage on your next melee or Taijutsu attack against that creature on your next turn.

If this jutsu is cast as a result of *Uchiha Awaiting Stance*, it is automatically upcast to the same rank at no additional cost.

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

### UCHIHA SHURIKEN RAIN

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet (10-foot radius sphere)

**Duration:** Instant

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

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Bukijutsu

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

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

### UCHIHA EMBER BULLET

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fire Release

**Description:** This is a unique variation of the “*Fire Release: Phoenix Fire*” Jutsu. Make a Ranged Ninjutsu attack against a target creature in range. On a hit, they take  $5d6 + 5$  and gain 1 rank of Burned.

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



## C-RANK:

### GENJUTSU: DEFLECT!

**Classification:** Hijutsu

**Rank:** C-Rank

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

**Range:** 30 feet

**Duration:** Instant

**Components:** CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Genjutsu, Visual

**Description:** As part of the requirements of this jutsu, you must have the *Sharingan* active. You may immediately attempt to make a Standard Jutsu ability check using your Genjutsu Ability modifier vs the triggering Genjutsu.

On a success, you end the Genjutsu affecting you or another creature as it becomes *Deflected*. When you do you must select another targeting within range, that you can see and make eye contact with. The target creature must make a Wisdom saving throw.

**Success:** The target resists this jutsu's effects.

**Failure:** Affected creatures falls under the effect of the *Deflected* Genjutsu as if you had cast it. They follow the original **Failure** effect of that Genjutsu.

**Critical Failure:** Same as failure, but the target follows the original **Critical Failure** effect of that Genjutsu. If that Genjutsu had no critical failure effect, they instead becomes Restrained for the Genjutsu's original duration. A restrained creature is unable to make hand signs and begins to remake their saving throw at the end of each of their turns to end this effect on them.

### GENJUTSU: RED STAR

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

**Components:** CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Genjutsu, Visual, Unaware

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

Select a space you can see within range. All creatures in a 20-foot radius sphere centered on this space must make a Wisdom saving throw.

**Success:** This jutsu ends and the target resists its effects.

**Failure:** creature gains 2 rank of fear against the sun and will try to escape any source of light opting to move into total darkness. It must spend its entire turn looking for cover or concealment from all light sources. A creature that begins its turn under any source of light takes psychic damage equal to  $5d8$  and remakes their save at the end of each of their turns, ending this genjutsu on a success.

**Critical Failure:** Same as failure, but the target also takes  $2d8$  additional psychic damage for each rank of fear they have at the beginning of its turn.

## UCHIHA FLAME BALL

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (20-foot radius sphere)

**Duration:** instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fire Release, Clash

**Description:** This is a unique variation of the “*Fire Release: Great Fireball*” Jutsu. You Fire a stream of Fire 5 feet wide and up to 60 feet long in a straight line originating from you. This Fire stops at a space of your choice along this distance and expands into a large 20-foot radius sphere of blazing orange flame centering on the selected space. All creatures in both this Jutsu's stream and blazing sphere, must succeed a Dexterity saving throw. On a failed save they take  $10d4+10$  Fire damage and the burned condition on a failed save or half as much on a success.

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

## B-RANK:

### UCHIHA FLAME FLOWER

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fire Release

**Description:** This is a unique variation of the *Fire Release: Hot Sun* Jutsu, where you create 8 smaller ruby red spheres of Fire in the air and have them float midair no higher than 30 feet and no further than 120 feet from you. As a Bonus action on your turn, you may command a single sphere to attack a single creature. Make a Ninjutsu attack against a single creature. On a hit they take  $4d8+4$  Fire damage and the sphere is lost. If you miss you still lose one of the Fire spheres.



## GENJUTSU: EPHEMERA

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Genjutsu, Visual, Unaware

**Description:** As part of the requirements of this jutsu, you must have the *Sharingan* clan feature active. You look towards a target creature and attempt to place them into powerful illusion designed to torture them if they choose to not follow your command. You can give them any 1-word command that they can reliably accomplish in 6 seconds. If the command would cause harm to them in some way, this jutsu automatically ends. If they submit to the command they perform it and continue to perform it, even if they already completed it. They would repeat the same action forgetting that they already did the task for the duration.

If they choose to resist the command they must make a Wisdom saving throw.

**Critical Success:** This jutsu ends and the target becomes immune to this jutsu for the next minute.

**Success:** This jutsu ends and the target resists its effects.

**Failure:** The target begins to experience a massive torrent of torturous visions of your choice, that both you and they can see. Their fears, concerns, desires and regrets begin to materialize on the target's body in a variety of different ways of your description. Each turn they begin not completing your request, they take  $5d10$  psychic damage, gain 1 rank of Concussed and 1 rank of confused.

**Critical Failure:** Same as failure, but the damage die instead becomes a d12.

## A-RANK:

### UCHIHA FLAME SPIRAL

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Concentration, up to 1 Minute

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fire Release

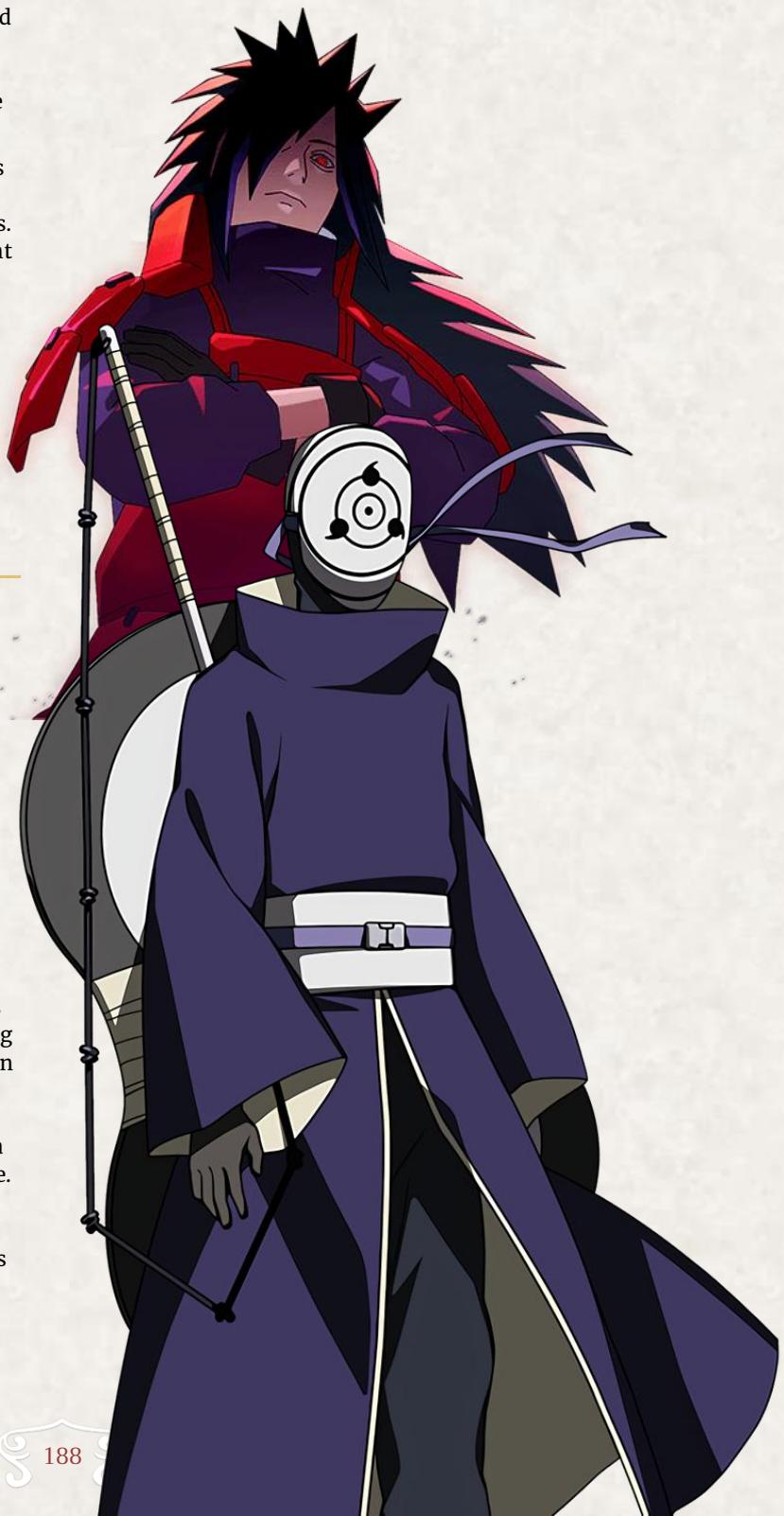
**Description:** The ultimate Uchiha Fire Release. As part of the requirements of this jutsu, you must have the *Sharingan* active. You conjure three flaming tornados. Each tornado is a column with a radius of 5 feet, and a height of 30 feet. Creatures within the tornadoes' areas when you cast this jutsu and whose space the tornadoes pass through must make a Dexterity saving throw taking  $10d10 + 10$  Fire damage on a failed save or half as much on a successful one.

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

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

The Flaming tornados can be dispersed with enough force. The Flaming Tornado has an AC equal to your Ninjutsu save DC, and hit points equal to ten times your

Ninjutsu Ability Modifier. The Flaming Tornado counts as a flaming construct, has vulnerability to cold damage, and when damaged by Wind damage, regains hit points equal to the damage the jutsu would have dealt.



## CLAN FEATS

### CONSTANT PROGRESSION

Category: Clan

Prerequisite: Uchiha Clan, Level 4+

You've trained yourself to constantly evolve past your current limitations, you gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain an additional adaptation from the *Advanced Adaptation* clan feature that you qualify for.
- You can create and learn Uchiha clan Hijutsu in half the required time.
- You can take this feat up to three times.

### MADARA'S HATRED

Category: Clan

Prerequisite: Uchiha Clan, Level 8+

The blood of the ghost of the Uchiha, runs directly through your veins. Be it a decedent or some other direct blood relation, providing you with unmatched passion, pride and arrogance. You gain the following benefits;

- While you are gaining the benefit of the *Sharingan* clan feature, you can choose to, as an Action, spend 1 Chakra die, to enter a state of fervor until the end of your next turn. This is known as the Curse of Hatred. While you are in this state of fervor, you can spend 1 Chakra die at the end of the turn it would expire to extend its benefits until the end of your following turn. You can extend its duration in this way until you have expended all Chakra die. If you would attempt to extend its duration while you have no Chakra die, you can choose to instead spend 2 Hit die in its place. You gain the following effects;
  - You gain a +1d4 bonus to Taijutsu attacks
  - When you would deal damage to a creature using an Uchiha clan Hijutsu or a weapon attack, you add your proficiency bonus to the damage dealt, twice per turn.
  - You gain a +2 bonus to your AC
  - You gain a +2 bonus to all saving throws.
  - You gain a +2 bonus to all skill checks



### MASTERED SHARINGAN

Category: Clan

Prerequisite: Uchiha Clan, Level 12+

Through intense training, you can push the limits of your Sharingan beyond the pale. You gain the following Benefits;

- The cost to regain the uses of your *Sharingan* is now 5 Chakra.
- You gain 1 additional ability from your *1-Tomoe Sharingan*.
- You gain 1 additional ability from your *2-Tomoe Sharingan*.

# UZUMAKI CLAN

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

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

## NEVER BACKING DOWN

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

### UZUMAKI TRAITS

**Recommended Ability Score Increase:** +2 Con, +1 Cha

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Chakra Control, Ninshou

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

### UZUMAKI FEATURES

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

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

**Chakra Reserves:** Uzumaki's have a special secondary network of Chakra all their own known as their Chakra reserves. This reserve of Chakra can be called upon at will to slowly revitalize your normal Chakra pool. Starting at 1<sup>st</sup> level, you materialize this second pool of Chakra, known as **Reserve Cells**. These cells are a product of this special secondary network allows you to remain fully charged and prepared for battle. You have a number of **Reserve Cells** equal to your level per long rest. You can spend these cells to accomplish any of the following;

- By spending 1 **Reserve Cell**, you can spend an Action, to take the **Draw Reserves** skill action, with advantage. On a success, for every chakra die rolled, you gain an additional +2 chakra. On a failure, you still spend a chakra die and regain the result
- Beginning at 7<sup>th</sup> level, when you would take Chakra damage, you can, as a reaction, spend up to 3 cells to reduce damage taken by an amount equal to 1d10 + constitution, per cell spent.

**Fuinjutsu Master:** Also at 1<sup>st</sup> level, Uzumaki can utilize jutsu with the Fuinjutsu keyword far better than most. One per rest, you can cast a jutsu you know with the Fuinjutsu keyword that has a casting time of 1 action, as a bonus action. This increases to twice per rest at 11<sup>th</sup> level and three times per rest at 18<sup>th</sup> level.

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

**Draining Seals:** Starting at 3<sup>rd</sup> level, when a creature gains any number of ranks of the Sealed condition, they increase the cost of their next jutsu by +2 for each rank of **Sealed** they gained. Beginning at 7<sup>th</sup> level when a creature would fail a saving throw against a Jutsu you cast with the Fuinjutsu keyword, they take Chakra damage equal to the rank of the Fuinjutsu cast. (D-Rank: 3, C-Rank: 6, B-Rank: 9, A-Rank: 12, S-Rank: 15). Finally at 15<sup>th</sup> level, creatures with ranks of the Sealed condition that passes their saving throw vs a Fuinjutsu you cast takes half of the listed chakra damage this feature deals.

**Inhuman Lifeforce:** Uzumaki's are known for having life forces that rival that of legendary shinobi. Starting at 11<sup>th</sup> level, you gain proficiency in Constitution saving throws. If you are already proficient you instead gain a +2 bonus to Constitution saving throws.

**Incomprehensible Fortitude:** At 18<sup>th</sup> level, once per long rest, when you make a Constitution Saving throw, you may choose to automatically succeed. When you do, you ignore the effects of the Jutsu or ability that caused you to make the constitution save until the beginning of your next turn.



# UZUMAKI CLAN JUTSU

## D-RANK:

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### ADAMANTINE STRIKING CHAINS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Fuinjutsu, Ninjutsu

**Description:** You inscribe a Chakra seal onto the palm of your hand and manifest one large Chakra-based chain from a location of your choice on your body. Make a ranged Ninjutsu attack against a creature you can see within range, as your Chakra chain smashes into them, dealing  $4d6$  force damage and increasing the base cost of their next jutsu cast by +5.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, damage by  $2d6$  and the base cost increase by +5.

### UZUMAKI ART: BASIC SEAL

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, CS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Fuinjutsu, Ninjutsu

**Description:** You inscribe a Chakra seal onto the palm of your hand and create a three-point seal formation and attempt to seal away a large portion of a target creature's Chakra by slamming the seal onto the creature for a limited time. Make a melee ninjutsu attack. On a hit, the target takes  $4d6$  chakra damage and gains a rank of Sealed.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the chakra damage by  $2d6$ . If this jutsu is cast at B-Rank or higher, increase the number of ranks of Sealed by 1. If this jutsu is cast at S-Rank increase the number of ranks of Sealed by 2.

### UZUMAKI ART: FONT OF LIFE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM

**Cost:** Special

**Keywords:** Hijutsu, Medical, Ninjutsu

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

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

### UZUMAKI ART: FLASH ANCHOR

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage or make a saving throw or contested skill check.

**Range:** Self

**Duration:** 1 Round

**Components:** CM, CS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You quickly deploy Chakra seals around you to create an immovable defensive barrier. Until the start of your next turn, you gain a +2 bonus to your AC, saving throws, skill checks and cannot be moved by any means.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B-Rank, the bonus is increased to +4. If this jutsu is cast at S-Rank, the bonus is increased to +6.

## C-RANK:

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### ADAMANTINE BARRIER

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet.

**Duration:** Concentration, up to 10 minutes

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Fuinjutsu, Ninjutsu

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

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

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

If a hostile creature attempts to move through the barrier without the caster's permission, it must make a charisma saving throw. On a failed save, it cannot push through the barrier for the remainder of the turn. On a success, they become unaffected by this jutsu for the remainder of its duration.

Additionally, for the duration of the jutsu, any creatures outside the barrier who targets a creature inside the barrier with an attack or jutsu, must make a charisma saving throw. On a failed save the creature must choose a new target outside of the barrier, or lose the attack or jutsu. Area of effects can still move through the barrier as if it wasn't there. On a success, they become unaffected by this jutsu for the remainder of its duration.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the size of the barrier by 5ft.

## ADAMANTINE BINDING CHAINS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

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

- **Whip:** Make a ranged Ninjutsu attack against a target creature, dealing 4d10 Chakra Damage on a hit.
- **Bind:** Select one creature you can see within range. The target creature must make a Strength Saving Throw. On a failed save, they are restrained. A creature can remake the saving throw to end this effect as an Action.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the damage by 2d10 and the number of creatures you can target with Bind by +1.

## UZUMAKI ART: 5-PRONGED SEAL

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Up to 1 Week

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Fuinjutsu, Ninjutsu

**Description:** An advanced version of the *Uzumaki Art: Basic Seal*, requiring two Chakra seals layered on top of one another and reinforced with a 5-point seal of your design, made to lock away Chakra for powerful creatures.

Make a melee ninjutsu attack against a creature within range. On a hit, the target is infused with the 5-pronged seal. For the duration, the first time the affected creature casts a Ninjutsu or Genjutsu each round, they double the base cost of the jutsu cast. Also, they have disadvantage on Chakra Control checks for the duration. After 1 week this jutsu immediately ends. A creature can attempt to make an Intelligence (Ninshou) check vs your Ninjutsu save DC as a Full-Turn Action on their turn to end this jutsu's effect on them.

If this jutsu is currently affecting a creature with ranks of the Sealed condition, any Saving throw or skill check made to remove ranks of Sealed or resist Jutsu with the Fuinjutsu Keyword is made at disadvantage.

## B-RANK:

### UZUMAKI STUBBORNESS

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when you would fall to 0 hit points.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (12 Chakra)

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your determination and Chakra reserves are powerful enough to keep you standing despite your body suffering grievous injuries. When you fall to or below 0 hit points, you may as a reaction inject Chakra throughout your body forcing yourself to survive, instead dropping to 1 hit point.

At the beginning of your next turn, you gain 1 rank of weakened for the next minute as the stress from maintaining consciousness and fighting through the trauma takes its toll on you.

### UZUMAKI BREAK

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (10-foot cube)

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Fuinjutsu, Ninjutsu

**Description:** Using your knowledge of seals and Fuinjutsu, you surgically attempt to dismantle and break all jutsu you see within range, that is currently being maintained or is active. As part of the activation of this jutsu, select a space you can see with range make a Ninjutsu ability check against a DC (13+ rank of the jutsu, D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5).

On a success you understand the inner workings of all active Ninjutsu and Genjutsu of the result rank or lower in range and how to break them, immediately ending its effects. You decide which jutsu you want to affect when you cast this jutsu.



## A-RANK:

### UZUMAKI ART: RIVER DAM SEAL

Classification: Hijutsu

Rank: A-Rank

Casting Time: 1 Action.

Range: Touch

Duration: Permanent

Components: HS, CM, CS

Cost: 25 Chakra

Keywords: Hijutsu, Ninjutsu, Fuinjutsu

Description: As a part of the activation of this jutsu. The target must have at least 5 ranks of *Sealed*.

You generate an infamous seal that grows in size so much so that it encompasses up to a 60-foot radius before instantly compressing down into a 1 kanji seal that can say or mean anything you wish.

Make a melee Ninjutsu attack against the target. On a hit the seal wraps itself around the target warping the seals on them into a new and unique seal known as the *River Dam Seal*.

*River Dam Seal.* This hyper powerful seal causes the target to lose all ranks of the *Sealed* condition as this effect replaces them. Creatures with this seal placed upon them suffer the following effects;

- A creature with the *River Dam Seal* is counted as having 5 ranks of the *Sealed* condition for the purposes of interacting with features, traits and jutsu and cannot gain ranks of the *Sealed* condition while they have the *River Dam Seal*.
- A creature with the *River Dam Seal* increases the base chakra cost of all Jutsu, features and traits that cost chakra by +15.
- A creature with the *River Dam Seal* suffers a -5 penalty to all of their Ninjutsu & Genjutsu Save DCs.
- A creature can spend a Full Turn Action to make a DC 25 Ninshou check to remove this condition.



## CLAN FEATS

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### CHAKRA TENACITY

Category: Clan

Prerequisite: Uzumaki Clan, Level 8+

Your Chakra pool isn't just vast, it's also immensely resilient to attack. You gain the following Benefits;

- Increase your Constitution score by 1, to a maximum of 20.
- You gain resistance to chakra damage or chakra reduction-based effects.
- Your chakra cannot be absorbed by a hostile effect or attack.
- Your chakra costs cannot be increased by hostile effects.
- When you would attempt to cast jutsu while you are unable to mold Chakra, you can make a DC 10 + the rank of the jutsu, Constitution check to cast it, as if you could mold Chakra. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5.)

### MONSTROUS RESERVES

Category: Clan

Prerequisite: Uzumaki Clan, Level 12+

You've conditioned your body to generate more Chakra as you push your limits, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Double the bonus chakra provided by your Wellspring of Chakra Clan feature.

### UZUMAKI SEALING ADEPT

Category: Clan

Prerequisite: Uzumaki Clan, Level 4+

You have found some secrets regarding the Uzumaki Clan Sealing techniques that you thought impossible.

You gain the following Benefits;

- Increase your Intelligence or Constitution score by 1, to a maximum of 20.
- Uzumaki Hijutsu you cast cannot be interrupted by an opposing creature's jutsu.
- Increase the Chakra damage you deal as a result of Ninjutsu with the *Fuinjutsu* by an amount equal to your Ninjutsu ability modifier.



# VESPER CLAN

*"Those of the Vesper Clan trace their unique Kekkai Genkai to a Mist Shinobi named Inamo Vesper. It is said that he once made a perilous journey into the heart of a mountain, finding the great and wise Sage Bat. Convincing the Sage to train him, he spent years in those caverns, only ever seeing daylight as a distant flicker from cracks in the ceiling. At the end of his training, he had become a unique Sage, known to some as a Vampyr. Leaving the cave, he found sunlight...a little irritating."*

*"As his story came to a close and he had children of his own, his unique DNA began to spread throughout, until centuries later the Vesper Clan was formed. Solitary, rarely organised and to themselves, the clan are silent stalkers of the night, often taking up mercenary jobs."*

-Otsohi Suzumaru  
Shinobi Historia, Ch. 12 excerpt

## NOCTURNAL HUNTERS

The Vesper are a custom homebrew clan created by Schmeelo. Tracing their origins back to a family that accepted a blood pact with a Sage Bat, those of the Vesper Clan find themselves gifted with features akin to a bat, but also enhanced strength and speed. Preferring the night to day, they prowl the streets of villages to find their targets.

### VESPER TRAITS

**Recommended Recommended Ability Score Increase:** +2 Cha, +1 Str or Dex

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Acrobatics, Stealth

**Visual Literacy:** All ability scores are counted as being +2 higher, for the purpose of casting Higher Ranked Genjutsu with the Visual Keyword through any Ability Score Restrictions.

### VESPER FEATURES

**Vesper Clan Techniques:** Vesper clan members have access to their own list of secret jutsu that only those with their kekkei genkai may use.

**Charming Persona:** Beginning at 1<sup>st</sup> level, Vesper clan members may use Charisma instead of Wisdom as the casting modifier for Genjutsu with the Hijutsu keyword.

**Supreme Nightvision:** Also at 1<sup>st</sup> level, Vesper Clan members gain 60 feet of Darkvision and you can see through light obscurement with no difficulty.

Also, while in dim light or Darkness you may use **Stealth Skill-Based Actions** as a bonus action, and may move up to your full movement speed while in Stealth.

At 7<sup>th</sup> level, Vesper Clan members perceive color through their Darkvision and can see through heavy obscurement.

At 11<sup>th</sup> level, while you are not in direct Sunlight, you may spend 3 chakra to gain 30 feet of flying speed until the end of the current turn. When you would land after using this flight, you do not take fall damage.

**Superior Being:** Blessed with the genetics of the ancient Sage Bat, your physiology is inherently molded for greatness. At 3<sup>rd</sup> level, you gain the following traits:

- Your Movement speed increases by 5ft, and you gain a wall walking speed equal to your movement speed.
- You have advantage on Strength Checks to Push, Pull and Drag objects.
- As a reaction to making a Strength or Dexterity saving throw, you may spend 3 chakra to make at advantage.

At 11<sup>th</sup> level, you may spend 7 chakra to do this without spending a reaction, up to once per round.

**Genjutsu Resilience:** Starting at 7<sup>th</sup> level, your unique insight into Genjutsu also makes you extremely resilient to it. You have gain a +1d4 bonus to saving throws to resist Genjutsu with the Visual keyword.

**Enthralling Strength:** Beginning at 11th level, creatures charmed by your Vesper Features/ Hijutsu make their next check or saving throw to end the condition at disadvantage.

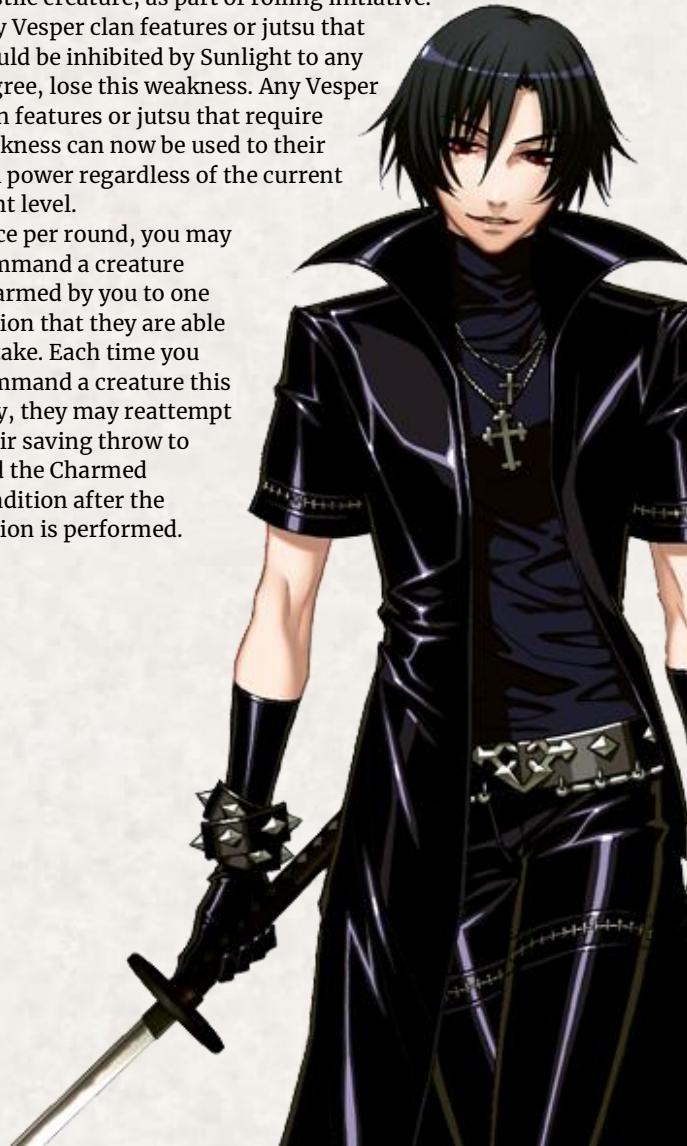
Also, twice per long rest when a creature would fail a saving throw against a Genjutsu you cast, you can automatically Charm the creature. You can also impose a Charisma saving throw against your Genjutsu or Taijutsu Save DC when you hit a creature with a Taijutsu attack (or an unarmed/weapon attack, with **Claws of the Night** active). A creature charmed this way, does not stop being charmed the first time you damage them after giving them this rank of charmed.

**Immortal:** At 15<sup>th</sup> level, you become truly immortal, unable to age any further, unless you willingly allow yourself to. This new outlook on life has significantly altered your ability to feel fear.

Additionally, you are immune to the Charmed condition, and can gain no more than 2 ranks of the Frightened condition.

**Supreme Being:** At 18<sup>th</sup> level, you gain additional features to your **Superior Being** feature;

- If you would roll below a 13 on the d20 on an initiative roll, you treat your d20 roll as a 13. You may also cast a single Vesper Hijutsu, Taijutsu, or Genjutsu with a duration greater than instant that does not affect a hostile creature, as part of rolling initiative.
- Any Vesper clan features or jutsu that would be inhibited by Sunlight to any degree, lose this weakness. Any Vesper clan features or jutsu that require darkness can now be used to their full power regardless of the current light level.
- Once per round, you may command a creature Charmed by you to one Action that they are able to take. Each time you command a creature this way, they may reattempt their saving throw to end the Charmed condition after the Action is performed.



# VESPER CLAN JUTSU

## D-RANK

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### BLOOD DRAIN

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Movement Speed

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Taijutsu, Medical

**Description:** You lunge at a creature with your sharp fangs, aiming to drink deep. Make a melee Taijutsu attack, dealing your [Unarmed Damage] on hit. You also deal 3d8 Necrotic damage on a hit and recover hit points equal to half the damage dealt with the Necrotic Damage Dice of this jutsu.

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

### CHARMING GAZE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Visual, Unaware

**Description:** You gaze at a creature for but a moment, causing them to become mildly infatuated with you. They must succeed on a Charisma Saving Throw or gain 1 rank of the Charmed against you until the end of their next turn. The target is not aware that they are Charmed.

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

### CLAWS OF NIGHT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Taijutsu

**Description:** Turning your nails into sharp claws, your attacks with your bare hands become vicious enough to slice through walls. Your [Unarmed Damage Die] becomes 2d6 Slashing Damage. If you would cast a Taijutsu with these claws, you can change the damage type to Slashing. If you do, the Taijutsu deals an extra die of damage, once per casting.

### REND

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keyword:** Hijutsu, Taijutsu, Medical, Combo

**Description:** To cast this jutsu, you must be benefitting from the *Claws of Night* jutsu. You lash out at a creature with your claws, attempting to unleash the blood within.

Make 2 melee Taijutsu Attacks, each dealing your [Unarmed Damage] + 1d6 Necrotic Damage, but do not add your ability modifier to the damage dealt. For every two attacks you hit with this jutsu, the target gains 1 rank of Bleeding.

Until the end of the current turn, you may target one affected creature with a Taijutsu with the *Finisher* keyword, as an action or bonus action, regardless of range, ignoring the jutsu's listed casting time.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast to C-Rank or higher, add half your ability modifier to the damage of this jutsu. If cast to B-Rank or higher, make an additional attack with this jutsu. If cast to A-Rank or higher, you instead add your full ability modifier to the damage of this jutsu. If cast to S-Rank or higher, make an additional attack with this jutsu.

## C-RANK

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### MISTY LEAP

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keyword:** Hijutsu, Ninjutsu

**Description:** Your form turns into that of a fine mist. You may move up to 40ft in any direction, including up. You are able to fit through small gaps with ease. At the end of this movement, you return to your normal state. If you cast this jutsu whilst moving against heavy wind, you only move up to half the maximum distance.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the distance you move by 20 feet.

### MISTED AVOIDANCE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, when you take damage

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keyword:** Hijutsu, Ninjutsu

**Description:** Your body turns into a puff of smoke as you dash away to avoid harm. Make a melee Taijutsu attack, using your choice of Dexterity or Charisma as your Taijutsu ability modifier, contested by the attack roll or DC of the ability used. If you roll higher, you take no damage and move anywhere within 30ft. If you fail, reduce the damage by twice your proficiency bonus.

## MORTAL FEAR

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Concentration, up to 1 Minute

**Components:** CM

**Cost:** 9 Chakra

**Keyword:** Hijutsu, Genjutsu, Visual

**Description:** You stare into the soul of a creature, forcing them to confront their mortal nature. They must succeed a Charisma Saving Throw or gain 2 ranks of Fear against you and take 1d6 Psychic damage, piercing DR and temporary hit points. If you maintain this jutsu, they must make the same saving throw at the start of each turn. If they have 5 ranks of Fear, they are treated as being Vulnerable to the Psychic damage of this jutsu.

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

## B-RANK

### THRALL

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 10 feet

**Duration:** 10 Minutes

**Components:** CM

**Cost:** 13 Chakra

**Keyword:** Hijutsu, Genjutsu, Visual, Auditory

**Description:** Whispering words of command or affection to a creature close to you, you force them into servitude. They must succeed a Charisma Saving Throw or become Charmed. While Charmed this way, they will act as your loyal servant and perform actions they normally may not, such as even harming an ally. If you command them to harm their allies in any way, they may remake their saving throw once the command is executed, ending this condition and thus this jutsu on a success. Starting from the second time you command a creature to harm their allies, the creature gains a +1 bonus to their saving throw to end this jutsu, which stacks.

### VAMPYR

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** HS, CM

**Cost:** 14 Chakra

**Keyword:** Hijutsu, Taijutsu

**Description:** You tap deep into your bloodline, unleashing a similar power to what the great Bat Sage once had, becoming a true creature of darkness. For the duration, gain the following features;

- You gain a +2 bonus on all Strength, Dexterity and Charisma skill checks and saving throws.
- You benefit from the *Claws of Night* jutsu at no extra cost and the damage of the claws increases to 2d8.
- Your Speed increases by 15ft, and you do not provoke attacks of opportunity.
- Once per turn, you may deal an additional 2d4 Necrotic Damage when dealing damage of any kind.

If you are within *Dim Light* or *Darkness*, you gain additional benefits;

- Increase the bonus to Strength, Dexterity, and Charisma skill checks and saving throws by +1 (+3), and gain this bonus on attack rolls made using these ability scores.
- Increase your movement speed further by +15 feet.
- Each time a creature would gain any ranks of Charmed or Fear from you, increase the total by 1.

## A-RANK

### THROATSLICER

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** M

**Cost:** 20 Chakra

**Keyword:** Hijutsu, Taijutsu, Finisher

**Description:** To cast this jutsu, you must be benefitting from the *Claws of Night* jutsu. You make a single quick cut to a creature's throat with your claws. Make a Taijutsu Attack. On a hit, you deal your [Unarmed Damage] + 9d8 Slashing Damage, and the target must succeed a Constitution saving throw or become Dazed and Lacerated.

If this jutsu is used as a *Finisher*, the damage is instead your [Unarmed Damage] + 10d10 slashing, and on a failed saving throw, the target is Incapacitated until the end of their next turn and gains 3 ranks of Lacerated. If a creature reaches 0 hit points as the result of this jutsu, they immediately die as you slice their throat.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 2d8 or 2d10 respectively.



## CLAN FEATS

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### BLADE OF DARKNESS

**Category:** Clan

**Prerequisite:** Vesper Clan

You learn how to use weaponry alongside your Vesper Clan Techniques. You gain the following benefits;

- Using your dark powers with weaponry, you learn a new Vesper Hijutsu, *Tool of Night*.
- When you score a Critical Hit against a creature with a weapon attack or Taijutsu attack, it gains 1 rank of Fear against you, once per turn, per creature.
- When you cast a Bukijutsu while benefitting from the *Claws of Night* jutsu, you may pay half the cost of the Bukijutsu again to deal an additional 1d8 Necrotic Damage, once per casting. Increase this damage by 1 dice for each rank it is cast beyond D-Rank.
- When you would benefit from *Claws of Night* to due Vampyr, you may choose to instead benefit from *Tool of Night*, with the Necrotic damage being increased to 1d8.

### ECHO-LOCATION

**Category:** Clan

**Prerequisite:** Vesper Clan

Attuning yourself more into your Sage Bat ancestry, you develop a knack for perceiving the world using soundwaves alone. You gain the following benefits;

- Increase your Wisdom or Charisma by +1, to a maximum of 20.
- You have gained the ability to create a high frequency noise that bounces around the area and gives you pinpoint knowledge of the environment. At the start of your turn, you may activate this ability. Until the end of your turn, you gain Blindsight with a range of 100ft. If you use this ability within a cavern or other confined area where noise can easily travel, the range is instead 160ft. You may use this ability a number of times equal to your Proficiency bonus, and regain all uses on a Short Rest.
- You gain proficiency in Perception, or +1 ranks of Mastery if already proficient.
- Your Passive Perception when using sound is increased by +5.

### BLESSING OF THE SAGE BAT

**Category:** Clan

**Prerequisite:** Vesper Clan, Level 8+

Your body becomes able to mend wounds, seemingly on its own. The blessing of the sage bat dwells within you, allowing you to make the darkness into your ally. You gain the following benefits;

- Increase your Constitution by +1, to a maximum of 20.
- Your bodies natural ability to heal over time has become greatly accelerated. As a bonus action, you may spend up to 3 hit die. Roll each hit die spent, and gain the result as hit points.
- When you would lose concentration of the *Vampyr* jutsu as the result of damage, you may spend 5 chakra to automatically succeed the concentration check.
- Twice per long rest, while you are in Darkness or are under Moonlight, you may turn invisible for 1 minute or until you deal damage, cast a jutsu that would break stealth, or take damage.

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### TOOL OF NIGHT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute.

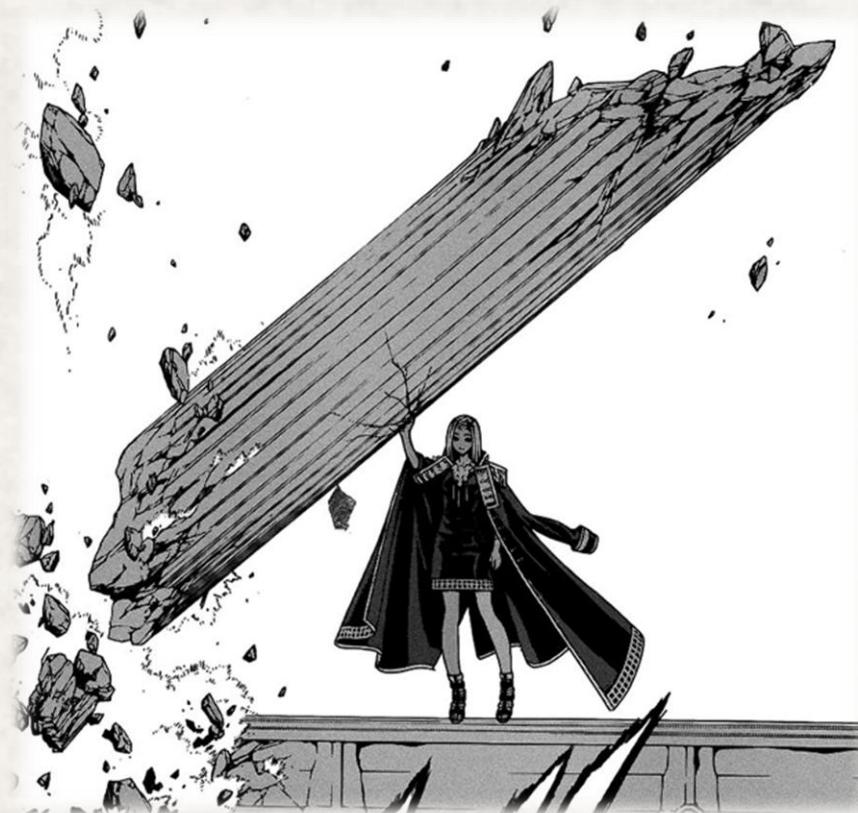
**Components:** CM, W(Any Melee)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** Imbuing your blade with dark and necrotic energies, you greatly enhance its abilities to slice away at foes. For the duration of this jutsu, the weapon deals an additional d6 of Necrotic Damage, any number of times per turn, and qualifies as the *Claws of Night* jutsu for all features or jutsu that would reference or require it. You may treat Vesper Taijutsu as if they were Bukijutsu. You cannot benefit from Tool of Night and Claws of Night at the same time.

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# YAMADA CLAN

*"When the blade finds the seam between extended muscle, sinew, and bone...any body — no matter how sturdy — can be cleaved. No matter how unconventional the opponent may be the principles behind decapacitation still hold. Know the body's framework, and weave into the openings. Such is the way of Yamada Asaemon..."*

—Yamada Asaemon Sagiri, Jigokuraku

## SINGLE-SWING STYLE

The Yamada are a custom homebrew clan created by Kaden Uchiha. The Yamada are sword testers and executioners, who spend their lives honing their ability to kill an opponent with a single swing. They often work as executioners as their ability to easily decapitate someone makes the prisoners suffer as little as possible. As part of their training, they spend a great deal of time deepening their understanding of the human body, it is not uncommon to find a Yamada working in the morgue dissecting corpses to better understand the ways to slice a human. When performing executions, the Yamada clan's doctrine is that the condemned should not feel any pain or emotions coming from their swords and that they must try to hone their skills to perform an ideal cut that falls within that category.

### YAMADA TRAITS

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

**Speed:** Your base walking speed is 30 feet

**Skill Proficiency:** Martial Arts, Medicine

**Tool Proficiency:** Medicine Kit

**Weapon Proficiency:** Katana, Odachi

### YAMADA FEATURES

**Single-Swing Practitioner:** The Yamada Clan has access to a separate list of Jutsu unique to their Clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the Normal jutsu list(s).

**Talented Blade:** Beginning at 1st level, when you deal damage with a Katana or Odachi using Strength or Dexterity you add half (rounded down) of the other ability modifier to the damage. This increases to the full modifier at 15th level. You cannot add the same modifier more than once to a damage roll this way.

Also, you may use Dexterity when calculating the Attack, Damage, and Save DC of your Yamada Hijutsu.

**Balance of Emotion:** At 3rd level, as a Yamada you have learned to find the balance in between emotions, you gain a new resource called Balance die, which are d6's. You have a number of Balance die equal to half your level (rounded up). You can spend Balance die on the following effects once per turn and regain any spent Balance die on a Long Rest.

- Balanced Edge:** When you deal damage with a weapon or taijutsu attack using a Katana or Odachi, you can spend any number of Balance die you have remaining, adding them to the damage roll.
- Balanced Focus:** When you make a weapon or Taijutsu attack using a Katana or Odachi and would roll a natural 1 on the d20, you may spend 2 Balance Die, rerolling the d20 and taking the higher result for the attack. If you score a hit this way, add one of the Balance die rolled to the damage dealt.
- Balanced Precision:** When you make a weapon or taijutsu attack using a Katana or Odachi. You may spend 1 Balance die, adding it to the

attack roll.

- Balanced Insight:** When you force a creature to make a saving throw with a bukijutsu using a Katana or Odachi, you can spend and roll 1 Balance die, adding half the result to your Save DC.

When you reach 15th level, you may use 2 of these effects per turn.

- Single-Swing Style I:** At 7th level, if you have a feature that allows you to make multiple attacks you can choose to instead make a single attack, dealing the damage from all attacks. Any bonuses to critical hit damage are only added once (Ex. Critical Feats, the Deadly property, etc)

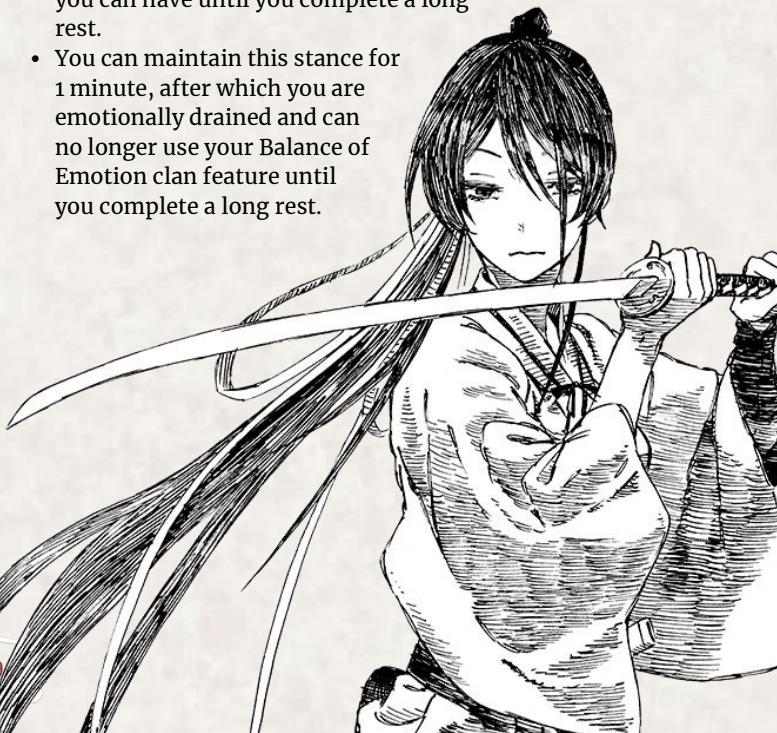
**Sharpened Edge:** Starting at 11<sup>th</sup> level, whenever you would deal damage with a Katana or Odachi and roll the maximum value on a die from either your weapon's damage or jutsu's damage, you can spend 3 chakra to make the die explode, meaning you roll an additional die per roll.

This feature can trigger up three times per instance of damage, and if the damage is connected to an ability that would cause a unique effect if a certain amount of damage die are rolled to a specific value (Ex. The special effects of the Crescent Moon Beheading jutsu), the exploding dice can only contribute to such effects, once.

- Single-Swing Style II:** Beginning at 15th level, when you cast a Bukijutsu that uses a Katana or Odachi that has multiple attacks, you may choose to instead make one attack and deal the damage from all attacks. If you were to score a Critical Hit while using this feature, you do not double all damage dice, only the damage dice of what would have been the first attack.

**Empty Blade:** Finally at 18th level, you have perfected your ability to cut off all emotion from your blade, acting solely on instinct. You can enter the *Empty Blade* form as a bonus action on your turn by spending 4 Balance Die, while in this form you gain the following benefits:

- Your Katana and Odachi deal an additional die of damage.
- If you start your turn with no Balance Die, you gain a number equal to half your Wisdom Modifier (min 1).
- The first time each turn that you use the *Balanced Edge* clan feature when you deal damage with a Bukijutsu you cast, for each Balance Die spent, you can select one damage die your Bukijutsu rolls and treat it as the maximum possible roll. For each Balance die spent in this way, you reduce the maximum number of such die you can have until you complete a long rest.
- You can maintain this stance for 1 minute, after which you are emotionally drained and can no longer use your Balance of Emotion clan feature until you complete a long rest.



# YAMADA CLAN JUTSU

## D-RANK

### MULTI-SWING STYLE: FIRST CUT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You assume a readied stance before swinging for a creature's midsection. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 3d6 and the target gains 1 rank of bleed.

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

### SINGLE-SWING STYLE: ENTRY CUT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when initiative is rolled.

**Range:** Movement Speed

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You quickly dash forward as you draw your sword with the intent to finish the battle before it begins. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 2d6. If this attack scores a critical hit the creature is counted as surprised for the first round of combat.

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

### SINGLE-SWING STYLE: QUICK CUT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instantaneous

**Components:** W (Katana or Odachi), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You strike so fast your enemy doesn't have time to react. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 3d6. If the target would cast a Jutsu as a Reaction to the damage you deal, the cost of their jutsu is increased by +6 due to the strain required to keep up with your strike. If their jutsu or choice of reaction, does not cost chakra, they must spend 12 chakra to take their reaction.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 2d6 and the extra cost to take a reaction by +4.

### SINGLE-SWING STYLE: KISHO GUARD

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage, excluding from Genjutsu

**Range:** Self

**Duration:** 1 round

**Components:** W (Katana or Odachi), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You assume a stance meant for your blade to block and your body to swiftly avoid incoming blows, until the start of your next turn you gain a +4 to your AC and when you are hit by an attack, reduce the incoming damage by your Strength modifier (maximum 5).

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3. If you cast this jutsu at B-Rank you instead reduce damage by twice your Strength modifier (max 10). If this jutsu is cast at S-Rank, you instead reduce incoming damage by your weapon's damage.

## C-RANK

### MULTI-SWING STYLE: SECOND CUT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** This jutsu can only be cast directly after you hit with Multi-Swing Style: First Cut and must target the same creature. After slashing the creature's stomach, you bring the blade up and attempt to strike diagonally across their chest. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 4d8 and the target must make a Constitution saving throw gaining 2 ranks of bleed on a failure. If they roll a 1 or 2 on the saving throw, they instead gain 4 ranks of bleed.

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

### SINGLE-SWING STYLE: DISARMING CUT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You attempt to disarm an opponent. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 6d6, and the target must make a Strength saving throw dropping their weapon on a failure. If you roll 4 or more 6's on a d6, with this jutsu's damage die, you cut off the creature's arm at the elbow.

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

## SINGLE-SWING STYLE: DISABLING CUT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You try to sever the tendons on a creature's leg preventing them from fleeing. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 7d4 and the target must make a Dexterity saving throw halving their movement speed on a failure until the end of their next turn.

If you roll 5 or more 4's on a d4, with this jutsu's damage die, you cut off the creature's leg. Their movement speed is reduced by 15 feet, cannot Dash Dodge or Disengage using their walking speed, and double the cost of all jutsu with the M component until their leg is healed or they gain a replacement.

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

## B-RANK

### MULTI-SWING STYLE: THIRD CUT

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take after you score a hit with **Multi-Swing Style: Second Cut**.

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** This jutsu can only be cast directly after you hit with **Multi-Swing Style: Second Cut** and must target the same creature. After performing the diagonal slash, you bring your sword upward in the opposite direction creating an "X" slash across their chest. Make a melee taijutsu attack on a creature within range. On a hit you deal your weapons damage + 6d10 and the target must succeed a Constitution saving throw or become stunned until the end of their next turn.

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

## SINGLE-SWING STYLE: MULTI-CUT

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot Line)

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** You quickly dash forward in a straight line attempting to cleave multiple people in two. Make a melee taijutsu attack, comparing the result against each creature within a 5-foot wide, 30-foot long line. On a hit you deal your weapons damage + 6d10 and creatures must make a Constitution saving throw, gaining 2 ranks of bleeding on a failed save. If you roll 4 or more 10's on this jutsu's damage die, the first creature hit by this attack is instantly cleaved in half, instantly killing them, for each additional 10 you roll afterwards, the next creature in the line is also cut in half.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, the damage by 1d10, and the length of the line by 15 feet.

## A-RANK

### MULTI-SWING STYLE: FINAL CUT

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action (*Special*)

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Katana or Odachi), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu, Hijutsu

**Description:** This jutsu can only be cast immediately after **Multi-Swing Style: Third Cut**, and must target the same creature. You step back slightly and perform one final cut attempting to behead the creature. Make a melee taijutsu attack.

On a hit you deal your weapons damage + 12d12, rerolling 1's and 2's taking the second result and the creature gains 5 ranks of lacerated. If you roll 4 or more 12's on a d12, with this jutsu's damage die, the creature is immediately beheaded.

If the target creature is stunned when you cast this jutsu, and you beat their AC by 5 or more, this attack automatically scores a critical hit. After casting this jutsu you gained the Dazed condition until the end of your next turn.

## ART CREDIT

All art featured in this clan comes from the anime and manga series, Hell's Paradise

## CLAN FEATS

### ASAYAMA PILLS

Category: Clan

Prerequisite: Yamada Clan, Level 4+

You're as comfortable rooting around the insides of a corpse as you are creating them, you gain the following benefits:

- You gain proficiency in Medicine, or +1 ranks of Mastery in Medicine if already proficient.
- By spending 10 minutes, you can expend one use of a Medicine Kit in order to create **Asayama Pills** out of the corpse of a creature, these pills function as Greater Blood Pills or Greater Chakra Pills. You may also harvest Greater Military Ration Pills, but you gain 1 less pill. Pills created this way increase the resource they provide by half your proficiency bonus when consumed. You can gain a number of pills from a corpse depending on its size (Small = 1, Medium = 2, Large = 3, Huge = 4, Gargantuan = 5). These pills last for 48 hours before their effects become half as potent (half the result when using these pills). After a week, these pills completely decay, having no effect when consumed.

### EMOTIONAL NIRVANA

Category: Clan

Prerequisite: Yamada Clan, Level 8+

You have refined your control over your emotions. You gain the following benefits:

- Increase your Wisdom score by +1, to a maximum of 20.
- You gain an additional number of Balance Die equal to your Wisdom modifier (Min. 1).
- When you would roll for initiative and have no Balance Die remaining, you regain 2 Balance Die.
- When you roll a 1 or 2 on a Balance Die you may reroll it taking the second result. You can benefit from this feature no more than twice per round.

### YAMADA ASAEMON

Category: Clan

Prerequisite: Yamada Clan, Level 12+

Your swordsman skills have reached their absolute peak, you have been granted the name Asaemon. You gain the following benefits:

- Increase your Strength or Dexterity score by +1, to a maximum of 20.
- Once per turn, when dealing damage with a Katana or Odachi, you may roll the damage twice and take whichever result.
- When you use **Single-Swing Style I** or **Single-Swing Style II** to make one attack instead of multiple, you may spend 5 chakra or 1 Balance die to treat it as if you made one additional attack with the feature or jutsu.



# YAMANAKA CLAN

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

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

## IMPOSSIBLE TO PIN DOWN

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

### YAMANAKA TRAITS

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

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Illusions, Insight

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

### YAMANAKA FEATURES

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

**Mental Connections:** Beginning at 1st level, Yamanaka clan jutsu you cast can use Charisma in place of Wisdom as their Genjutsu ability modifier.

**Mental Boon:** Beginning at 3rd level, your experience with Yamanaka Jutsu grows. You gain 1 *Mental Boon* of your choice. Your boon options are detailed at the end of the Clan description. You gain an additional boon, at 7th, 11th, 15th and 18th levels. Each time you gain a level, you can choose one of the boons you know and replace it with another boon you qualify for.

**Mental Clarity:** The Yamanaka are adept at mind control, suggestion, alteration, and affliction, making them far more suited to resist such attempts. Starting at 7th level, you gain a 1d4 bonus to all saving throws against Genjutsu with the *Unaware* keyword, and advantage on Insight checks against creatures attempting to lie to you.

Beginning at 11th level as a bonus action, you can target one creature you can see within 60 feet and make a Wisdom or Charisma (Insight) check vs a DC (8 + their level) to learn either the targets Wisdom or Charisma score. You can do this a number of times equal to your proficiency bonus per long rest.

**Master of Mental Alteration:** Yamanaka are masters of mental afflictions and alterations. Starting 11th level, when a creature would critically fail a saving throw against a Genjutsu you cast, you can inflict them with one a unique *Mental* condition known as *Stupefied*. A *Stupefied* creature suffers the following effects.

- A stupefied creature suffers a -1 penalty to all Intelligence based ability checks, skill checks, attack rolls, and saving throws.
- A stupefied creature increases the cost of jutsu they cast by +2.
- A stupefied creature cannot concentrate on more than one jutsu at a time.
- A stupefied creature can be afflicted further with multiple applications of this condition. If a stupefied creature suffers another rank of stupefied. They suffer another penalty to Intelligence based ability checks, skill checks, attack rolls and saving throws and further increase the cost of jutsu they cast.
- At the end of a stupefied creatures turn, they make a DC 15 check Wisdom ability check ending this condition on a success.

**Formation Casting [New!]:** At 7<sup>th</sup> level, you have trained to work in tandem with others. Twice per long rest, as a bonus action you may select 2 allies (self-excluded). Until the beginning of your next turn, you begin to work in tandem with these allies.

When you use a Genjutsu or Yamanaka Hijutsu and either score a hit or cause a target to fail a saving throw, the selected allies have advantage on their next Ninjutsu/Taijutsu attack they make against the affected target(s), or impose a -3 penalty to next saving throw they impose on the affected target(s) with a Ninjutsu, Taijutsu, or Bukijutsu.

At 15<sup>th</sup> level, you regain uses of this feature on a short rest, and may initiate this technique when you score a hit or when a target fails a saving throw against any type of jutsu you cast or any type of attack you make.



## YAMANAKA BOONS

Name	Prerequisite	Effect
Armored Thoughts	-	When making a saving throw to resist a Genjutsu. With the tactile keyword, add 1d4 to the result.
Awakened Mind	-	You may telepathically connect with a number of willing creatures equal to your proficiency bonus and communicate with them while they are within 120 feet of you. You don't need to share a language to communicate.
Efficient Mind	-	Reduce the cost of Yamanaka Clan Hijutsu by an amount equal to its rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)
Beguiling Deception	Mind body Transfer Hijutsu	You gain Proficiency in Deception and Persuasion while inhabiting another creature's body with <b>Mind Body Transfer</b> .
Bewitching Whispers of Madness	Mind Body Disturbance Hijutsu	When using the Mind Body Disturbance Jutsu, Increase the DC by 1. On a Failure deal 1d6 of additional psychic damage in addition to the normal effect for the jutsu.
Astute Mindset	7th Level	When using <b>Mental Clarity</b> , you may increase the die size to a d8.
Mental Domination	7th Level	Increase the DC of Yamanaka clan Hijutsu by +1.
Massive displacement	11th Level	Double the range of <b>Mind Body Transfer</b> and <b>Mind Body Disturbance</b> .
Mask of Many Minds	11th Level	When using the <b>Mind Body Transfer</b> , you have access to the memories of the creature whose body you are inhabiting of the last 48 hours.
Overpowering Mind	15th Level	Increase the Damage of Yamanaka clan Hijutsu by +1 Damage die.

## BESTIAL MIND DOMINATION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** 1 minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu, Sensory

**Description:** You perform a less intense version of the Mind body transfer technique on an animal or some creatures with less mental fortitude than a human. Select a single target creature that you can see within range.

Target creature must succeed an Intelligence saving throw against your Genjutsu save DC, becoming friendly towards you and becoming more inclined to complete tasks for you for the duration, on a failed save.

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

# YAMANAKA CLAN JUTSU

## D-RANK:

### MIND BODY TRANSFER

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 1 minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu

**Description:** You perform the Yamanaka Clans most prolific jutsu invading the mind and body of a target creature and overwriting their consciousness with your own. Target one creature you can see within range with sentient thought such as another Human, animal, or anything that fits the previous sentient thought prerequisite. Puppets, inanimate objects and even some foreign creatures may be immune to this jutsu such as Mutants or Demons. Be sure to Check with your DM to see what may not be applicable.

The select creature must make a Charisma saving throw. On a Failed save, you transfer your consciousness into your target's body for 1 minute. Once you possess a creature's body, you control it and act on its turns, using its body. While you are inhabiting the body of another creature, you gain the following;

- When making Attack rolls, skill checks or Casting Jutsu you know that uses Strength, Dexterity or Constitution, you instead use the statistics of the creature whose body you are occupying.
- When making Attack rolls, skill checks, or Casting Jutsu you know that uses Intelligence, Wisdom or Charisma, you continue to use your own statistics.
- You retain the benefit of your own class and clan features. You cannot activate or cast class features or jutsu that would inflict negative conditions on the host body, such as Exhaustion.
- You gain access to any General or Clan traits the creature may have that you are aware of.
- You do not have access to any Class or Role Traits/Features that the creature may have.
- You retain access to your own list of Hijutsu, Ninjutsu, Taijutsu, Bukijutsu and Genjutsu.
- You do not gain access to the host creatures list of Jutsu under any circumstances. But you can end concentration on jutsu they were concentrating on or gaining the benefit from.
- If the host body takes any damage, they immediately attempt another saving throw, ending this effect on a successful save. On a successful save, you fall unconscious until the beginning of your next turn at which time your consciousness returns to your body.
- The host does not count as willing to effects that they would not normally be willing for.
- Your body is left where you last were before you cast this ability. It is functionally unconscious until you end this technique in which case you leave the creatures body and return to yours. If your body is damaged in any way while you are inhabiting another creature's body, you immediately return to it.



## MIND BODY DISTURBANCE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu, Tactile

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

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

## MIND DETECTION TECHNIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (90 Feet)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu, Sensory

**Description:** Using the Yamanaka Clan family teachings, you manifest a minor telepathic field around yourself. You become aware of all creatures who are capable of sentient thought within 90 feet of you. While you are aware of a creature presence it does not automatically reveal them from stealth but you do become aware of the direction they are in relation to you. Creatures whom you are not familiar with or whom you have sensed before with this jutsu are immediately recognizable, being able to distinguish who they are from memory alone.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank, the duration becomes 10 minutes. If this jutsu is Cast at B-Rank, the radius becomes 500 feet. If this jutsu is cast at S-Rank, the radius becomes 1 mile.

## C-RANK:

### MIND CONNECTION TECHNIQUE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 500 Feet

**Duration:** 10 minutes

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu, Sensory

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

## MIND CLONE TECHNIQUE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 1 minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu, Sensory

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

## MIND BODY AUGMENTATION

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu, Sensory

**Description:** Using the Yamanaka clans propensity for mental exploration, you are able to enhance the mental receptors of a willing creature you can touch, within range. Pick one between Intelligence, Wisdom and Charisma. For the duration, the affected creature gains proficiency in the chosen ability scores saving throw. A creature that already has proficiency in the chosen score instead gains a +2 bonus to saving throws made with said score.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at A-Rank, you may select +1 additional creature.



## B-RANK:

### MASS MIND BODY DANCE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu

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

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

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

### MASS MIND BODY DISJUNCTION

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30 Feet)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu

**Description:** Using the same principles as Mind body disturbance, you emit a wave of psychic chakra that resets the connection of a creatures mind and body. All creatures of your choice within 30 feet of you, must succeed a Charisma saving throw, taking 8d6 psychic damage and becoming dazed until the start of your next turn on a failed save or half as much on a success.

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



## A-RANK:

### MIND PUPPET SWITCH: CURSED SEAL

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Week

**Range:** 5 Feet

**Duration:** Permanent

**Components:** HS, CM, NT, CS

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You take a puppet, doll, or an item of humanoid shape, no smaller than 1 size category of the target and place a secret Yamanaka sealing jutsu on the item. You can only have one such item created at a time and creating another destroys the existing item. You create conditions and triggers for the seal beforehand and place them on the item. Once placed, when a creature triggers the chakra seal, the triggering creature must immediately succeed a Charisma Saving throw against your Genjutsu or Ninjutsu save DC (Whichever is higher).

On a failed save, the target creature's consciousness is sealed inside of the item used. While sealed, the target creatures' body immediately becomes Incapacitated as their consciousness is now locked away inside of an object of the user's choice. They do not have the capacity to make any further saves unless their original body is damaged, in which case they can attempt a Charisma Saving Throw to escape. If the item is destroyed this jutsu ends and the creature's consciousness attempts to re-enter their body. If the body is dead, their consciousness is trapped wandering unable to bind to anyone or anything, they are effectively dead and cannot be revived.

### GREAT MIND-BODY SYNCHRONIZATION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (1 Mile)

**Duration:** Concentration, up to 10 Minutes

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu, Sensory

**Description:** You focus all of your being inwards, and open your mind to all willing creatures within a mile of you, establishing a telepathic link, with the ability to transfer information and lend aid at the speed of thought.

Until the jutsu ends, you and all willing creatures are aware of all other creatures under the effects of this jutsu, and can instantaneously share words, images, sounds, and other sensory messages with any number other creatures affected by this jutsu, and the recipients are aware of who communicates with them.

Additionally, affected creatures gain 2 ranks of *Mastery* to their perception and insight and gain a +1 bonus to their AC.

## CLAN FEATS

### MENTAL BOONS

**Category:** Clan

**Prerequisite:** Yamanaka Clan

You've learned to adapt your mental acuity to keep your opponent's guessing, you gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You may use your Charisma instead of Wisdom as your Genjutsu ability modifier.
- You gain a Yamanaka Boon that you qualify for.
- You can learn and create Yamanaka Hijutsu in half the time.

### THOUGHT BREAKER

**Category:** Clan

**Prerequisite:** Yamanaka Clan, Mind Body Disturbance, Level 8+

You've learned how to break the thoughts and minds of those who are the target of your psychological combat. You gain the following Benefits;

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- *Mind Body Disturbance*'s damage die is increased to a d10.
- Creatures who fail *Mind Body Disturbance*'s saving throw also gains 1 rank of Concussed.
- When a creature would critically fail a Genjutsu you cast on them, they lose concentration on all jutsu they are concentrating on.

### PSYCHO MIND FLUX

**Category:** Clan

**Prerequisite:** Yamanaka Clan, Mind Body Transfer, Mind Body Disturbance, Level 16+

You've learned how to combine the two most prolific jutsu in your clan's history, manifesting a unique capability with both. You gain the following Benefits;

- When you would cast *Mind Body Transfer* or *Mind Body Disturbance*, you may cast the other as a part of the same action, but they must be cast at the same rank. You can cast them both in this way twice per long rest.
- When you would cast both *Mind Body Transfer* and *Mind Body Disturbance* in the same action, you must combine them both into a new jutsu known as *Psycho Mind Flux*. The new jutsu cast is cast at the same rank as the previous two jutsu, and its cost is the combined cost of them both.

### PSYCHO MIND FLUX

**Classification:** Hijutsu

**Rank:** Special (Starting Rank D-Rank)

**Casting Time:** Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special

**Keywords:** Genjutsu, Fuinjutsu, Tactile

**Description:** You combine the two unique Yamanaka clan jutsu into this new one, Psycho Mind Flux. Select one creature you can see within range; it must make a Charisma saving throw.

**Critical Success:** No further effects.

**Success:** Targets take 4d8 psychic damage.

**Failure:** Target takes 5d8 psychic damage and must make one weapon attack against one of its closest allied creatures.

**Critical Failure:** Same as failure, but instead of a weapon attack, the target must cast a damaging jutsu at the highest rank possible against its closest allied creature.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the damage by 4d8 and the number of creatures you can target by +1.



# YOTON CLAN

A Chunin male is training in the desert tundra's, of the land of Earth. The Jonin Exams are quickly approaching and he wants to be absolutely sure he is prepared. He has some of his allies stand ready to assist him in this endeavor. One of his allies draws their Tetsubo and begins to attack with reckless abandon. The Chunin quickly weaves handseals before conjuring a wall of Earth blocking his Tetsubo assault. His second sparring partner responds by conjuring a jolt of Lightning that the Chunin responds to in kind by conjuring a mote of magma and firing it to clash with the Lightning.

—Vale Uchiha

At Worlds End, Ch. 21 excerpt.

## BLOOD OF THE EARTH

The Yoton Clan is a clan that hails from the land of Earth. A Clan without a clear family name, but one which has produced many of prominent shinobi. This clan has an extreme affinity for Earth and Fire Release, mixing them, and creating the ability to conjure and use Lava as both an offensive and Defensive force. Their power is well respected, with one of their members being chosen as a jinchūriki for the Four-Tails.

### YOTON TRAITS

**Recommended Ability Score Increase:** +2

**Int, +1 Con**

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Nature, Survival

**Lava Release Affinity:** You begin with either Earth or Fire Release Affinity. (Pick one)

### YOTON FEATURES

**Lava Techniques:** The Yoton clan has access to a separate list of jutsu unique to their clan. You can add these Jutsu to your jutsu list instead of selecting jutsu from the normal jutsu list(s). They do not need both nature releases to use their clan jutsu.

**Calcified Skin:** Beginning, at 1st level, your molten Chakra has reinforced your physical body, making it tougher than most other shinobi of similar capability. You gain 4 DR (damage reduction) vs bludgeoning, piercing or slashing damage. Beginning at 11<sup>th</sup> level, this DR increases to 6 and becomes 10 at 18<sup>th</sup> level.



**Churning Magma:** Beginning at 3rd level, your Chakra has the same density and heat produced by lava itself granting you a slight resiliency to such damage. When you would take Fire damage, you reduce the damage received by your proficiency bonus. When you would reach 11<sup>th</sup> level, your magma release can evolve a creatures burned condition to a new level, called Molten. When a creature with 5 ranks of the **burned** condition would gain another rank of the burned condition, they instead become Molten, losing all ranks of burned as it is replaced with 1 rank of **Molten**. A **Molten** creature suffers the following effects.

- A **Molten** creature is counted as burned for the purposes of interacting with features, traits and jutsu and cannot gain ranks of the **burned** or **Chilled** condition while they are **Molten**.
- A **Molten** creature takes 5d8 Fire damage at the beginning of each of their turns.
- Once per turn, a molten creature takes an additional 15 Earth damage when they would take Earth damage.
- Creatures that are immune to both Fire and Earth damage is immune to this condition.
- A creature can spend an Action to make a DC 21 Dexterity save to put out the flames. On a successful save, the condition ends or submerging themselves fully into a body of Water..

**Lava Release:** The Yoton bloodline has a unique talent for manifesting lava release, due to their close affinity to both Earth and Fire Release. Beginning at 7<sup>th</sup> level, you gain the second nature release you didn't select from **Lava Release Affinity** and you can safely walk across Lava and other dangerous hazards without sustaining harmful effects while Water walking. Also, at 7<sup>th</sup> level, when you would cast a jutsu with either Earth or Fire Release keywords that would deal damage, you can change the damage type to Fire. Also, once per casting, when using a Yoton Hijutsu or Ninjutsu with the Earth or Fire release keyword, it can take up to two qualities of the following, each time you cast such a jutsu. You can use this feature to enhance your jutsu a number of times equal to your proficiency bonus per long rest:

- **Molten Rock:** Increase your jutsu's damage by +1 damage die. This bonus increases to +2 at 15<sup>th</sup> level.
- **Acidic Mud:** A creature who takes damage from or fails a saving throw from a jutsu cast, they gain 1 rank of corroded.
- **Corrosive Quicklime:** As a part of casting this jutsu, you may force an affected creature to make a Strength saving throw. On a failed save the target creature(s) become restrained, as they are frozen in place by hardening lava. They can remake their save at the end of each of their turns to end the restrained condition inflicted by this feature.
- **Vulcanized Rubber:** When you would summon a structure or **Quake Shard** you can reinforce it, making it resistant to Lightning damage and giving it bonus hit points or temporary hit points equal to twice your proficiency bonus.
- **Malleable Onyx:** **Malleable Onyx:** As part of the same action used to cast a jutsu that would create a construct or structure meant to intercept damage for you or another creature you may comprise it entirely of onyx. The structure gains 8 DR vs all damage. This increases to 12 at 11<sup>th</sup> level and 16 at 18<sup>th</sup> level.

**Molten Core:** Beginning at 18th level, you ignore treat immunity to Fire damage as resistance, and creatures of your choice who would begin their turns within 10 feet of you take Fire damage equal to half your level. This pierces DR (damage reduction).

# YOTON CLAN JUTSU

## D-RANK

### LAVA RELEASE: LAVA STREAM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You combine Fire and Earth Release Chakra in your mouth before releasing a stream of lava in a cone in front of you. All creatures in the radius of this jutsu must make a Dexterity saving throw, taking 2d6 Fire and 2d6 Earth damage and being burned on a failed save or half as much damage on a successful one.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and damage by 1d6 of each damage type and the range by 10 feet.

### LAVA RELEASE: LAVA ROCK

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release, Clash

**Description:** You combine Fire and Earth Release Chakra in your palm conjuring a mass of lava, that you launch at a target you can see within range. Make a ranged ninjutsu attack, on a hit you deal 2d8 Fire and 2d8 Earth damage and the lava splashes outward. All creatures within 10 feet of the original target must make a Dexterity saving throw taking 1d6 Fire and 1d6 Earth damage on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and the attacks damage by 1d8 and 1d6 of each damage type respectively.

### LAVA RELEASE: QUICKLIME HARDENING

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You gather Lava release Chakra in your mouth, before spitting out a glob of quicklime at a target. Make a ranged ninjutsu attack against a target you can see within range. On a hit, you deal 3d6 Fire damage and the target must make a Constitution saving throw, gaining the burned conditions on a failed save.

If a creature burned by this jutsu, takes cold damage before the end of their next turn, they must succeed a Strength saving throw, being petrified for one of their turns.

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

### LAVA RELEASE: RUBBER DEFENSE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** The user quickly exudes a protective coating of rubber around them increasing their AC by +3 and gaining 15 temporary hit points until the beginning of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and the temporary hit points by 10.

## C-RANK

### LAVA RELEASE: RUBBER BALL

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction which you take when an ally or object is targeted by an enemy

**Range:** 30 feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You quickly spit out a blob of rubber designed to protect your target. The target creature gains 20 temporary hit points until the beginning of their next turn. If they were targeted by a melee attack, the triggering creature makes a Strength check vs your Ninjutsu save DC, being pushed back 15 feet on a failed check.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost by 3, and the temporary Hit points by 10.

### LAVA RELEASE: EXPANDING FLAME RINGS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, W (any Shuriken or Chakram)

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu Earth Release, Fire Release

**Description:** You use Lava release Chakra to augment a Shuriken or Chakram that you have turning it into a bright red glowing piece of metal that keeps the shape of the Ninja tool used. You then throw them with extreme force. Make a ranged Ninjutsu (or Taijutsu) attack. On a hit, you deal your weapons damage + 3d10 Fire damage.

All creatures within 10 feet of the original target (excluding you) must succeed a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much on a successful one.

If a Shuriken is used for this jutsu, you reduce your ammunition die by 1 step.

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

## LAVA RELEASE: RUBBER WALL ENHANCEMENT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 15 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You slam your hands onto the ground where rubber erupts from the ground directly in front of you. The wall is 15 feet tall, 15 feet wide, and 10 feet thick. The wall is a Quake Shard, with an AC equal to your Ninjutsu save DC, temporary hit points equal to  $5d8+15$  and resistance to piercing and slashing damage, with immunity to bludgeoning damage.

If this wall is anchored to another structure, such as a wall or tree, the wall and the structure it is attached to gains additional temporary hit points equal to your Ninjutsu ability score and gains resistance to piercing and slashing damage, immunity to bludgeoning damage and loses any vulnerability to lighting damage, if any.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and the temporary hit points by  $1d8+5$ .

## B-RANK

### LAVA RELEASE: LAVA CHAKRA MODE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You coat your body in lava release Chakra, gaining a multitude of benefits. You cannot lose concentration on this jutsu as a result of damage;

- You gain a +2 bonus to AC.
- You gain 10 temporary hit points at the beginning of each of your turns.
- You gain Immunity to Fire and Earth damage.
- You gain resistance to bludgeoning, piercing, slashing and Wind damage
- You gain Vulnerability to cold damage.
- You count as a Quake Shard for jutsu or features that you use that require them.
- At the end of each of your turns, adjacent creatures of your choice takes 5 Fire damage. This pierces DR (damage reduction)
- Your [Unarmed Damage] becomes  $2d6$  Fire damage.
- Successful melee attacks against you deal 10 damage to the attacking creature. This pierces DR (damage reduction).
- Yoton clan Hijutsu increases their damage die by 1 step. ( $D4>D6>D8>D10>D12$ ).
- When you would create difficult terrain using a jutsu with the *Earth Release* keyword, the affected spaces become lava pools, dealing  $1d10$  Fire damage to creatures who begin their turns in them.
- When you would create an area of effect using a Jutsu with the *Fire Release* keyword, the affected space becomes superheated with molten stone until the beginning of

your next turn. Creatures who begin their turn in this area gain 1 rank of the burned condition.

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

## LAVA RELEASE: SCORCHING STREAM ROCK

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You coat your hand in Lava release Chakra as you punch forward creating a super-heated shockwave with enough heat to melt rock. All creatures structures and constructs in a 60 feet long, 5 feet wide line directly in front of you must succeed a Dexterity saving throw taking  $8d8$  Fire damage on a failed save and gaining the burned and corroded condition. On a successful save, you instead deal half damage.

All Structures that are destroyed by this jutsu melt becoming a molten pool of fluid that acts like Lava. Its space becomes difficult terrain. A creature that attempts to move through the affected space takes  $2d10$  Fire damage and gains the burned and corroded conditions.

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

## A-RANK

### LAVA RELEASE: PLANET-BRANDING BLAST

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (45-foot Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Fire Release

**Description:** You punch the ground and conjure an eruption of lava and magma, enough to fill a 45-foot cube originating from you. All creatures in range, must succeed a Dexterity saving throw taking  $10d10$  Fire damage and gaining 1 rank of Burned, Corroded and Bruised on a failed save and half as much damage on a successful save.

Additionally, the affected area becomes filled with lava, pooling until it is covered in a thin sheet of it. For the next 10 minutes, this area is treated as hazardous terrain filled with lava. Creatures, structures and constructs that would begin their turn in or would enter this hazardous area for the first time on their turn take  $1d10$  Fire damage and must succeed a Constitution Saving Throw or gain 1 rank of Burned and Weakened.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3, damage by  $2d10$ , and the cube size by 15 feet.



## CLAN FEATS

### EARTHEN BLOOD

**Category:** Clan

**Prerequisite:** Yoton Clan, Level 4+

Earthen chakra runs through your veins, as you learn to balance the hardened nature release within. You gain the following benefits;

- Increase your Intelligence or Constitution score by 1, to a maximum of 20.
- Select one damage type from the following; Wind, Earth or Water. Your *Calcified Skin* clan feature now applied to the selected damage type. You cannot change this once selected.
- Yoton clan jutsu you cast has their range increased by 10 feet. If the jutsu affects a line, cube, radius, sphere or cylinder, then increase its size by 10 feet.
- You are immune to environmental conditions and hazardous traps related to fire or heat.

### BLAZING BLOOD

**Category:** Clan

**Prerequisite:** Yoton Clan, Level 8+

Blazing chakra runs through your blood, making you far more powerful than anyone else could even fathom. You gain the following benefits;

- Increase your Intelligence or Constitution score by 1, to a maximum of 20.
- Yoton clan Hijutsu you cast deals additional damage equal to your Constitution modifier, once per casting.
- When you would make a Strength or Constitution saving throw, you may add your Intelligence modifier. You can do this twice per long rest.

### MOLTEN BLOOD

**Category:** Clan

**Prerequisite:** Yoton Clan, Level 12+

Molten chakra has begun to bubble up and reinforce both your strengths and defenses. People can't stand being near you for long periods of time in combat or risk sustaining more damage just from being near. You gain the following benefits;

- Increase the DC to remove the *Molten* condition to 23.
- A creature submerging themselves in water cannot end the *Molten* condition.
- You can use up to three qualities on a single jutsu with the *Lava Release* clan feature.
- You no longer need to spend chakra to maintain concentration on *Lava Release: Lava Chakra Mode*.

# YUKI CLAN

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

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

## COLD TO THE BONE

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

### YUKI TRAITS

**Recommended Ability Score Increase:** +2 Dex or Int, +1 Int or Cha (Int cannot be chosen as the +1 ASI, if it was chosen for the +2 ASI.)

**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Chakra Control, Ninshou

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

### YUKI FEATURES

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

**Frigid Cold:** Beginning at 1st level, your ability to produce a combination of Wind and Water release takes shape. As a Bonus action, you can freeze over the surface you are standing on within a 15-foot radius of yourself. You can do this twice per rest. This increases to three times and the size of this feature increases to 30 feet at 7<sup>th</sup> level, and four times and the size of this feature increases to 45 feet at 15<sup>th</sup> level. This frozen surface counts as difficult terrain for other creatures, but not for you. If you freeze over a liquid surface, it can be converted back to whatever liquid it was prior when you would cast a jutsu with the Water Release keyword that can gain additional benefits from being near a sufficient source of Water. When you would reach 3<sup>rd</sup> level you can choose to liquify and refreeze the water as your allies move across it. When you do, your allies are immune to the frozen surfaces difficult terrain effect.

Starting at 3rd level, when you deal cold damage to a creature, you can choose to spend a use of this feature to freeze up to a 15-foot sphere of the environment around the target, extinguishing any fire, freezing any liquid and creating a layer of ice over the surround area. This area is treated as difficult terrain and creatures who end their turn in this area must make a Constitution saving throw vs your Ninjutsu save DC. On a failed save, they gain 1 rank of

Chilled. This frozen area melts at the beginning of your next turn.

Beginning at 7<sup>th</sup> level, creatures who fail their Constitution saving throw vs this features effect suffers the damage effect of all ranks of chilled they have and if they fail by 5 or more they also gain 1 rank of Bruised as the frost begins to bite into their muscles.

Beginning at 15<sup>th</sup> level, creatures with ranks of chilled, who would make their saving throw vs this effect, suffer a -2 penalty to its save.

**Chilled Body:** Beginning at 3<sup>rd</sup> level you have a high resistance to both extreme heat and cold, finding frigid weather rather inviting as you gain the following benefits; Your body can no longer be detected by heat sensing methods, you gain DR (damage reduction) vs Fire damage equal to your proficiency bonus, and you gain resistance to cold damage.

Beginning at 11th level you gain immunity to the Chilled condition and beginning at 18<sup>th</sup> level evolves as you gain immunity to cold damage.

**Ice Release:** The Yuki clan has a unique talent for manifesting Ice Release due to their close affinity to both Water and Wind Release. Beginning at 7th level, you gain the second Nature release you didn't select from **Ice Release Affinity** clan trait. Also, at 7th level, when casting a jutsu with either Wind or Water Release keywords, you can change the damage type to cold and twice per casting, whenever you would deal cold damage you can add your Ninjutsu ability modifier to the damage rolled.

Beginning at 11th level, your ice release can evolve a creatures chilled condition to a new level, called **Frostbite**. When a creature with 5 ranks of the chilled condition would gain another rank of the chilled condition, they instead become **Frostbitten**, losing all ranks of chilled as it is replaced with 1 rank of **Frostbite**. A **Frostbitten** creature suffers the following effects.

- A **Frostbitten** creature is counted as five ranks of Chilled for the purposes of interacting with features, traits and jutsu and cannot gain ranks of **Chilled** while they are **Frostbitten**.
- A **Frostbitten** creature remains **Frostbitten** for 10 minutes.
- A **Frostbitten** creature takes 5d6 cold damage whenever they would move any number of feet or cast a Jutsu that requires the Mobility (M) component.
  - A **Frostbitten** creature takes the damage of their Chilled condition whenever they cast a Jutsu that requires the HS (Hand Seals) component.
  - A **Frostbitten** creatures speed is reduced to 5 feet and they cannot gain bonuses to speed for the duration.
  - A **Frostbitten** creature takes a -5 penalty to Dexterity saving throws, ability checks and skill check



# YUKI CLAN JUTSU

## D-RANK

### ICE DAGGERS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 50 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

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

**Description:** You collect Water particles from the air itself and freeze them into daggers made of ice, before you throw them at a target creature. Make a ranged ninjutsu attack dealing 3d6 cold damage on a hit

Regardless of a successful hit or not, all creatures excluding this jutsu's caster within 10 feet of the target must make a Dexterity saving throw, taking 2d6 cold damage and inflicting 1 rank of Chilled on a failed save or half as much on a success.

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

### ICE PRISON

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You release a stream of jagged Ice crystals forward before they explode upward into a mist and resolidify over a creature freezing them in place. Select one target creature in range. Target creature makes a Dexterity save being stunned for the duration and gains a rank of Chilled as a result of being encased in ice on a failed save.

A creature stunned inside the ice is deafened but can otherwise see everything they normally could while frozen.

The ice trapping the creature has an AC equal to your Ninjutsu save DC and 10 Hit points. If its hit points are reduced to 0 this jutsu ends. Any excess damage is dealt to the target creature. The target creature on its turn, makes a Strength saving throw to break out of the ice at the end of its turns.



### ICE DOME OF NOTHINGNESS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you or an allied creature within range would take damage.

**Range:** Self (5-foot radius)

**Duration:** 1 round

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Water Release, Wind Release, Construct

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

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Domes Hit points by 10

### ICE NEEDLE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu, Water Release, Wind Release

**Description:** You conjure Water into the shape of a thin sword like construct in your free hand. You do not spend Chakra to maintain concentration on this jutsu. The blade is 5 feet long, the handle is 1 foot long. The design of the blade can be whatever you decide. If you let go of the blade it disperses into Water again. You can use your action to make a melee Ninjutsu or Taijutsu attack with the Ice sword. On a hit, the target takes  $2d10 + \text{Ninjutsu ability modifier}$  cold damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank, increase the damage by 1d10. If this jutsu is cast at B-Rank, increase the number of attacks you can make with this weapon to two. If this jutsu is cast at S-Rank, increase the number of attacks you can make with this weapon to three.

## C-RANK:

### CERTAIN-KILL ICE SPEARS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (10-foot radius sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You slam your palms onto the ground instantly freezing the air around you creating spears of ice impaling everything around you, making the area this jutsu was casted in as difficult terrain. Creatures in this jutsu radius, excluding yourself, must make a Dexterity saving throw, taking 3d10 cold damage and gaining 1 rank of chilled on a failed save or half as much on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 2d10. If this jutsu is cast at A-Rank or higher, increase the ranks of chilled to +2.

### FROZEN CAPTURING FIELD

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** self (30 feet cube)

**Duration:** Concentration, Up to 1 Minute

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** The ground erupts outward from you covering a 30-foot cube across the ground freezing the feet of creatures in range. Creatures in range must make a Dexterity saving throw, being restrained and gaining a rank of chilled on a failed save. Creatures captured in this jutsu can make strength saving throw as an action on their turn to escape this jutsu.

The area this jutsu affects leaves behind an Ice-covered ground being treated as difficult terrain.

Creatures who enter this area of this jutsu must make a Dexterity saving throw to avoid falling prone on the slippery surface of the ice. The Ice remains until melted or 1 hour has passed.

### TEN THOUSAND ICE PETALS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (40-foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You freeze Water and air in front of you while launching it forwards creating an innumerable onslaught of ice daggers that tears through everything in a 40-foot cone. Creatures in range must make a Dexterity saving throw. On a failed save, creatures take 4d8 cold damage and gain 1 rank of chilled on a failure or half as much on a success.

If a construct, structure or object would take damage from this jutsu, it takes double damage as its structural integrity is affected by the extreme cold.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 2d8. If this jutsu is cast at A-Rank or higher the increase the ranks of chilled inflicted to +2.

## B-RANK:

### TEARING DRAGON, FIERCE TIGER

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

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

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

- **Tiger:** The Tiger forms and begins to rush at a target creature. If there is any Water or Water Release Jutsu in between you and the target creature, it immediately freezes, ending the jutsu. Creatures submerged within Water or gaining the benefits of a Water Release jutsu with a range of Self or Touch must succeed a Dexterity save, gaining 2 ranks of chilled on a failed save. Upon reaching the target, the Ice Tiger then explodes firing ice shards in a 30-foot radius centering on the target. All creatures in the radius must succeed a Dexterity saving throw taking 12d4 cold damage and gaining 1 rank of Chilled on a failed save or half as much damage and no further effects on a successful save.
- **Dragon:** The Dragon forms and begins to rush at a target creature. If there is any Water or Water Release Jutsu in between you and the target creature, it immediately freezes, ending the jutsu. Creatures submerged within Water or gaining the benefits of a Water Release jutsu with a range of Self or Touch must succeed a Dexterity save gaining 2 ranks of chilled on a failed save. Upon reaching the target, the dragon slams into the target creature. Creatures in a 90-foot long, 10-foot-wide line, originating from you, must succeed a Strength saving throw taking 8d6 cold damage, gaining 1 rank of chilled and are push back 10 feet on a failed save or half as much damage and no further effects on a successful save.

### TWIN DRAGON WHIRLWIND

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot radius sphere)

**Duration:** Concentration, Up to 1 Minute

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** You freeze the air around you and swirl it creating a localized ice storm. For the duration you cannot be targeted by ranged attacks or effects that require line of sight. Creatures who enter the radius of your whirlwind must make a Constitution saving throw. On a failed save, they gain 2 ranks of chilled.

Additionally, creatures within the radius of this jutsu who failed the saving throw are blinded by the strong Winds and ice shards slicing at their eyes for the duration or unless they leave the radius.



## A-RANK:

### DEMONIC ICE MIRRORS

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot radius Sphere)

**Duration:** Concentration, up to 1 minute

**Components:** HS, CM

**Cost:** 20 Chakra

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

Release

**Description:** You create a dome of Chakra enhanced reflective Ice mirrors. This dome encompasses a 20-foot radius and the enhanced mirrors line the radius of the dome. Each mirror is 4 feet wide and 6 feet tall. Upon manifestation you create enough mirrors to occupy the outside radius of the sphere leaving about 2 feet of space between each mirror on each side. You meld inside one of the Ice mirrors and gain the ability to teleport to any other ice mirror within this jutsu's radius, by spending 5 feet of movement.

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

Also, while inside of your **Demonic Ice Mirrors**, you gain a +5 bonus to AC and have advantage on Dexterity saving throws, and gain access to the following special actions;

**Reflective Ice Needles.** As an Action, make three ranged attacks, targeting all creatures within the radius of the **Demonic Ice Mirrors**, dealing  $4d8$  cold damage.

**Reflective Frost Dispersal.** As a reaction to creatures attempting to move more than 10 feet while inside the radius the mirrors, you make two melee/ranged Ninjutsu attacks, dealing  $4d6$  cold damage to the target and reducing their movement speed to 0.

The first time you use this reaction per round, you gain two additional reactions until the start of your next turn (Taking Elite Actions does not remove these reactions early). These reactions can only be used to take this special reaction again.

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



## CLAN FEATS

### CHILLING REALIZATION

Category: Clan

Prerequisite: Yuki Clan, Level 8+

You move so swiftly you seem to be gliding on Ice. You gain the following Benefits;

- Increase your Dexterity score by 1, to a maximum of 20.
- While on water, ice or snow, you ignore the difficult terrain or movement penalty it impairs and instead gain a +15 bonus to your movement speed.
- When a creature fails a saving throw against a Jutsu you cast and gains a rank of Chilled as a result, they also gain a rank of Weakened until the end of their next turn.
- When you would make a Dexterity Saving Throw, you gain a +2 bonus to the save so long as you are standing on ice, snow, or water.

### FREEZING FAÇADE

Category: Clan

Prerequisite: Yuki Clan

You become accustomed to the cold and all that comes with it. You gain the following Benefits;

- Increase your Intelligence or Constitution score by 1, to a maximum of 20.
- You can use your Intelligence for Stealth, Deception and Persuasion checks.
- You ignore any perception-based penalties a cold environment would inflict.
- You ignore difficult terrain created by jutsu with the *Water Release* or *Wind Release* keywords.
- When you would make a saving throw against a jutsu with the *Water Release* or *Wind Release* keywords and fail, you can spend 1 Chakra die to remake the save. You can do this twice per long rest.

### FRIGID FROST

Category: Clan

Prerequisite: Yuki Clan, Level 4+

You exert so much Ice release chakra when you cast your clan jutsu that it becomes impossible to dodge and must instead be resisted. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- Yuki clan Hijutsu you cast with a range of *Self (Range)*, can have their size increased by 10 feet when cast.
- Yuki clan Hijutsu you cast that would force a creature to make a Dexterity saving throw, you can choose to instead make them make a Strength saving throw.
- Creatures who fail a Strength saving throw against a Yuki clan Hijutsu you cast, become bruised.



# BLOODLINE LATENTS

## BLOODLINE, LATENT

Category: Clan, Rare

**Prerequisite:** You must take your first instance of this feat between levels 1 and 4. If you are level 5+, you cannot take this feat for the first time.

You have the blood of a famous clan, granting you fleeting usage of their secret techniques. You gain the following benefits:

- Select any one clan except your current clan or Non-Clan.
- You gain 10 **Bloodline Points**, which can be spent to purchase bloodline abilities from the chosen clan. You can find the listed abilities below. You retain any unspent points.
- You can take this feat no more than twice.
- You cannot take this feat a second time until you are level 12+. When you do, you gain additional bloodline points for the same clan you originally selected with this feat.

### USING BLOODLINE, LATENT AS INTENDED

Clans in Naruto 5e are often highlighted as one of the most iconic aspects of the system, as they provide many kinds of diverse features, jutsu, and bolster immense narrative potential.

Likewise, with the Bloodline Latent feat, players are given access to many abilities, however, it should be noted that this feat first and foremost is intended to be a narrative tool, a feat that can provide much substance for the story as a whole.

This feat in particular has been huge point of controversy within Naruto 5e as it is often the go to feat for many hyper optimized builds. At N5e, we love build diversity and player creativity, however, this should **not** come at the expense of the fun of the table. As a DM, do not hesitate to deny or even revoke a player's selections with this feat if they are using a combination that is disruptive.

Over the years of updates to N5e, this feat has come a long way and many exploits have been resolved, however, with how much this feat has access to it is only a matter of time before a new powerful synergy is discovered. For this reason, we advocate for DM supervision/intervention, as it is ultimately the best solution.

### ART CREDIT

This picture comes from rooty1997 on r/Naruto subreddit.



## LATENT ABURAME

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Bug Host I</i>	2	Beginning at 1 <sup>st</sup> level, twice per long rest, you can add 1d4 to any constitution saving throw.
<i>Latent Bug Host II</i>	3	(You must have <b>Latent Bug Host I</b> ) Beginning at 7 <sup>th</sup> level, the bonus increases to a d6.
<i>Latent Chakra Sense I</i>	2	Beginning at 1 <sup>st</sup> level, by spending 1 minute, you can sense creatures that can utilize chakra within 500 feet of you, and what direction they are in.
<i>Latent Chakra Sense II</i>	3	(You must have <b>Latent Chakra Sense I</b> ) Beginning at 11 <sup>th</sup> level, The range increases to 1 mile.
<i>Latent Chakra Consumption I</i>	2	Beginning at 3 <sup>rd</sup> level, when you would cast an Aburame Clan Hijutsu, that deals damage, you can choose to instead reduce its damage by half and deal Chakra damage instead.
<i>Latent Chakra Consumption II</i>	3	(You must have <b>Latent Chakra Consumption I</b> ) Beginning at 11 <sup>th</sup> level, when you would deal Chakra damage to a creature using your Aburame clan Hijutsu, you can choose to gain temporary chakra points equal to your proficiency bonus.
<i>Latent Insect Focus I</i>	2	You gain a swarm of Nano-Insects. As an Action you can use the following; <b>Nano-Insect Swarm</b> . Ranged Ninjutsu Attack, 60 feet range, dealing Xd6 poison damage on a hit. (X = Half your proficiency bonus.)
<i>Latent Insect Focus II</i>	3	(You must have <b>Latent Insect Focus I</b> ). Beginning at 7 <sup>th</sup> level, your Nano insect Swarm adds half of your proficiency bonus to damage dealt.
<i>Latent Insect Focus III</i>	5	(You must have <b>Latent Insect Focus II</b> ) Beginning at 15 <sup>th</sup> level, your Nano-Insect Swarm counts as an Aburame Clan jutsu for the purpose of interacting with features that trigger when casting or dealing damage with an Aburame clan jutsu.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Aburame Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Aburame Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Aburame Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Aburame Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Aburame Clan as a Prerequisite

## LATENT BAKUTON

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Branch Style</i>	2	Beginning at 1 <sup>st</sup> level, you gain the Reckless Style. If you can learn Bakuton Hijutsu, you can learn jutsu with the chosen style keyword.
<i>Latent Cataclysmic I</i>	2	Beginning at 3rd level, you can deal double damage to structures, constructs and objects.
<i>Latent Cataclysmic II</i>	3	(You must have <b>Latent Cataclysmic I</b> ) Beginning at 11 <sup>th</sup> level, you can deal triple damage to structures, constructs and objects.
<i>Latent Concussive Blasts I</i>	3	Beginning at 7th level, Bakuton Clan Hijutsu, you cast adds half of your proficiency bonus to damage, once per casting.
<i>Latent Concussive Blasts II</i>	4	(You must have <b>Latent Concussive Blasts I</b> ) Beginning at 11 <sup>th</sup> level, when you would cast a Bakuton clan Hijutsu that affects an area, you can spend Chakra die, increasing the damage dealt by the result of the chakra die.
<i>Latent Concussive Blasts III</i>	5	(You must have <b>Latent Concussive Blasts II</b> ) Beginning at 18 <sup>th</sup> level, when you would spend a Chakra die as a result of <b>Latent Concussive Blasts II</b> , you can also choose a creature for each chakra die spent, making them immune to the jutsu's effects until the end of the current turn.
<i>Explosion Release I</i>	2	Beginning at 7 <sup>th</sup> level, if you have jutsu with either the Earth or Lightning Release keywords, you can change the damage type to force.
<i>Explosion Release II</i>	4	(You must have <b>Explosion Release I</b> ) Beginning at 15 <sup>th</sup> level, jutsu you cast with the Earth or Lightning Release keywords you can increase the jutsu's range by 15 feet.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Bakuton Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Bakuton Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Bakuton Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Bakuton Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Bakuton Clan as a Prerequisite

## LATENT AKIMICHI

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Calories I</i>	3	Beginning at 1 <sup>st</sup> level, you gain a number of calories equal to your level, up to a maximum of 5. If you have less than 5 calories total, each time you gain a level you gain +1 Calorie, until you reach a maximum of 5. You regain spent calories when you complete a long rest.
<i>Latent Calories II</i>	5	(You must have <i>Latent Calories I</i> ) Increase the maximum number of calories you can have to 10.
<i>Latent Fat Insulation I</i>	3	Beginning at 15th level, as an action, you can spend convert 6 calories to end either the Shocked or Chilled conditions.
<i>Latent Food Conversion II</i>	4	(You must have <i>Latent Food Insolation I</i> ) You can spend your calories in this way, as a Bonus Action.
<i>Latent Food Pill I</i>	2	Beginning at 7 <sup>th</sup> level, As a bonus action, you can take the Green Spinach Pill. When you do, you lose 2 calories and gain a +4 bonus to Strength and temporary hit points equal to your level for 1 minute. After 1 minute, you gain 2 ranks of weakened until you complete your next rest.
<i>Latent Food Pill II</i>	3	(You must have <i>Latent Food Pill I</i> ) Beginning at 11 <sup>th</sup> level, you can take the Yellow Curry Pill as a bonus action. When you do, you lose 3 calories. You deal an additional 1d4 damage with unarmed and Taijutsu attacks for 1 minute. After 1 minute, you gain 2 ranks of exhaustion.
<i>Latent Food Pill III</i>	5	(You must have <i>Latent Food Pill II</i> ) Beginning at 15 <sup>th</sup> level, you can take the Red Chili Pill as a bonus action. When you do, you lose 5 calories. You increase all damage die of unarmed attacks and Taijutsu you cast by 1 step for 1 minute. After 1 minute you fall unconscious for 1 hour.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Akimichi Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Akimichi Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Akimichi Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Akimichi Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Akimichi Clan as a Prerequisite

## LATENT CHINOIKE

Bloodline		
Bloodline	Point	
Ability Name	Cost	Ability Description
<i>Latent Sanguine Prowess I</i>	1	Beginning at 1st level, when you cast a jutsu with the Water Release keyword, you can sacrifice 1d6 hit points as part of casting the jutsu to give the jutsu the benefits it would receive for being near a sufficient source of water. You can do this a number of times equal to your proficiency bonus per long rest.
<i>Latent Sanguine Prowess II</i>	2	( <i>You must have Latent Sanguine Prowess I</i> ) Beginning at 1st level, when this feature is used if the jutsu cast does not gain any benefits for being near a sufficient source of water, reduce the cost of the jutsu by -1 (Min.1).
<i>Latent Sanguine Prowess III</i>	2	( <i>You must have Latent Sanguine Prowess II</i> ) Beginning at 7th level, when you use this feature, your jutsu gains one of the following benefits, once per casting: +1 to damage die. +1 to healing die. +1 to Save DC.
<i>Latent Sanguine Prowess IV</i>	3	( <i>You must have Latent Sanguine Prowess III</i> ) Beginning at 7th level, uses of this feature now reset on a short rest, and if you cast a jutsu that does gain any special benefits for being near a sufficient source of water, reduce the cost of the jutsu by -2 (Min. 1), instead of -1.
<i>Latent Sanguine Prowess V</i>	3	( <i>You must have Latent Sanguine Prowess IV</i> ) Beginning at 15th level, when you use this feature, you can select an additional benefit for your jutsu. You cannot select the same benefit twice.
<i>Latent Ketsuryūgan I</i>	3	Beginning at 7th level, you have learned how to activate your Ketsuryūgan. As a bonus action, you can spend 10 chakra to activate this latent Dojutsu for 1 minute. While active, you have advantage on rolls to resist the bleeding condition and can change cold damage to deal to necrotic. You can also use any combination of the Ketsuryūgan's action-based abilities a number of times equal to your proficiency bonus per long rest.
<i>Latent Ketsuryūgan II</i>	3	( <i>You must have Latent Ketsuryūgan I</i> ) Beginning at 11th level, for the duration of your Ketsuryūgan, you become immune to the bleeding condition, and gain resistance to necrotic damage.
<i>Latent Ketsuryūgan III</i>	5	( <i>You must have Latent Ketsuryūgan II</i> ) Beginning at 18th level, when a creature takes damage from the bleeding condition that was inflicted by you while the Ketsuryūgan is active, they take additional damage equal to their total ranks of bleeding.
<i>Latent Blood Pact</i>	3	( <i>You must have Latent Ketsuryūgan I and Latent Sanguine Prowess I</i> ) Beginning at 11th level, you gain the Blood Pact feature of the Chinoike clan up to 7th level. This feature instead persists until either you and your Patron complete a long rest.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Chinoike Hijutsu.
<i>C-Rank Hijutsu</i>	2	( <i>You must have D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Chinoike Hijutsu.
<i>B-Rank Hijutsu</i>	3	( <i>You must have C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Chinoike Hijutsu.
<i>A-Rank Hijutsu</i>	3	( <i>You must have B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Chinoike Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Chinoike Clan as a prerequisite.

## LATENT FŪSHIN

Bloodline Ability Name	Bloodline Point Cost	Ability Description
<i>Latent Typhoon Release I</i>	2	Beginning at 3 <sup>rd</sup> level, you reduce the downtime needed to learn and create jutsu with the Wind Release keyword by half your proficiency bonus, rounded up, to a minimum of 1 week of downtime. This does not stack with similar effects that would reduce downtime.
<i>Latent Typhoon Release II</i>	3	(You must have <b>Latent Typhoon Release I</b> ) Beginning at 15 <sup>th</sup> level, once per turn, when you would deal wind damage, you inflict 1 rank of bleed.
<i>Latent Typhoon Release III</i>	5	(You must have <b>Latent Typhoon Release II</b> ) Beginning at 7 <sup>th</sup> level, you develop the variation of Wind Release known as Typhoon Release, granting your winds greater force to carry. When casting a Ninjutsu with the Wind Release Keyword, you can change the damage type to wind, and you increase your jutsu's damage die by 1 step. (d4>d6>d8>d10>d12)
<i>Latent Go with the Flow I</i>	2	Beginning at 1 <sup>st</sup> level, when you cast a Ninjutsu with the Wind Release keyword, you ignore half cover.
<i>Latent Go with the Flow II</i>	2	(You must have <b>Latent Typhoon Go with the Flow I</b> ) Beginning at 1 <sup>st</sup> level, you reduce falling damage by half as the wind naturally protects you.
<i>Latent Go with the Flow III</i>	3	(You must have <b>Latent Typhoon Go with the Flow II</b> ) Beginning at 11 <sup>th</sup> level, you now ignore 3/4th's cover when you cast a Ninjutsu with the Wind Release keyword.
<i>Latent Raging Tempest I</i>	2	Beginning at 3 <sup>rd</sup> level, when you would cast a Ninjutsu with the Wind Release Keyword, that has an area of effect, you may increase the area by 5 feet in every direction.
<i>Latent Raging Tempest II</i>	3	(You must have <b>Latent Raging Tempest I</b> ) Beginning at 18 <sup>th</sup> level this increases by an additional 10 feet and the range of the jutsu increases by 30 feet.
<i>Latent Forceful Gale I</i>	1	Beginning at 7 <sup>th</sup> level, Ninjutsu you cast with the Wind Release Keyword disperses vapors, gases, and fogs that can be dispersed by strong winds.
<i>Latent Forceful Gale II</i>	2	(You must have <b>Latent Forceful Gale I</b> ) Beginning at 7th level, your wind damage ignores resistance.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Fūshin Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Fūshin Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Fūshin Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Fūshin Clan Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Fūshin Clan as a Prerequisite.

## LATENT FUMA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Immaculate Precision I</i>	0	Select one weapon between the following; Shuriken, Fuma Shuriken, Monster Shuriken. All <b>Latent</b> features that reference Shuriken, will be referring to the chosen weapon specifically and only apply effects or bonuses to the chosen weapon.
<i>Latent Immaculate Precision II</i>	2	(You must have <b>Latent Immaculate Precision I</b> ) You may select a second weapon, that you did not select with your <b>Latent Immaculate Precision I</b> feature.
<i>Latent Immaculate Precision III</i>	2	(You must have <b>Latent Immaculate Precision I</b> ) Beginning at 1 <sup>st</sup> level, ranged attacks with shuriken gain a +1 bonus to damage rolls.
<i>Latent Immaculate Precision IIII</i>	2	(You must have <b>Latent Immaculate Precision III</b> ) Beginning at 11 <sup>st</sup> level, ranged attacks with shuriken gain a +2 bonus to damage rolls.
<i>Latent Immaculate Precision V</i>	2	(You must have <b>Latent Immaculate Precision IIII</b> ) Beginning at 18 <sup>st</sup> level, ranged attacks with shuriken gain a +3 bonus to damage rolls.
<i>Latent Razor-Sharp Senses I</i>	3	(You must have <b>Latent Immaculate Precision I</b> ) Beginning at 3 <sup>rd</sup> level, once per long rest, when you would miss a weapon or Taijutsu attack with a shuriken or where a shuriken was used as a component, you can remake the roll, taking the second result.
<i>Latent Razor-Sharp Senses II</i>	3	(You must have <b>Latent Razor-Sharp Senses I</b> ) Beginning at 11 <sup>rd</sup> level, you can now remake the attack roll, twice per long rest.
<i>Latent Working the Angles I</i>	2	(You must have <b>Latent Immaculate Precision I</b> ) Beginning at 11 <sup>th</sup> level, When you would make a weapon attack with a Shuriken, when you would roll a 1 or 2 on your ammunition die, you may reroll it, taking the second result.
<i>Latent Shuriken Master I</i>	3	(You must have <b>Latent Immaculate Precision I</b> ) Beginning at 11 <sup>th</sup> level, you add 1d4 to your shuriken's damage. This bonus damage is always treated as part of the weapons damage die.
<i>Latent Shuriken Master II</i>	3	(You must have <b>Latent Shuriken Master I</b> ) Beginning at 18 <sup>th</sup> level, the bonus damage increases to a d6.
<i>Latent Lethal Precision I</i>	3	(You must have <b>Latent Immaculate Precision I</b> ) Beginning at 11 <sup>th</sup> level, you critical threat range with your shuriken is increased by +1.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Fuma Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Fuma Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Fuma Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Fuma Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Fuma Clan as a Prerequisite

## LATENT GENWA

Bloodline		
Bloodline	Point Cost	Ability Description
<i>Latent 1s and Os I</i>	2	Beginning at 1st level, you gain proficiency in either the Hackers or Security Kit (pick one). You also always count as possessing a Radio Link and can't have your signal interfered or traced with Ninja Tools.
<i>Latent 1s and Os II</i>	3	( <i>You must have 1s and Os Latent I</i> ) Beginning at 3rd level, you have advantage on checks made with the kit you selected with <b>Latent 1s and Os I</b> and cannot make checks with this kit with any penalties. Additionally, you spend 5 chakra to grant yourself another use of this kit, even if you have run out of uses.
<i>Latent 1s and Os III</i>	3	( <i>You must have Latent 1s and Os II</i> ) Beginning at 11th level, you can attempt to make a keycard of a specific rank by rolling a Nishou check vs. a DC equal to 8 + the rank selected (E-Rank: 4, D-Rank: 7, C-Rank: 11, B-Rank: 15, A-Rank: 19, S-Rank: 23). On a success, you spend 2 chakra die and create a keycard that can open a number of doors, equal to or less than the rank of the keycard chosen, a number of times equal to half your proficiency bonus, before dispersing. The doors need not be technology to be opened with the keycard. You can do this twice per long rest.
<i>Latent Dimension Walker</i>	1	Beginning at 1st level, you gain the ability to communicate with machines.
<i>Latent Data Channels I</i>	2	Beginning at 3rd level, you gain 1 <b>Data Channel</b> of your choice.
<i>Latent Data Channels II</i>	3	( <i>You must have Latent Data Channels I</i> ) Beginning at 11th level, you gain 1 Data Channel of your choice.
<i>Latent Data Channels III</i>	4	( <i>You must have Latent Data Channels II</i> ) Beginning at 18th level, you gain 2 Data Channels of your choice.
<i>Latent Data Release I</i>	3	Beginning at 7th level, when you cast a jutsu with the Lightning Release keyword, you can change the damage type to force, increase the damage dealt by 1 step.
<i>Latent Data Release II</i>	4	( <i>You must have Latent Data Release I</i> ) Beginning at 15th level, once per long rest, when you use your Data Release I feature, you can perform a <b>Data Leak</b> on one affected creature, learning two of the following pieces of information as listed in the Genwa Data Release feature.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Genwa Hijutsu.
<i>C-Rank Hijutsu</i>	2	( <i>You must have D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Genwa Hijutsu.
<i>B-Rank Hijutsu</i>	3	( <i>You must have C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Genwa Hijutsu.
<i>A-Rank Hijutsu</i>	3	( <i>You must have B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Genwa Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Genwa Clan as a prerequisite.

## LATENT FUTTON

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Boil Over I</i>	1	Beginning at 1 <sup>st</sup> level, Futton Clan Hijutsu you cast that doesn't add your ability modifier to damage, gains a +1 bonus to damage
<i>Latent Boil Over II</i>	2	(You must have <i>Latent Boil Over I</i> ) Beginning at 7 <sup>th</sup> level, Futton Clan Hijutsu you cast that doesn't add your ability modifier to damage, gains a +2 bonus to damage.
<i>Latent Boil Over III</i>	3	(You must have <i>Latent Boil Over II</i> ) Beginning at 15 <sup>th</sup> level, Futton Clan Hijutsu you cast that doesn't add your ability modifier to damage, gains a +4 bonus to damage.
<i>Latent Boil Release I</i>	2	Beginning at 3rd level if you would cast a jutsu with the Water Release or Fire Release keywords, you can deal bonus 1d4 acid damage to corroded creatures, once per turn.
<i>Latent Boil Release II</i>	4	(You must have <i>Latent Boil Release I</i> ) Beginning at 15th level, Acid damage you deal pierces damage reduction twice per rest.
<i>Latent Boiling Chakra I</i>	3	Beginning at 7th level, You gain 2 Boil points, which you can spend on either <i>Latent Boiling Body</i> , <i>Latent Boiling Mind</i> , <i>Latent Boiling Determination</i> .
<i>Latent Boiling Body</i>	4	(You must have <i>Latent Boiling Chakra I</i> ) Beginning at 7 <sup>th</sup> level, as an Action, spend a number of boil points up to the number of boil points you have left. When you do, you can increase your Strength or Dexterity score by 2 for each point spent, until the end of your next turn. You cannot select this feature if you have <i>Latent Boiling Mind</i> or <i>Latent Boiling Determination</i> .
<i>Latent Boiling Mind</i>	4	(You must have <i>Latent Boiling Chakra I</i> ) Beginning at 7 <sup>th</sup> level, when you would spend a Chakra die as a result of <i>Latent Concussive Blasts II</i> , you can also choose a creature for each chakra die spent, making them immune to the jutsu's effects until the end of the current turn. You cannot select this feature if you have <i>Latent Boiling Body</i> or <i>Latent Boiling Determination</i> .
<i>Latent Boiling Determination</i>	4	(You must have <i>Latent Boiling Chakra I</i> ) Beginning at 3rd level, you can spend 1 boil point to increase Futton Clan Hijutsu you casts damage by 1d6 until the end of the current turn. You cannot select this feature if you have <i>Latent Boiling Body</i> or <i>Latent Boiling Mind</i> .
<i>Latent Boiling Chakra II</i>	4	(You must have <i>Latent Boiling Chakra I</i> ) Beginning at 15th level, You gain 3 additional Boil Points.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Futton Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Futton Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Futton Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Futton Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Futton Clan as a Prerequisite

## LATENT HANAMI

Bloodline			
Bloodline	Point Cost	Ability Description	
Ability Name			
<i>Latent Medical Fist I</i>	1	Beginning at 1st level, you gain access to the <b>Medical Fist Stance</b> . While in this stance, jutsu you gain that deal your unarmed damage gain a +10ft bonus to range, and deal 1.5x damage to structures. Also, your [Unarmed Damage Die] becomes a 1d6.	
<i>Latent Medical Fist II</i>	2	(You must have <b>Latent Medical Fist I</b> ) At 3 <sup>rd</sup> level, while in the <b>Medical Fist Stance</b> , Ninjutsu you cast with the medical keyword that makes a melee attack roll, you may treat Strength as your casting modifier for attack and damage rolls (Not Save DC). When cast this way, melee Ninjutsu attacks made count as Melee Taijutsu attacks and add your [Unarmed Damage] to the jutsu's first damage roll.	
<i>Latent Medical Fist III</i>	3	(You must have <b>Latent Medical Fist II</b> ) At 7 <sup>th</sup> level, your bonus to range from the <b>Medical Fist Stance</b> becomes +15ft, and you gain a bonus to concentration checks to maintain concentration of Taijutsu with the Medical keyword equal to half your Strength modifier, rounded up.	
<i>Latent Medical Fist IV</i>	3	(You must have <b>Latent Medical Fist III</b> ) At 11 <sup>th</sup> level, your bonus to range from the <b>Medical Fist Stance</b> becomes +20ft, and once per round when you would cast a Taijutsu or jutsu with the Medical keyword that makes an attack, you can make one unarmed attack as part of the casting.	
<i>Latent Combat Medicine I</i>	2	Beginning at 3 <sup>rd</sup> level, when you cast a Taijutsu or use take the Dash, Disengage, or Dodge actions, you can cast one jutsu with the Medical keyword with the casting time of one action that provides hit points, temporary hit points, damage reduction, or a provides a boost or boon, as part of the same action. You may do this once per long rest.	
<i>Latent Combat Medicine II</i>	2	(You must have <b>Latent Combat Medicine I</b> ) At 7 <sup>th</sup> level, you may use your <b>Latent Combat Medicine</b> feature an additional time per long rest, and regain one use of this feature on a short rest.	
<i>Latent Empowered Healing I</i>	2	Beginning at 3 <sup>rd</sup> level, twice per long rest when you would cast a jutsu with the Medical keyword that provides hit points, temporary hit points, damage reduction, or a provides a boost or boon, you can remove all ranks of any one condition affecting one target creature as if you used the <b>Restorative</b> Ninjutsu at your highest known jutsu rank.	
<i>Latent Empowered Healing II</i>	3	(You must have <b>Latent Empowered Healing I</b> ) Beginning at 11 <sup>th</sup> level, alternatively, if you use this feature with a jutsu with the Medical keyword that removes conditions, you can spend a use of this feature to make the target immune to gaining one of the conditions removed again, from a hostile source, for the next minute.	
<i>Latent Hanami Boons</i>	2	(You must have <b>Latent Hanami Boons I</b> ) Beginning at 7 <sup>th</sup> level, select two of the listed <b>Hanami Boons</b> from the Hanami Clan. You gain access to these boons, and may use them as specified within the Hanami Boons Clan Feature. You can use this feature twice per long rest.	
<i>Latent Hardened Body, Hardened Mind</i>	2	Beginning at 15 <sup>th</sup> level, twice per long rest you may make a Strength saving throw in place of a Dexterity or Constitution saving throw imposed against you. Alternatively, you may spend a use of this feature to make a Wisdom saving throw in place of an Intelligence or Charisma saving throw imposed against you.	
<i>Latent Overloaded Regeneration</i>	3	(You must have <b>Latent Medical Fist I</b> ) Beginning at 18 <sup>th</sup> level, while in the <b>Medical Fist Stance</b> , when you cast a Taijutsu, you may immediately cast a Medical Jutsu that restores hit points on yourself as part of the same action.	
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Hanami Clan Hijutsu.	
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Hanami Clan Hijutsu.	
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Hanami Clan Hijutsu.	
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Hanami Clan Hijutsu.	
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Hanami Clan as a Prerequisite.	

## LATENT HATAKE

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent White Chakra I</i>	2	Beginning at 1 <sup>st</sup> level, you gain a number of White Chakra equal to your level, up to a maximum of 5. If you have less than 5 White Chakra total, each time you gain a level you gain +1 White Chakra, until you reach a maximum of 5. You can spend white chakra in place of normal chakra to cast jutsu with the Lightning Release keyword. You regain spent white chakra when you complete a long rest.
<i>Latent White Chakra II</i>	5	(You must have <i>Latent White Chakra I</i> ) Increase the maximum number of White Chakra you can have to 10.
<i>Latent Lightning Release Adept I</i>	2	Beginning at 3 <sup>rd</sup> level, reduce the cost of jutsu with the Lightning Release keyword of D-Rank or higher, by 1. This counts as Rank based reduction.
<i>Latent Lightning Release Adept II</i>	3	(You must have <i>Latent Lightning Release Adept I</i> ) Beginning at 15 <sup>th</sup> level, jutsu with the Lightning Release keyword of C-Rank or higher cost is instead reduced by 2. This counts as Rank based reduction.
<i>Latent Lightning Release Adept III</i>	5	(You must have <i>Latent Advanced Chakra Control II &amp; Latent White Chakra I</i> ) Beginning at 11 <sup>th</sup> level, When you would cast a jutsu with the Lightning Release Keyword and an Overcharge effect, you can choose to spend an amount of White chakra equal to its rank to fulfill the Overcharge requirements to gain their effects. (D-Rank/C-Rank: 1 White Chakra (WC), B-Rank/A-Rank: 2 WC, S-Rank: 3 WC)
<i>Latent White Lightning I</i>	3	(You must have <i>Latent White Chakra I</i> ) Beginning at 11 <sup>th</sup> level, jutsu you cast with the Lightning Release keyword that deals damage by spending a certain amount of White chakra based on the rank of the jutsu used, increase the damage dealt by an amount equal to its rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5
<i>Latent White Lightning II</i>	5	(You must have <i>Latent White Lightning I</i> ) Beginning at 15 <sup>th</sup> level, when you would cast a jutsu of C-Rank or lower, you can spend 2 White chakra. When you do it gains the Lightning release keyword and its damage type becomes lightning.
Clan Feats	7	You gain the ability to learn Clan Feats, with Hatake Clan as a Prerequisite

## LATENT HEBI

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Serpent Mimicry I</i>	3	Beginning at 1 <sup>st</sup> level, you have either 60 feet of Darkvision or 30 feet of Tremorsense, pick one.
<i>Latent Serpent Mimicry II</i>	2	(You must have <i>Latent Serpent Mimicry I</i> ) Beginning at 7 <sup>th</sup> level, you gain the second special sense you didn't select from <i>Latent Serpent Mimicry</i> .
<i>Latent Serpent Mimicry III</i>	3	(You must have <i>Latent Serpent Mimicry II</i> ) Beginning at 15 <sup>th</sup> level, you have advantage on Stealth Checks made in natural environments such as forests, woods, and tundra's
<i>Latent Regeneration I</i>	2	Beginning at 3 <sup>rd</sup> level, you learn to slowly regenerate from damage. As a Bonus Action, you can regain 2d4 Hit Points. You can regain hit points in this way twice per rest.
<i>Latent Regeneration II</i>	2	(You must have <i>Latent Regeneration I</i> ) Beginning at 7 <sup>th</sup> level, you gain advantage against the Envenomed condition.
<i>Latent Regeneration III</i>	3	(You must have <i>Latent Regeneration II</i> ) Beginning at 11 <sup>th</sup> level, increase the Hit Points regained to 3d6.
<i>Latent Regeneration IV</i>	3	(You must have <i>Latent Regeneration III</i> ) Beginning at 18 <sup>th</sup> level, increase the number of Hit Points recovered to 3d8 + half your level.
<i>Latent Poison Potency I</i>	2	Beginning at 7th level, twice per long rest, as a bonus action, you can coat your weapon in a viper's venom. For the next minute, your weapons damage type becomes poison and your weapon deals a bonus +2 damage. This increases to a +3 at 18 <sup>th</sup> level
<i>Latent Poison Potency II</i>	5	(You must have <i>Latent Poison Potency I</i> ) Beginning at 15 <sup>th</sup> level, once per turn, when you would deal 20 or more poison damage to a creature with a weapon coated with vipers' venom, they must make a Constitution Save vs your Taijutsu Save DC, on a failed save the affected creature reduces all hit points gained by half, until the end of their next turn.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Hebi Clan Hijutsu
C-Rank Hijutsu	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Hebi Clan Hijutsu
B-Rank Hijutsu	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Hebi Clan Hijutsu
A-Rank Hijutsu	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Hebi Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Hebi Clan as a Prerequisite

## LATENT HOSHI

Bloodline		
Bloodline	Point	
Ability Name	Cost	Ability Description
<i>Latent Star Chakra I</i>	2	Beginning at 1st level, you have a pool of Star Chakra equal to half your Con mod + half level to a max total of 5 which can be used in place of regular chakra to fuel jutsu or features. Your Star Chakra pool replenishes after a long rest. Star Chakra cannot be absorbed, damaged, or reduced by hostile effects. Jutsu cast using any amount of Star Chakra cannot be dispelled by a rank equal to or less than the jutsu cast.
<i>Latent Star Chakra II</i>	2	(You must have <i>Latent Star Chakra I</i> ) Your pool of Star Chakra is equal to your Con mod + your level. To a max total of 10 Star Chakra.
<i>Latent Star Chakra III</i>	3	(You must have <i>Latent Star Chakra II</i> ) Beginning at 7th level, when you cast a jutsu -- except Hoshi hijutsu -- using Star Chakra, reduce the cost of that jutsu by -1 for every 1 Star Chakra used in its casting. You cannot reduce a jutsu's cost by more than your constitution modifier this way.
<i>Latent Star Chakra IV</i>	3	(You must have <i>Latent Star Chakra III</i> ) Increase your Star Chakra maximum total by 10 to a new max of 20.
<i>Latent Star Chakra V</i>	5	(You must have <i>Latent Star Chakra IV</i> ) Beginning at 11th level, once per turn, when you cast a Hoshi Hijutsu using only its Star Chakra cost, it deals an additional die of Force damage.
<i>Latent Kujaku Mode I</i>	3	Beginning at 3rd level, you gain access to the <b>Kujaku Mode</b> clan feature, but none of its higher level advancements; also your Kujaku Mode gains the benefits of only two listed abilities, and you must choose which upon gaining this latent (this cannot be changed later). You can activate this feature only once per long rest.
<i>Latent Kujaku Mode II</i>	3	(You must have <i>Latent Kujaku Mode I</i> ) Beginning at 11th level, you gain any 11th level advancements you may have for your chosen Kujaku Mode abilities. You gain one additional ability of your choice.
<i>Latent Kujaku Mode III</i>	4	(You must have <i>Latent Kujaku Mode II</i> ) Beginning at 15th level, you gain any 15th level advancements you may have for your chosen Kujaku Mode benefits. You gain one additional ability of your choice. This feature can now be used twice per long rest.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Hoshi Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Hoshi Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Hoshi Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Hoshi Clan Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Hoshi Clan as a Prerequisite.

## LATENT HOSHIGAKI

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Commander of the Deep</i>	3	You can communicate with beasts that can breathe water. Beginning at 11 <sup>th</sup> level, you learn the <b>Summoning Technique</b> D-Rank ninjutsu with a contract with the Shark tribe. You can cast this jutsu ignoring Ability Score Requirements. They are also summoned in a large bubble of Water that they use for land travel. If they ever end their turns more than 60 feet away from you and they are not in a body of water that is not the bubble, they are automatically unsummoned.
<i>Latent Brute Strength I</i>	2	You gain proficiency in weapons with the Versatile property. Beginning at 7 <sup>th</sup> level, you always add at least half of your Strength modifier to damage rolls of weapon attacks, even if you could not normally.
<i>Latent Brute Strength II</i>	4	(You must have <b>Latent Brute Strength I</b> ) Beginning at 11 <sup>th</sup> level, you instead add your full strength modifier instead of half.
<i>Latent Ravenous Chakra I</i>	3	Beginning at 7 <sup>th</sup> level, when you cast a jutsu with the water release keyword that deals damage also deals Chakra damage equal to half the result. You can do this twice per long rest.
<i>Latent Ravenous Chakra II</i>	5	(You must have <b>Latent Ravenous Chakra I</b> ) Beginning at 11 <sup>th</sup> level, when you would deal chakra damage as a result of <b>Latent Ravenous Chakra I</b> , you also gain temporary chakra points equal to half of the chakra damage dealt.
<i>Latent Shark Skinned Predator</i>	8	Beginning at 15 <sup>th</sup> level, you can transform into a shark like form gaining the benefits of the <b>Shark Skinned Predator</b> Hoshigaki clan feature as if you were an 11 <sup>th</sup> level Hoshigaki. You do not gain the ability to use your Constitution instead of Dexterity to calculate your Armor Class. You can transform in this way once per long rest.
<i>Clan Feats</i>	7	You gain the ability to learn Clan Feats, with Hoshigaki Clan as a Prerequisite



## LATENT HOZUKI

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Lightning Release Inability</i>	0	You cannot learn or cast Ninjutsu with the Lightning Release Keyword. If the jutsu cast has the Hijutsu keyword, you can learn or cast the jutsu as normal.
<i>Latent Made of Water I</i>	2	(You must have <i>Latent Lightning Release Inability</i> ) Beginning at 3 <sup>rd</sup> level your body counts as a sufficient source of water to reduce the cost of Water release jutsu. You cannot gain the alternative effect of a Water release jutsu using this feature. You can use this feature a number of times equal to your proficiency bonus per long rest.
<i>Latent Made of Water II</i>	4	(You must have <i>Latent Made of Water I</i> ) You can use <b>Latent Made of Water I</b> , effect a number of times equal to your proficiency bonus per short rest.
<i>Latent Water Reservoirs I</i>	2	(You must have <i>Latent Lightning Release Inability</i> ) Beginning at 7 <sup>th</sup> level, you can store extra water in your body, giving you a separate resource that you can use twice per long rest. You can use this resource to increase the damage die of a Ninjutsu with the water release keyword by 1.
<i>Latent Water Reservoirs II</i>	3	(You must have <i>Latent Water Reservoirs I</i> ) Beginning at 11 <sup>th</sup> level, You can choose to instead spend your stored resource to increase the DC of a Ninjutsu with the water release keyword by 1.
<i>Latent Water Reservoirs III</i>	4	(You must have <i>Latent Water Reservoirs II</i> ) Beginning at 15 <sup>th</sup> level, the bonuses for either increases to damage die or DC becomes 2
<i>Latent Water Reservoirs IV</i>	5	(You must have <i>Latent Water Reservoirs III</i> ) Beginning at 18 <sup>th</sup> level, the bonuses for either increases to damage die or DC becomes 3
<i>Latent Reflective Surface</i>	5	(You must have <i>Latent Lightning Release Inability</i> ) Beginning at 18 <sup>th</sup> level, whenever you cast a Ninjutsu with the Water Release keyword, you gain temporary hit points equal to the rank of the jutsu used. (D-Rank: 5, C-Rank: 10, B-Rank: 15, A-Rank: 20, S-Rank: 25)
<i>D-Rank Hijutsu</i>	2	(You must have <i>Latent Lightning Release Inability</i> ) You gain the ability to learn D-Rank Hozuki Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Hozuki Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Hozuki Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Hozuki Clan Hijutsu
<i>Clan Feats</i>	5	(You must have <i>Latent Lightning Release Inability</i> ) You gain the ability to learn Clan Feats, with Hozuki Clan as a Prerequisite

## LATENT HYUGA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Branch Family</i>	0	Being born with only a fraction of the Hyūga blood, you are treated as a Side Branch. If/When you would learn Hyūga clan Hijutsu, you can only learn jutsu with the Side Branch Keyword.
<i>Latent Byakugan I</i>	2	(You must have <b>Latent Branch Family</b> ) Beginning at 3 <sup>rd</sup> Level, you can spend 10 chakra to activate your latent Byakugan. It remains active for up to 10 minutes. You may activate and deactivate the Byakugan during this time period with no additional cost. While active you gain 120 feet of Chakra sight while out of combat and 60 feet of chakra sight while in combat. You can see through material up to 5 feet thick. Creatures cannot be obscured to you in any way if you can see through the obstruction. Also, you can see 360 degrees around you without having to turn your head or avert your eyes.
<i>Latent Byakugan II</i>	2	(You must have <b>Latent Byakugan I</b> ) Beginning at 7 <sup>th</sup> level, Select one of the following benefits from the list provided under the Byakugan clan feature. If you choose <i>Immense Distance</i> , your chakra sight range is doubled to 240 feet and you can see things up to half a mile away as if they were within 50-feet of you.
<i>Latent Byakugan III</i>	3	(You must have <b>Latent Byakugan II</b> ) Beginning at 15 <sup>th</sup> level, Select one of the following benefits from the list provided under the Byakugan clan feature, that you have not selected yet. If you choose <i>Immense Distance</i> , your chakra sight range is doubled to 240 feet and you can see things up to half a mile away as if they were within 50-feet of you.
<i>Latent Byakugan IV</i>	3	(You must have <b>Latent Byakugan III</b> ) Beginning at 18 <sup>th</sup> level, Select one of the following benefits from the list provided under the Byakugan clan feature, that you have not selected yet. If you choose <i>Immense Distance</i> , your chakra sight range is doubled to 240 feet and you can see things up to half a mile away as if they were within 50-feet of you.
<i>Latent Gentle Fist I</i>	2	(You must have <b>Latent Branch Family &amp; Latent Byakugan I</b> ) Beginning at 3 <sup>rd</sup> level, you have been taught how to fight with the Hyuga's legendary Gentle fist stance. You can roll a d6, in place of your normal unarmed damage die. Additionally, your unarmed attacks deal Chakra damage. If targeting an undead or construct you treat them as if they have resistance to your unarmed attacks while in this stance.
<i>Latent Gentle Fist II</i>	3	(You must have <b>Latent Gentle Fist I</b> ) When a creature you deal chakra too with your unarmed attacks has 0 chakra, you instead deal 1.5x the damage result as force damage to the creatures hit points.
<i>Latent Gentle Fist III</i>	5	(You must have <b>Latent Gentle Fist II</b> ) Beginning at 11th level, Your Gentle Fist unarmed damage becomes 2d6.
<i>Latent Gentle Fist IV</i>	5	(You must have <b>Latent Gentle Fist III</b> ) Beginning at 18th level, Your Gentle Fist unarmed damage becomes 3d6.
<i>D-Rank Hijutsu</i>	2	(You must have <b>Latent Branch Family &amp; Latent Byakugan I</b> ) You gain the ability to learn D-Rank Hyuga Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Hyuga Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Hyuga Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Hyuga Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Hyuga Clan as a Prerequisite

## LATENT IBURI

Bloodline	Bloodline	
Ability	Point	
Name	Cost	Ability Description
<i>Latent Ashen Resilience I</i>	2	Beginning at 3rd level, you halve all knockback you receive and reduce all fire damage you receive by -3.
<i>Latent Ashen Resilience II</i>	4	( <i>You must have Latent Ashen Resilience I</i> ) Beginning at 11th level, instead of reducing fire damage you receive by -3, you gain resistance to fire damage. A number of times equal to your proficiency bonus per long rest, you can add a 1d6 to saving throws against Genjutsu with the Inhale keyword.
<i>Latent Will-O-Wisps I</i>	2	Beginning at 3rd level, when you target a creature with a jutsu with the Fire Release keyword that requires an attack roll, you can cause the flames and smoke of your jutsu to spread towards all creatures within 5 feet of the original creature, excluding you and the target. All creatures within range must succeed a Dexterity saving throw against your jutsu's Save DC or take half damage. You can use this feature twice per long rest.
<i>Latent Will-O-Wisps II</i>	4	( <i>You must have Latent Will-O-Wisps I</i> ) Beginning at 15th level, the range of this feature increases to 10 feet, and you gain an additional two uses. Additionally, you regain your uses of this feature on a short rest, instead of a long rest.
<i>Latent Smoke Aberration I</i>	2	Beginning at 7th level, as a bonus action after casting a jutsu with the Fire Release keyword, you can morph yourself to smoke and move to a space within 10 feet without provoking an attack of opportunity. You can also spend 5 chakra after casting a jutsu with the Fire Release keyword to use this feature without spending a bonus action. You can benefit from this feature once per round.
<i>Latent Smoke Aberration II</i>	4	( <i>You must have Latent Smoke Aberration I</i> ) Beginning at 18th level, when you use this feature, your AC increases by +1 until the start of your next turn.
<i>Latent Smoke Release I</i>	3	Beginning at 7th level, when you cast a jutsu with the Fire Release keyword, you can change the damage type to fire, and impose a -2 penalty on the first saving throw one affected creature makes against your jutsu or your Will-O-Wisps feature, if you have it.
<i>Latent Smoke Release II</i>	4	( <i>You must have Latent Smoke Release I</i> ) Beginning at 15th level, once per rest, when you cast a jutsu with the Fire Release keyword, you can blind all affected creatures until the end of each of their turns.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Iburi Hijutsu.
<i>C-Rank Hijutsu</i>	2	( <i>You must have D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Iburi Hijutsu.
<i>B-Rank Hijutsu</i>	3	( <i>You must have C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Iburi Hijutsu.
<i>A-Rank Hijutsu</i>	3	( <i>You must have B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Iburi Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Iburi Clan as a prerequisite.

## LATENT INUZUKA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Beast Master I</i>	0	Being born on the outskirts of the Inuzuka clan you are gifted with a Young Inuit. Beginning at 3 <sup>rd</sup> level, you have a Nin-Dog, using the stats of a D-Rank Dog/Wolf Summon from the Summoning technique ninjutsu. Your dog is treated as a <b>Young Inuit</b> from the Inuzuka clan Beast Master clan feature. If your Nin-Dog would die or get lost they act as described in the Beast Master Clan feature.
<i>Latent Beast Master II</i>	2	(You must have <b>Latent Beast Master I</b> ) Your Nin-dog begins to learn to grow alongside you. Your Nin dog is always treated as being half your level. Additionally, each time it gains a level, it gains bonus maximum hit points equal half your proficiency bonus.
<i>Latent Beast Master III</i>	2	(You must have <b>Latent Beast Master II</b> ) Your Nin-dog begins to grow accustomed to growing along-side you. When your Nin-Dog would reach levels 4, 6 and 8, they gain a +2 bonus to one of their ability scores or +1 to two ability scores.
<i>Latent Beast Master IV</i>	3	(You must have <b>Latent Beast Master III</b> ) Your Nin-dog begins to grow at an accelerated pace, growing along-side you. When your Nin-Dog would reach levels 5 they can select one C-Rank Dog/Wolf Summon tribe feature. When they would reach level 7, they can select one B-Rank Dog/Wolf Summon tribe feature.
<i>Latent Beast Master V</i>	3	(You must have <b>Latent Beast Master IV</b> ) Beginning at 18 <sup>th</sup> level, you and your Nin-Dog have bonded in such a way, where there is no need to verbally communicate. It continues to act on your turn as normal, but no longer requires a bonus action to command.
<i>Latent Wild Sense I</i>	2	Beginning at 7 <sup>th</sup> level, you have learned to imitate a Nin-Dogs sensory abilities. You can use Intelligence in place of Wisdom when taking the <b>Search</b> skill action. When you do you gain a rank of <b>Mastery</b> to the check.
<i>Latent Wild Sense II</i>	3	(You must have <b>Latent Wild Sense I</b> ) Beginning at 11 <sup>th</sup> level, you gain a rank of mastery to the <b>Study</b> skill action.
<i>Latent Savage Attack I</i>	2	(You must have <b>Latent Beast Master I</b> ) Beginning at 7 <sup>th</sup> level, when you and your Nin-Dog are on opposite sides of a creature, the first attack either of you makes each turn is at advantage.
<i>Latent Savage Attack II</i>	3	(You must have <b>Latent Savage Attack I</b> ) Beginning at 11 <sup>th</sup> level, when either yourself or your Nin-Dog scores a critical hit, you deal an additional die of damage.
<i>Latent Savage Attack III</i>	3	(You must have <b>Latent Savage Attack II</b> ) Beginning at 18 <sup>th</sup> level, when either yourself or your Nin-Dog deals damage to a creature under 50% of its maximum hit points, with an unarmed attack, weapon attack or Inuzuka clan Hijutsu, increase the damage by +1 damage die.
<i>Latent Bestial Fury</i>	2	Beginning at 11 <sup>th</sup> level, you gain a rank of <b>Mastery</b> to initiative.
<i>D-Rank Hijutsu</i>	2	(You must have <b>Latent Beast Master I</b> ) You gain the ability to learn D-Rank Inuzuka Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Inuzuka Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Inuzuka Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Inuzuka Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Inuzuka Clan as a Prerequisite

## LATENT JITON

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Magnet Release I	2	Beginning at 3rd level if you would cast a jutsu with the Earth Release or Wind Release keywords, you can, you deal a bonus damage die to creatures who's movement speed is currently 0.
Latent Magnet Release II	4	(You must have <b>Latent Magnet Release I</b> ) Beginning at 15th level, Earth or Wind Release keywords you cast increases your AC by 1d4 until the beginning of your next turn, up to twice per rest.
Latent Dust Layer I	2	Beginning at 3 <sup>rd</sup> level, the first time each turn you deal earth damage with a Jiton Hijutsu you cast, the affected creature suffers a -1 penalty to skill checks until the end of your next turn. This penalty does not stack.
Latent Dust Layer II	3	(You must have <b>Latent Dust Layer I</b> ) Beginning at 7 <sup>th</sup> level, the penalty now applies to Dexterity saving throws.
Latent Dust Layer III	4	(You must have <b>Latent Dust Layer II</b> ) Beginning at 15 <sup>th</sup> level, the penalty now stacks up to 2 times and each application resets its duration.
Latent Swirling Currents I	2	Beginning at 7 <sup>th</sup> level select one between bludgeoning, piercing or slashing. You gain resistance to the chosen damage type from ranged attacks.
Latent Swirling Currents II	3	(You must have <b>Latent Swirling Currents I</b> ) Beginning at 15 <sup>th</sup> level you gain resistance to bludgeoning, piercing and slashing damage from ranged attacks.
Latent Magnetic Mark I	2	(You must have <b>D-Rank Hijutsu</b> ) Beginning at 11 <sup>th</sup> level, when you would deal damage or affected a hostile with a Jiton Hijutsu, that creature is marked until the end of your next turn. You are always aware of a marked creatures location and they cannot benefit from being hidden from you.
Latent Magnetic Mark II	3	(You must have <b>Latent Magnetic Mark I</b> ) Beginning at 15 <sup>th</sup> level, If a marked creature hits you or a creature you can see within 5 feet of you with an attack, you can spend 10 chakra, reducing the targets attack result by -3.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Jiton Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Jiton Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Jiton Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Jiton Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Jiton Clan as a Prerequisite

## LATENT JUGO

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Raw Chakra I	2	Beginning at 3rd level, you gain 2 Raw chakra dice, which are d4's. You regain spent Raw chakra dice on a long rest. Select 2 Raw chakra effects from the <b>Raw Chakra</b> Jugo clan feature that you can spend your raw chakra on. You cannot change this selection later.
Latent Raw Chakra II	3	(You must have <b>Latent Raw Chakra I</b> ) Beginning at 11th level, you gain 2 additional Raw chakra dice.
Latent Raw Chakra III	3	(You must have <b>Latent Raw Chakra I</b> ) Beginning at 11th level, you can select one additional Raw chakra effect from the <b>Raw Chakra</b> Jugo clan feature.
Latent Raw Chakra IV	4	(You must have <b>Latent Raw Chakra II</b> ) Beginning at 18th level, you gain 2 additional Raw chakra dice.
Latent Raw Chakra V	4	(You must have <b>Latent Raw Chakra III</b> ) Beginning at 18th level, you gain the final Raw chakra effect from the <b>Raw Chakra</b> Jugo clan feature that you did not select before.
Latent Raw Chakra Form I	3	(You must have <b>Latent Raw Chakra I</b> ) Beginning at 7 <sup>th</sup> level you can enter your <b>Raw Chakra Form</b> . Entering this form costs an action and you can enter this form once per long rest for 1 minute. While in this form, you gain all the abilities of the <b>Raw Chakra Form</b> clan feature as if you were 3 <sup>rd</sup> level.
Latent Raw Chakra Form II	3	(You must have <b>Latent Raw Chakra Form I</b> ) Beginning at 15 <sup>th</sup> level you gain all the abilities of the <b>Raw Chakra Form</b> clan feature as if you were 7 <sup>th</sup> level.
Latent Raw Chakra Form III	3	(You must have <b>Latent Raw Chakra Form II</b> ) Beginning at 15 <sup>th</sup> level you can enter the form an additional time per long rest.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Jugo Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Jugo Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Jugo Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Jugo Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Jugo Clan as a Prerequisite

## LATENT KAGUYA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Bone Weapons I</i>	2	Beginning at 3rd level, select one type of simple weapon. As a bonus action you can conjure this weapon and it is treated as a Bone weapon for you. Additionally, choose between the following weapon properties; <i>Critical</i> , <i>Light</i> and <i>Finesse</i> . Your chosen bone weapon gains the chosen property.
<i>Latent Bone Weapons II</i>	3	(You must have <b>Latent Bone Weapons I</b> ) Beginning at 7th level, your bone weapons damage die increases by one step.
<i>Latent Bone Weapons III</i>	3	(You must have <b>Latent Bone Weapons II</b> ) Beginning at 11th level, you can select one Martial weapon with which you can create as a Bone weapon.
<i>Latent Shikotsumyaku Stance I</i>	2	(You must have <b>Latent Bone Weapons I &amp; D-Rank Hijutsu</b> ) Beginning at 3rd level, you can use Dexterity in place of Strength for Bone weapon attacks and D-Rank Kaguya clan Hijutsu.
<i>Latent Shikotsumyaku Stance II</i>	5	(You must have <b>Latent Shikotsumyaku Stance I</b> ) Beginning at 11th level, when you make a Taijutsu attack as a result of a Kaguya Clan Bukijutsu, your AC increases by +1 for each hostile creature within 10 feet of you, up to a maximum of +2, until the beginning of your next turn.
<i>Latent Battle Hungry I</i>	2	(You must have <b>Latent Shikotsumyaku Stance I</b> ) Beginning at 7 <sup>th</sup> level, you gain a +1 bonus to your damage rolls as a result of a weapon attack using your bone weapons or a Kaguya Clan Hijutsu.
<i>Latent Battle Hungry II</i>	3	(You must have <b>Latent Battle Hungry I</b> ) Beginning at 15 <sup>th</sup> level, you gain a +3 bonus to your damage rolls as a result of a weapon attack using your bone weapons or a Kaguya Clan Hijutsu.
<i>Latent Calcified Structure</i>	5	Beginning at 11 <sup>th</sup> level, when you would make a saving throw against a jutsu with the medical keyword, you gain a 1d6 bonus to the result.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Kaguya Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Kaguya Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Kaguya Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Kaguya Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Kaguya Clan as a Prerequisite

## LATENT KASHU

Bloodline Ability Name	Bloodline Point Cost	Ability Description
<i>Latent Auditory Weaponry I</i>	2	Beginning at 1st level, when you would benefit from a short or long rest, you can craft a single auditory ninja tool that will serve as a component for your Kashu Clan Hijutsu. This Auditory Ninja Tool is a simple melee weapon with the Light and Finesse properties and deals 1d4 Bludgeoning damage. This tool can be of any description the user wants, but it must be a device that can produce sound.
<i>Latent Auditory Weaponry II</i>	3	(You must have <b>Latent Auditory Weaponry I</b> ) Starting at 3rd level, when you cast a Genjutsu with the Auditory keyword, you can add your Auditory Ninja Tool as a component. When you do, you can increase the damage dealt by 1 die, or decrease the cost of the jutsu by half the result of 1d4 (rounded up).
<i>Latent Auditory Weaponry III</i>	2	(You must have <b>Latent Auditory Weaponry II</b> ) Starting at 11th level, when you would cast a Genjutsu with your Auditory Ninja Tool as a component, your Genjutsu is able to ignore immunity that a creature would have as a result of being deafened.
<i>Latent Disorientation I</i>	3	You gain the <b>Disorientation</b> Clan feature at 1st level.
<i>Latent Disorientation II</i>	2	(You must have <b>Latent Disorientation I</b> ) Beginning at 15th level, the save DC to remove ranks of Disorientation increases to 20. Additionally, twice per long rest, when a creature fails a saving throw against a Genjutsu you cast, you can give them 1 rank of Disorientation.
<i>Latent Cunning Genjutsu</i>	3	Beginning at 3rd level you master the technical applications of Kashu Hijutsu. You may use Intelligence in place of Wisdom for the Attack and Damage rolls, and Save DC of Kashu Hijutsu you cast.
<i>Latent Precise Performance</i>	5	Starting at 7th level, when you would cast a Genjutsu that does not have the Auditory keyword, you can spend increments of 3 chakra to remove one sensory keyword from the genjutsu, excluding the tactile keyword. If you remove all other sensory keywords this way, the jutsu gains the Auditory keyword.
<i>Latent Reckless Genjutsu</i>	2	Beginning at 11th level, as long as you are equipped with your Auditory Ninja Tool, when you would cast a genjutsu with the auditory keyword that does damage and requires a saving throw you can reduce your Save DC by 1, up to 3 times and increase the amount of damage die the genjutsu has by the same amount.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Kashu Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Kashu Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Kashu Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Kashu Clan Hijutsu.
<i>Kashu Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Kashu Clan as a Prerequisite.

## LATENT KETON

Bloodline		
Bloodline	Point Cost	Ability Description
Ability Name		
<i>Latent Plasma Release I</i>	2	Beginning at 3rd level, when you cast a jutsu with the Fire or Lightning Release keyword, you can choose to emit 15 feet of bright light and 30 feet of dim light until the start of your next turn. This light dispels chakra enhanced darkness. You can use this feature twice per rest.
<i>Latent Plasma Release II</i>	4	( <i>You must have Latent Plasma Release I</i> ) Beginning at 15th level, you can use this feature three times per rest.
<i>Latent Plasma Release III</i>	3	( <i>You must have Latent Plasma Release I</i> ) Beginning at 7th level, select one between Fire Release or Lightning Release. When casting a jutsu with the chosen nature release, reduce its cost by 1 (min. 1).
<i>Latent Energy Overflow I</i>	2	Beginning at 3rd level, each time you would take damage that is not self-inflicted or cast a jutsu with the Fire or Lightning Release keywords, you gain an <i>Energy Die</i> at the start of your next turn, which are d4s. Whenever you cast a jutsu with the Fire or Lightning Release keywords, you can spend any number of <i>Energy Die</i> , adding it to the damage roll. When you use <i>Energy Die</i> this way, your jutsu creates dim light for a number of feet equal to the distance your jutsu traveled, until the end of the turn. You can hold a maximum amount of <i>Energy Die</i> equal to half your proficiency bonus, rounded down.
<i>Latent Energy Overflow II</i>	2	( <i>You must have Latent Energy Overflow I</i> ) Beginning at 11th level, your <i>Energy Die</i> becomes a d6 and the light you create from jutsu cast when spending an <i>Energy Die</i> becomes bright light instead of dim light.
<i>Latent Energy Overflow III</i>	4	( <i>You must have Latent Energy Overflow II</i> ) Beginning at 18th level, your <i>Energy Die</i> becomes a d8. When you would use an <i>Energy Die</i> on a Keton Hijutsu, you ignore resistance to fire damage and treats immunity as resistance.
<i>Latent Enlightenment Grasp I</i>	0	Beginning at 1st level, as an action, you can place your palm on an object, that's not being held or worn by a hostile creature, no larger than 10 feet in any dimension. For the next 10 minutes, the object sheds bright light in a 10-foot radius and dim light for an additional 10 feet. You can spend 5 chakra to increase the duration of this feature on an object effected from 10 minutes to 1 hour. You can dismiss the light from as many objects you have affected as an action. You can use this feature a number of times equal to half your proficiency bonus per long rest.
<i>Latent Enlightenment Grasp II</i>	1	( <i>You must have Latent Enlightenment Grasp I</i> ) You can now target objects being held or worn. If you target an object being held or worn by a hostile creature, the creature must succeed a Dexterity saving throw vs. your Ninjutsu Save DC to avoid this feature. This feature's uses per long rest are now equal to your proficiency bonus. You can spend 5 chakra (no action required) to gain an additional number of uses equal to half your proficiency bonus.
<i>Latent Superheated Chakra I</i>	2	Beginning at 11th level, all attacks you make that deal fire damage have their critical threat range increased by +1.
<i>Latent Superheated Chakra II</i>	3	( <i>You must have Latent Superheated Chakra I</i> ) Beginning at 11th level, all Keton Clan Hijutsu you cast ignore resistance to Fire damage.
<i>Latent Stargazer</i>	2	Beginning at 1st level, you have advantage on saving throws to avoid gaining the blinded condition.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Keton Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	( <i>You must have D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Keton Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	( <i>You must have C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Keton Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	( <i>You must have B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Keton Clan Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Keton Clan as a Prerequisite.

## LATENT KONJIKI

Bloodline		
Bloodline	Point Cost	Ability Description
<i>Latent Steel Release I</i>	2	Beginning at 7th level, when you cast a jutsu with the Earth Release keyword, you can, once per casting, choose to increase the damage die by 1 step, up to a d12, or gain a +1 bonus to attack rolls.
<i>Latent Steel Release II</i>	3	(You must have <b>Latent Steel Release I</b> ) Beginning at 7th level, reduce the cost of Konjiki hijutsu by -1.
<i>Latent Weapon Formation I</i>	1	Beginning at 1 <sup>st</sup> level, choose between Bludgeoning, Piercing, or Slashing damage. Your Konjiki Hijutsu deal damage of this damage type or Earth damage. Your Konjiki Hijutsu gains the unique benefits associated with your chosen damage type as listed in the Weapon Formation Konjiki Clan feature, at 1 <sup>st</sup> level.
<i>Latent Weapon Formation II</i>	2	(You must have <b>Latent Weapon Formation I</b> ) Beginning at 7 <sup>th</sup> level, select another damage type between Bludgeoning, Piercing, or Slashing, that you did not select at 1 <sup>st</sup> level. Your Hijutsu can deal damage of either damage types you have chosen. Also, you gain the unique benefits associated with your damage type as if you were 7 <sup>th</sup> level.
<i>Latent Weapon Formation III</i>	3	(You must have <b>Latent Weapon Formation II</b> ) Beginning at 15 <sup>th</sup> level, you can now make your Hijutsu deal Bludgeoning, Piercing, or Slashing damage.
<i>Latent Reinforced and Pressurized I</i>	2	Beginning at 11th level, when you cast a jutsu with the Earth Release keyword that creates a construct or gives Temporary Hit Points, the construct or the target creature gains an additional amount of Temp Hit Points or Hit Points equal to your proficiency bonus.
<i>Latent Reinforced and Pressurized II</i>	3	(You must have <b>Latent Reinforced and Pressurized I</b> ) Beginning at 15th level you instead add half your character level, and constructs created with the Earth Release keyword lose any vulnerabilities/inabilities to defend against Lightning Damage.
<i>Latent Reinforced and Pressurized III</i>	2	(You must have <b>Latent Reinforced and Pressurized II</b> ) Beginning at 18th level you instead add your full character level, and constructs created with the Earth Release keyword lose any vulnerabilities/inabilities to defend against Genjutsu.
<i>Latent Blood of the Earth I</i>	2	Beginning at 3rd level, when you are wearing Light or Medium Armor you can use Intelligence in place of Dexterity for your Armor Class and you ignore difficult terrain while you are on solid land.
<i>Latent Blood of the Earth II</i>	2	(You must have <b>Latent Blood of the Earth I</b> ) Beginning at 15th level, you gain 30 feet of tremor sense.
<i>Latent Perfected Creation</i>	3	Beginning at 3 <sup>rd</sup> level, you gain the Perfected Creation feature of the Konjiki Clan, as if you were 3 <sup>rd</sup> level.
<i>D-Rank Hijutsu</i>	2	(You must have <b>Latent Weapon Formation I</b> ) You gain the ability to learn D-Rank Konjiki Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Konjiki Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Konjiki Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Konjiki Clan Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Konjiki Clan as a Prerequisite.

## LATENT KURAMA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Genjutsu Specialty I</i>	2	Beginning at 3 <sup>rd</sup> level reduce the cost of Genjutsu that is D-Rank or Higher that requires concentration by 1.
<i>Latent Genjutsu Specialty II</i>	4	(You must have <b>Latent Genjutsu Specialty I</b> ) Beginning at 11 <sup>th</sup> level, you instead reduce the cost to concentrate on Genjutsu by an amount equal to its rank; (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5.)
<i>Genjutsu Resistance I</i>	2	Beginning at 7 <sup>th</sup> level, when you are subjected to a Genjutsu that would force you to make an Intelligence saving throw. You add a bonus +1.
<i>Genjutsu Resistance II</i>	2	(You must have <b>Latent Genjutsu Resistance I</b> ) Beginning at 7 <sup>th</sup> level, when you are subjected to a Genjutsu that would force you to make a Charisma saving throw. You add a bonus +1.
<i>Genjutsu Resistance III</i>	2	(You must have <b>Latent Genjutsu Resistance I</b> ) Beginning at 7 <sup>th</sup> level, when you are subjected to a Genjutsu that would force you to make a Wisdom saving throw. You add a bonus +1.
<i>Latent Onijutsu I</i>	4	Beginning at 7 <sup>th</sup> level, you gain a number of Onijutsu coils equal to your proficiency bonus per long rest. You can spend 1 coil to use any Onijutsu you have. Select two Onijutsu which you can use with this feature.
<i>Latent Onijutsu II</i>	4	(You must have <b>Latent Onijutsu I</b> ) Beginning at 11 <sup>th</sup> level, select one more Onijutsu to learn.
<i>Latent Onijutsu III</i>	5	(You must have <b>Latent Onijutsu II</b> ) Beginning at 18 <sup>th</sup> level, select one more Onijutsu to learn.
<i>Clan Feats</i>	7	You gain the ability to learn Clan Feats, with Kurama Clan as a Prerequisite

## LATENT KURU

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Yin Chakra Adept I</i>	0	You are unable to learn or use jutsu with the Earth, Wind Fire Water or Lightning Release keywords. Any jutsu you currently know with a Nature release keyword that isn't a Hijutsu, is removed from your known jutsu list and you can replace them with new jutsu you qualify for.
<i>Latent Yin Chakra Adept II</i>	2	(You must have <b>Latent Yin Chakra Adept I</b> ) Beginning at 3 <sup>rd</sup> level, you begin to become able to enhance jutsu without the nature release keyword. Once per turn, when you would cast a jutsu without a Nature Release keyword, increase its Damage die by +1.
<i>Latent Yin Chakra Adept III</i>	3	(You must have <b>Latent Chakra Adept II</b> ) Beginning at 3 <sup>rd</sup> level, you begin to become able to enhance jutsu without the nature release keyword. Once per turn, when you would cast a jutsu without a Nature Release keyword, increase its Save DC by +1. If you already are gaining a Bonus to Save DC as a result of a Clan or Class feature, you pick which bonus you benefit from.
<i>Latent Yin Chakra Adept IV</i>	4	(You must have <b>Latent Yin Chakra Adept II</b> ) Beginning at 15 <sup>th</sup> level, you begin to become able to enhance jutsu without the nature release keyword. Once per turn, when you would cast a jutsu without a Nature Release keyword, increase its Damage die by +2.
<i>Latent Yin Chakra Adept V</i>	5	(You must have <b>Latent Yin Chakra Adept IV</b> ) Beginning at 15th level, you begin to become able to enhance jutsu without the nature release keyword. Once per turn, when you would cast a jutsu without a Nature Release keyword, increase its Save DC by +2. If you already are gaining a Bonus to Save DC as a result of a Clan or Class feature, you pick which bonus you benefit from.
<i>Latent Kurugan I</i>	3	(You must have <b>Latent Yin Chakra Adept I</b> ) Beginning at 7 <sup>th</sup> level, you have learned activate your Kurugan. As an Action you can spend 10 chakra to activate this latent Dojutsu for 1 minute. While active, you gain a +1 bonus to your Wisdom Saving Throws and can use any combination of the Kurgans action-based abilities twice per rest.
<i>Latent Kurugan II</i>	3	(You must have <b>Latent Kurugan I</b> ) Beginning at 11 <sup>th</sup> level, when you would activate your Kurugan, you can choose to also spend 1 chakra die. If you do, you can also cast the <b>Pierce the Veil</b> Kuru clan Hijutsu as part of its activation without having the jutsu on your known jutsu list.
<i>Latent Kurugan III</i>	5	(You must have <b>Latent Kurugan II</b> ) Beginning at 15 <sup>th</sup> level, increase the number of times you can use the Kurugan's action-based abilities per rest to four times.
<i>D-Rank Hijutsu</i>	2	(You must have <b>Latent Yin Chakra Adept I</b> ) You gain the ability to learn D-Rank Kuru Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Kuru Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Kuru Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Kuru Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Kuru Clan as a Prerequisite

## LATENT NAMIKAZE

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Swift Release I</i>	2	Beginning at 3rd level, jutsu you cast with the Wind Release or Lightning Release increases your speed by +10 until the beginning of your next turn.
<i>Latent Swift Release II</i>	4	(You must have <b>Latent Swift Release I</b> ) Beginning at 15th level, this bonus speed is increased to +20.
<i>Latent Swift Release III</i>	2	(You must have <b>Latent Swift Release I</b> ) Beginning at 7th level, select one between Wind Release or Lightning Release. When casting a jutsu with the chosen nature release, reduce its cost by 1.
<i>Latent Swift Release IV</i>	3	(You must have <b>Latent Swift Release III</b> ) Beginning at 18 <sup>th</sup> level, once per turn when you would deal wind damage to a creature, you can add +2 to the damage roll.
<i>Latent Supernatural Speed I</i>	1	Beginning at 3rd level you gain a +5 bonus to your speed.
<i>Latent Supernatural Speed II</i>	2	(You must have <b>Latent Supernatural Speed I</b> ) Beginning at 7th level, your super speed materializes itself as speed die, which are d8's, of which you have 3 of. You regain spent speed die on a long rest. Select one ability from the <b>Supernatural Speed</b> clan feature which you can spend your speed die on.
<i>Latent Supernatural Speed III</i>	1	(You must have <b>Latent Supernatural Speed II</b> ) Beginning at 11th level you gain a +5 bonus to your speed.
<i>Latent Supernatural Speed IV</i>	3	(You must have <b>Latent Supernatural Speed II</b> ) Beginning at 11th level, you gain 1 additional speed die and can select one additional ability from the <b>Supernatural Speed</b> clan feature as if you were still 3 <sup>rd</sup> level.
<i>Latent Supernatural Speed V</i>	3	(You must have <b>Latent Supernatural Speed IV</b> ) Beginning at 15th level, you may select one ability from the <b>Supernatural Speed</b> clan feature as if you were 11 <sup>th</sup> level.
<i>Latent Supernatural Speed VI</i>	3	(You must have <b>Latent Supernatural Speed V</b> ) Beginning at 15th level, you gain 1 additional speed die.
<i>Latent Supernatural Speed VII</i>	1	(You must have <b>Latent Supernatural Speed VI</b> ) Beginning at 18th level you gain a +5 bonus to your speed.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Namikaze Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Namikaze Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Namikaze Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Namikaze Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Namikaze Clan as a Prerequisite

## LATENT NARA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Coordinate I</i>	2	Beginning at 3rd level, as an action, you can make an Intelligence check DC 12 + 1 for each ally you are targeting. On a success, you provide a +1 bonus to their attack rolls and skill checks. This bonus lasts for 2 of your turns. You can coordinate one per long rest.
<i>Latent Coordinate II</i>	2	(You must have <b>Latent Coordinate I</b> ) Your coordinate bonus now also applied to saving throws.
<i>Latent Coordinate III</i>	3	(You must have <b>Latent Coordinate II</b> ) Beginning at 11th level, the bonus increases to a +3.
<i>Latent Master Tactician I</i>	3	Beginning at 7th level, once per turn, as a bonus action, you can provide one allied creature a tactical die (D4). They can use this die and add it to any one attack roll, skill check or saving throw. This die lasts for 1 hour and an ally can only have one tactical die at a time. You can provide tactical die in this way twice per long rest.
<i>Latent Master Tactician II</i>	5	(You must have <b>Latent Master Tactician I</b> ) Beginning at 15th level, the die size increases to a d6.
<i>Latent Master of Shadows I</i>	5	(You must have <b>D-Rank Hijutsu</b> ) Beginning at 11 <sup>th</sup> level, if you would restrain a creature using a Nara Hijutsu, while that creature is in bright light, increase the DC by 1. If you have a passive bonus to your Hijutsu's save DC as a result of class feature you have to decide which bonus you want. They do not stack.
<i>Latent Master of Shadows II</i>	5	(You must have <b>Master of Shadows I</b> ) Beginning at 18 <sup>th</sup> level, the bonus to restrain a creature in bright light, increases by +1.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Nara Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Nara Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Nara Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Nara Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Nara Clan as a Prerequisite

## LATENT RANTON

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Twin Style	2	Being born with a fraction of storming chakra, you innately have the Storm Style. If/When you would learn Ranton clan Hijutsu, you can only learn jutsu with the Storm Style Keyword.
Latent Shocking Wave I	3	(You must have <b>D-Rank Hijutsu</b> ) Beginning at 7 <sup>th</sup> level, when you would deal lightning damage with a Ranton clan Hijutsu to a creature who are under the effects of or have taken damage from a jutsu with the water release keyword, you deal an additional 1d6 lightning damage.
Latent Shocking Wave II	3	(You must have <b>Latent Shocking Wave I</b> ) Beginning at 15 <sup>th</sup> level, the bonus damage dealt increases to 2d6.
Latent Storm Release I	2	Beginning at 3rd level, jutsu you cast with the Lightning or Water Release keyword, you can choose to overcharge or enhance the jutsu as if near a sufficient source of water twice per rest.
Latent Storm Release II	4	(You must have <b>Latent Storm Release I</b> ) Beginning at 15th level, This limit is increased to three times per rest.
Latent Storm Release III	3	(You must have <b>Latent Storm Release I</b> ) Beginning at 7th level, when you cast a jutsu with either Water or lightning release keywords, increase the damage by 1 damage die, once per casting.
Latent Storm Release IV	3	(You must have <b>Latent Storm Release III</b> ) Beginning at 18th level, the bonus damage increases to 2 damage die, once per casting.
Latent Galvanation	5	(You must have <b>Latent Twin Style</b> ) Beginning at 15 <sup>th</sup> level, you gain the <b>Galvanation</b> clan feature.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Ranton Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Ranton Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Ranton Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Ranton Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Ranton Clan as a Prerequisite

## LATENT RYU

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Blood of The Dragon	0	Beginning at 3 <sup>rd</sup> level, you have grown close to your latent draconic nature affinity. Select one nature release. All Ryu clan jutsu you learn or cast gain the chosen keyword. This cannot be changed.
Latent Dragon Claws I	2	(You must have <b>Latent Blood of the Dragon</b> ) Beginning at 3 <sup>rd</sup> level, unarmed attacks you make become chakra enhanced and deals the same damage as your chosen Nature release. Your unarmed damage becomes a d4.
Latent Dragon Claws II	2	(You must have <b>Latent Dragon Claws I</b> ) Beginning at 7th level, your unarmed damage die becomes a d6.
Latent Dragon Claws III	2	(You must have <b>Latent Dragon Claws II</b> ) Beginning at 15th level, your unarmed damage die becomes a d8.
Latent Dragon's Rage I	3	(You must have <b>Latent Blood of the Dragon &amp; Latent Dragon Claws I</b> ) Beginning at 7 <sup>th</sup> level, you can as an Action, enter your Dragons Rage state. This transformation lasts for 1 minute and cannot be ended early. For the duration, you gain a +1 bonus to your AC and can make unarmed attacks with Dragon Claws using Constitution in place of Strength. You can do this once every 10 minutes.
Latent Dragon's Rage II	2	(You must have <b>Latent Dragon's Rage I</b> ) Beginning at 11 <sup>th</sup> level, while in Dragon's Rage, your speed increases by 5 feet.
Latent Dragon's Rage III	4	(You must have <b>Latent Dragon's Rage II</b> ) Beginning at 11 <sup>th</sup> level, while in Dragon's Rage, you gain Resistance to your chosen nature release's damage type.
Latent Dragon's Rage IV	3	(You must have <b>Latent Dragon's Rage III</b> ) Beginning at 11th level, while in your Dragon's Rage transformation, your Claw's damage die increases by +1, twice per turn.
Latent Dragon's Rage V	4	(You must have <b>Latent Dragon's Rage IV</b> ) Beginning at 15th level, your bonus to AC increases to +2.
Latent Dragon's Rage VI	3	(You must have <b>Latent Dragon's Rage V</b> ) Beginning at 18th level, while within your Dragon's Rage transformation, your Claw attack damage die now increases by +2, twice per turn.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Ryu Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Ryu Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Ryu Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Ryu Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Ryu Clan as a Prerequisite

## LATENT SARUTOBI

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Advanced Nature Transformation I</i>	2	Beginning at 1 <sup>st</sup> level, Select one nature release keyword from that you have access to. Jutsu you cast with the chosen keyword gains a +2 bonus to damage once per casting.
<i>Latent Advanced Nature Transformation II</i>	3	(You must have <b>Latent Advanced Nature Transformation II</b> ) Beginning at 11 <sup>th</sup> level, Select a second nature release keyword that you already have access to, this nature release and the previously chosen nature release deals a bonus +4 to damage once per casting.
<i>Latent Advanced Chakra Control I</i>	2	Beginning at 3 <sup>rd</sup> level, Select between the following; Ninjutsu, Genjutsu, Taijutsu or Bukijutsu, you can use Jutsu with the select Keyword with a level of efficiency others wish they had. You may reduce the cost of the select combination of keywords by 1. If Ninjutsu, select between the following keywords that you have access to; (Earth, Wind, Fire, Water, Lightning) Release. If Taijutsu or Bukijutsu, select between the following keywords; Combo or Finisher. If Genjutsu, select between the following Keywords; Auditory, Inhaled, Tactile, and Visual.
<i>Latent Advanced Chakra Control II</i>	3	(You must have <b>Latent Advanced Chakra Control I</b> ) Beginning at 11 <sup>th</sup> level, reduce the cost by an additional 1.
<i>Latent Advanced Chakra Control III</i>	5	(You must have <b>Latent Advanced Chakra Control II</b> ) Beginning at 15 <sup>th</sup> level, select one additional keyword from the original list provided under <b>Latent Advanced Chakra Control I</b>
<i>Latent Advanced Nature Proficiency I</i>	2	Beginning at 3 <sup>rd</sup> level, you may select 1 D-Rank Ninjutsu of a Nature release you have access to that you qualify for, adding it to your known jutsu list.
<i>Latent Advanced Nature Proficiency II</i>	2	(You must have <b>Latent Advanced Nature Proficiency I</b> ) Beginning at 7 <sup>th</sup> level, you may select 1 C-Rank Ninjutsu of a Nature release you have access to that you qualify for, adding it to your known jutsu list.
<i>Latent Advanced Nature Proficiency III</i>	3	(You must have <b>Latent Advanced Nature Proficiency II</b> ) Beginning at 15 <sup>th</sup> level, you may select 1 B-Rank Ninjutsu of a Nature release you have access to that you qualify for, adding it to your known jutsu list.
<i>Latent Advanced Nature Proficiency IIII</i>	3	(You must have <b>Latent Advanced Nature Proficiency III</b> ) Beginning at 18 <sup>th</sup> level, you may select 1 A-Rank Ninjutsu of a Nature release you have access to that you qualify for, adding it to your known jutsu list.
<i>Clan Feats</i>	7	You gain the ability to learn Clan Feats, with Sarutobi Clan as a Prerequisite

## LATENT SENJU

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Wood Release I</i>	2	Beginning at 3rd level, jutsu you cast with the Earth Release or Water Release keyword grant you +5 Temporary hit points, once per casting.
<i>Latent Wood Release II</i>	4	(You must have <b>Latent Wood Release I</b> ) Beginning at 15th level, the temporary hit points gained increases to +10.
<i>Latent Wood Release III</i>	3	(You must have <b>Latent Wood Release I &amp; D-Rank Hijutsu</b> ) Beginning at 11 <sup>th</sup> level, creatures whom you restrain as a restrained, grappled or weakened as a result of a jutsu you cast with the Earth or Water Release keywords, cannot cast jutsu of a rank lower than or equal to the rank of the jutsu cast to inflict the listed condition.
<i>Latent Wood Release IV</i>	3	(You must have <b>Latent Wood Release III</b> ) Beginning at 18 <sup>th</sup> level, once per turn, when you would deal damage using a Senju Hijutsu, the creatures ability to cast jutsu or spend chakra is hindered. You gain the 15 <sup>th</sup> level benefit of the <b>Wood Release</b> clan feature.
<i>Latent Mitotic Regeneration I</i>	2	Beginning at 3 <sup>rd</sup> level, you learn to manifest a pool of Latent Senju Cells. You gain a number of Senju Cells equal to your level, up to a maximum of 5 Senju cells which can only be spent as a Bonus action on your turn, to regain 1d6 + Constitution in hit points per cell spent.
<i>Latent Mitotic Regeneration II</i>	3	Beginning at 11 <sup>th</sup> level, your maximum number of Senju Cells increases to 10.
<i>Latent Sacred Body</i>	5	(You must have <b>D-Rank Hijutsu</b> ) Beginning at 7 <sup>th</sup> level, you can use Constitution as your Ninjutsu ability modifier for Senju Hijutsu you cast.
<i>Latent Blood of the Leaf</i>	3	Beginning at 15 <sup>th</sup> level, When you would make a charisma check to intimidate or persuade a hostile or unfriendly creature, you can use constitution in place of charisma.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Senju Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Senju Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Senju Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Senju Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Senju Clan as a Prerequisite

## LATENT SHAKUTON

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Scorch Release I	2	Beginning at 3rd level, jutsu you cast with the Wind Release or Fire Release keywords deals +3 additional fire damage to creatures with the burned condition, once per casting.
Latent Scorch Release II	4	(You must have <b>Latent Scorch Release I</b> ) Beginning at 15th level, bonus damage is increased to +5.
Latent Scorch Release III	2	(You must have <b>Latent Scorch Release I</b> ) Beginning at 11 <sup>th</sup> level, a creature whom you inflicted with ranks of burned, gains 1 rank of weakened for the duration.
Latent Scorch Release IV	3	(You must have <b>Latent Scorch Release III</b> ) Beginning at 18 <sup>th</sup> level, creatures whom you inflicted with ranks of burned suffers a -5 penalty to ending the condition.
Latent Scorching Heat I	2	Beginning at 7 <sup>rd</sup> level, you gain 3 Scorch die (d4). You can spend scorch die when you would deal fire damage, adding the result to the damage dealt, and also ignoring resistances. You regain spent scorch die when you would complete a long rest.
Latent Scorching Heat II	3	(You must have <b>Scorching Heat I</b> ) Beginning at 11 <sup>th</sup> level, You can spend scorch die to reduce a single creatures saving throw by half the result.
Latent Scorching Heat III	4	(You must have <b>Scorching Heat II</b> ) Beginning at 15 <sup>rd</sup> level, you gain 2 additional Scorch die.
Latent Immolation	5	Beginning at 15 <sup>th</sup> level, you gain the <b>Immolation</b> clan feature.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Shakuton Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Shakuton Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Shakuton Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Shakuton Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Shakuton Clan as a Prerequisite

## LATENT SHÍ HÓU

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Inner Chi I	0	You gain a number of <b>Inner Chi</b> equal to your level with a maximum of 10. Inner Chi can be used as chakra for the casting of Taijutsu. You regain spent Inner Chi on a long rest.
Latent Inner Chi II	5	(You must have <b>Latent Inner Chi I</b> ) Starting at 3rd level, your new <b>Inner Chi</b> is 15. When you would cast a Taijutsu spending a minimum amount of Inner Chi equal to the Taijutsu's Rank ( <i>D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5</i> ), the Taijutsu gains a +1 bonus to damage die (once per casting).
Latent Monkeys Paw I	3	Starting at 1 <sup>st</sup> level, a number of times equal to your Taijutsu ability modifier per long rest, you may add a +1d4 bonus to any Strength or Dexterity skill check.
Latent Monkeys Paw II	3	(You must have <b>Latent Monkeys Paw I</b> ) Starting at the 7th level the die for Latent Monkeys Paw becomes a +1d6.
Latent Monkeys Paw III	5	(You must have <b>Latent Monkeys Paw II</b> ) Beginning at 15th level, the die for Latent Monkey's Paw becomes a +1d8. You also recover half your expended uses of this feature on a short rest.
Latent 72 Transformations I	4	(You must have <b>Latent Inner Chi I</b> ) Starting at 3rd level, you gain access to two of the <b>Simple Transformations</b> of the Shí Hóu Clan.
Latent 72 Transformations II	5	You must have <b>Latent 72 Transformations I</b> ) Starting at 11th level, you gain access to one of the <b>Advanced Transformations</b> of the Shí Hóu Clan.
Clan Feats	7	You gain the ability to learn Clan Feats, with Shí Hóu Clan as a Prerequisite.

## LATENT SHIKIGAMI

Bloodline		
Bloodline Ability Name	Point Cost	Ability description
<i>Latent Papercraft I</i>	3	Beginning at 3 <sup>rd</sup> level, whenever you would gain the benefit of a short or long rest, you gain the benefit of the <b>Papercraft</b> clan feature.
<i>Latent Paper Expert I</i>	4	Beginning at 7th level, the DC of explosive tools become equal to your Ninjutsu save DC if your Ninjutsu save DC would be higher than the Ninja tools save DC.
<i>Latent Paper Expert II</i>	5	(You must have <b>Latent Paper Expert I</b> ) Beginning at 11 <sup>th</sup> level, whenever you would use an explosive tool, by spending 10 chakra, you gain the <b>Bonus Damage</b> effect of the <b>Paper Expert</b> clan feature.
<i>Latent Paper Reservoir I</i>	3	Beginning at 11 <sup>th</sup> level, you may reduce the cost of jutsu with the Chakra Seal component (CS), by 1.
<i>Latent Paper Reservoir II</i>	5	Beginning at 18 <sup>th</sup> level, the cost reduction increases to -2.
<i>Latent Divine Shikigami</i>	5	Beginning at 15 <sup>th</sup> level, You gain the <b>Divine Shikigami</b> clan feature.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Shikigami Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Shikigami Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Shikigami Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Shikigami Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Shikigami Clan as a Prerequisite

## LATENT SHOTON

Bloodline		
Bloodline Ability Name	Point Cost	Ability description
<i>Latent One with Earth</i>	5	Beginning at 7 <sup>th</sup> level, You may use Charisma as your Ninjutsu ability modifier for Ninjutsu with the Earth Release Keyword.
<i>Latent Crystalline Stone I</i>	2	Beginning at 3 <sup>rd</sup> level, Ninjutsu you cast that produces a <b>Quake Shard</b> reduces all incoming damage to the construct by -2.
<i>Latent Crystalline Stone II</i>	3	(You must have <b>Latent Crystalline Stone I</b> ) Beginning at 15 <sup>rd</sup> level, the reduction transforms and becomes resistance.
<i>Latent Rock-Hard Stability I</i>	2	Beginning at 7 <sup>th</sup> level, while you are maintaining concentration on a ninjutsu with the Earth Release keyword, you gain a +1 bonus to your AC.
<i>Latent Rock-Hard Stability II</i>	3	(You must have <b>Latent Rock-hard Stability I</b> ) Beginning at 15 <sup>th</sup> level, your bonus to AC increase to a +2.
<i>Latent Crystalized Focus I</i>	2	Beginning at 11th level, you gain 2 <b>Crystallization die</b> . These die can be spent when you would deal damage with a ninjutsu with the earth release keyword, adding the die to the damage result OR when you would reduce damage with a ninjutsu with the earth release keyword, adding up to 1 die to the damage reduction result. Spent die are refreshed when you would complete a long rest.
<i>Latent Crystalized Focus II</i>	3	(You must have <b>Latent Crystalized Focus I</b> ) Beginning at 15 <sup>th</sup> level, you gain 1 additional Crystallization die.
<i>Latent Crystalized Focus III</i>	5	(You must have <b>Latent Crystalized Focus II</b> ) Beginning at 18 <sup>th</sup> level, you gain 1 additional Crystallization die.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Shoton Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Shoton Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Shoton Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Shoton Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Shoton Clan as a Prerequisite

## LATENT SYNTHETIC HUMAN

Bloodline		
Bloodline	Point Cost	Ability Description
<i>Latent Designated Existence</i>	0	Beginning at 1st level, you can understand and communicate in "Snake Speech" and gain proficiency in Perception and Survival.
<i>Latent Soft Physique Modification I</i>	1	( <i>You must have Latent Designated Existence</i> ) Beginning at 1st level, you can spend 2 chakra to dislocate your body's joints and extend them up to 15 feet away. You can do this at any point during combat (no action required). While benefitting from this feature, your unarmed attack range is 15 feet, and you have advantage on grappling checks (can use Acrobatics instead of Athletics for grappling). However, while benefitting from this feature, you cannot use a weapon, Taijutsu attack rolls you make are at disadvantage, and you cannot benefit from any stances. You can end this feature at any point on your turn.
<i>Latent Soft Physique Modification II</i>	3	( <i>You must have Latent Soft Physique Modification I</i> ) Beginning at 11th level, you increase the range provided by this feature to 20 feet.
<i>Latent Immune System I</i>	2	( <i>You must have Latent Designated Existence</i> ) Beginning at 7th level, you gain resistance to poison damage, and have advantage on saving throws to resist the effects of viruses and diseases on your body.
<i>Latent Immune System II</i>	2	( <i>You must have Latent Immune System I</i> ) Beginning at 11th level, reduce all Poison damage you receive by -3 (this applies after resistance). Additionally, you always roll at advantage to resist any poison or disease that you've overcome in the past, regardless of the current circumstances.
<i>Latent Immune System III</i>	4	( <i>You must have Latent Immune System II</i> ) Beginning at 18th level, you can provide antibodies to others to via blood transfusion by spending 1 hit die per creature, granting the affected creature advantage on saving throws to resist the effects of viruses and diseases for 1 hour. You also gain immunity to poison damage and effects caused by poison damage.
<i>Latent Corrupted Chakra Mode I</i>	2	( <i>You must have Latent Designated Existence</i> ) Beginning at 7th level, you can enter your <b>Corrupted Chakra Mode</b> . Entering this form costs an action and you can enter this form once per long rest for 1 minute. While in this form, you gain all the abilities of the Corrupted Chakra Mode clan feature as if you were 3rd level.
<i>Latent Corrupted Chakra Mode II</i>	3	( <i>You must have Latent Corrupted Chakra Mode I</i> ) Beginning at 15th level, you gain the benefits of <b>Corrupted Chakra Mode</b> as if you were 7th level.
<i>Latent Corrupted Chakra Mode III</i>	3	( <i>You must have Latent Corrupted Chakra Mode II</i> ) Beginning at 15th level, you gain an additional use of your <b>Corrupted Chakra Mode</b> per long rest.
<i>Latent Corrupted Chakra Mode IV</i>	5	( <i>You must have Latent Corrupted Chakra Mode III</i> ) Beginning at 18th level, you gain the benefits of <b>Corrupted Chakra Mode</b> as if you were 15th level.
<i>D-Rank Hijutsu</i>	2	( <i>You must have Latent Designated Existence</i> ) You gain the ability to learn D-Rank Synthetic Human Hijutsu.
<i>C-Rank Hijutsu</i>	2	( <i>You must have D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Synthetic Human Hijutsu.
<i>B-Rank Hijutsu</i>	3	( <i>You must have C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Synthetic Human Hijutsu.
<i>A-Rank Hijutsu</i>	3	( <i>You must have B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Synthetic Human Hijutsu.
<i>Clan Feats</i>	5	( <i>You must have Latent Designated Existence</i> ) You gain the ability to learn Clan Feats, with Synthetic Human Clan as a prerequisite.

## LATENT TSUCHIGUMO

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Third Eye I</i>	2	Beginning at 3 <sup>rd</sup> level, as an action, once per long rest, for 1 minute, you can open your third eye. For the duration, you gain a +2 bonus to perception checks and ranged weapon attacks.
<i>Latent Third Eye II</i>	3	(You must have <i>Latent Third Eye I</i> ) Beginning at 7 <sup>th</sup> level, the bonus to weapon attacks now also apply to damage rolls.
<i>Latent Third Eye III</i>	5	(You must have <i>Latent Third Eye II</i> ) <b>Beginning</b> at 15 <sup>th</sup> level, ranged weapon or taijutsu attacks ignore resistance.
<i>Latent Web Weapons I</i>	3	Beginning at 7 <sup>th</sup> level, select one weapon with which you have proficiency with. This weapon can be manifested as a bonus action and be known as a <b>Web Weapon</b> . The created weapon always has the Light and Multiattack property and loses the Heavy, Two-Handed and Loading properties if any.
<i>Latent Web Weapons II</i>	5	(You must have <i>Latent Web Weapons I</i> ) Beginning at 11 <sup>th</sup> level, your web weapon also gains the critical weapon property.
<i>Latent Exoskeleton I</i>	2	Beginning at 7th level, one per rest, as an action, you can conjure a thick coat of golden armor. You gain 5 temporary hit points at the beginning of each of your turns for 1 minute.
<i>Latent Exoskeleton II</i>	5	(You must have <i>Latent Exoskeleton I</i> ) Beginning at 15 <sup>th</sup> level, the amount of temporary hit points you gain increases to 10 at the beginning of each of your turns for 1 minute.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Tsuchigumo Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Tsuchigumo Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Tsuchigumo Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Tsuchigumo Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Tsuchigumo Clan as a Prerequisite

## LATENT UCHIHA

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Advanced Adaptation I	2	Beginning at 3 <sup>rd</sup> level, select one ability from the <b>Advanced Adaptation</b> clan feature. You cannot select <b>Sharingan Advancement</b> .
Latent Advanced Adaptation II	2	(You must have <b>Latent Advanced Adaptation I</b> ) Beginning at 11th level, select one ability from the <b>Advanced Adaptation</b> clan feature. You cannot select <b>Sharingan Advancement</b> .
Latent Advanced Adaptation III	3	(You must have <b>Latent Advanced Adaptation II</b> ) Beginning at 18th level, select one ability from the <b>Advanced Adaptation</b> clan feature. You cannot select <b>Sharingan Advancement</b> .
Latent Advanced Adaptation IV	4	(You must have <b>Latent Advanced Adaptation III &amp; Latent Sharingan II</b> ) Beginning at 18th level, you gain the <b>Sharingan Advancement</b> , Advanced Adaptation.
Latent Sharingan I	2	Beginning at 7 <sup>th</sup> level, you gain the 1 Tomoe Sharingan. You can activate this Sharingan as a Bonus action and by spending 10 chakra. You may use abilities granted by your Sharingan twice per activation. You may spend 10 chakra while your Sharingan is active to reset the number of ability uses you have. Select one ability from the <b>1-Tomoe Sharingan</b> list.
Latent Sharingan II	3	(You must have <b>Latent Sharingan I</b> ) Beginning at 11 <sup>th</sup> level, you gain the 2-Tomoe Sharingan. While your Sharingan is active, you gain 30-feet of Chakra sight and a second ability from the <b>1-Tomoe Sharingan</b> list.
Latent Sharingan III	4	(You must have <b>Latent Sharingan II</b> ) Beginning at 15 <sup>th</sup> level, you gain the 3-Tomoe Sharingan. While your Sharingan is active, you can perform the Search action as a bonus action and a one ability from the <b>2-Tomoe Sharingan</b> list.
Latent Sharingan IV	5	(You must have <b>Latent Sharingan III</b> ) Beginning at 18 <sup>th</sup> level, Select one Sharingan ability from any of the Tomoe lists that you qualify for.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Uchiha Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Uchiha Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Uchiha Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Uchiha Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Uchiha Clan as a Prerequisite

## LATENT UZUMAKI

Bloodline Ability Name	Bloodline Point Cost	Ability description
Latent Fuinjutsu Master I	2	Beginning at 3 <sup>rd</sup> level, once per rest, you can cast a jutsu with the Fuinjutsu keyword as a bonus action.
Latent Fuinjutsu Master II	4	(You must have <b>Latent Fuinjutsu Master I</b> ) Beginning at 11th level, you can cast a jutsu with the Fuinjutsu keyword as a bonus action twice per rest.
Latent Fundamental Difference I	3	Beginning at 7 <sup>th</sup> level, you may use Constitution in place of Intelligence for Ninjutsu you cast with the Fuinjutsu keyword.
Latent Draining Seals I	2	Beginning at 7 <sup>th</sup> level, when a creature fails a saving throw against a Ninjutsu with the Fuinjutsu keyword, they take chakra damage equal to your proficiency bonus.
Latent Draining Seals II	4	(You must have <b>Latent Draining Seals I</b> ) Beginning at 15 <sup>th</sup> level, the chakra damage increases to twice your proficiency bonus.
Latent Inhuman Lifeforce	5	Beginning at 15 <sup>th</sup> level, you gain proficiency in Constitution saving throws. If you are already proficient, you instead gain a +1 bonus to your constitution saving throw bonus.
Latent Chakra Reserves I	2	Beginning at 3 <sup>rd</sup> level, you learn to manifest a pool of Latent Reserve Cells. You gain a number of Reserve Cells equal to your level, up to a maximum of 5 Reserve cells which can only be spent as a Action action on your turn, to regain 4 chakra points per cell spent.
Latent Chakra Reserves II	3	(You must have <b>Latent Chakra Reserves I</b> ) Beginning at 11 <sup>th</sup> level, your maximum number of Reserve Cells increases to 10.
D-Rank Hijutsu	2	You gain the ability to learn D-Rank Uzumaki Clan Hijutsu
C-Rank Hijutsu	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Uzumaki Clan Hijutsu
B-Rank Hijutsu	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Uzumaki Clan Hijutsu
A-Rank Hijutsu	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Uzumaki Clan Hijutsu
Clan Feats	5	You gain the ability to learn Clan Feats, with Uzumaki Clan as a Prerequisite

## LATENT VESPER

Bloodline Ability Name	Bloodline Point Cost	Ability Description
<i>Latent Charming Persona</i>	1	Beginning at 1 <sup>st</sup> level, you may cast Vesper Clan Genjutsu using Charisma instead of Wisdom.
<i>Latent Supreme Nightvision I</i>	1	Beginning at 3 <sup>rd</sup> level, you gain 45 feet of Darkvision. Additionally, while under the cover of darkness you may move up to your full movement speed while in stealth.
<i>Latent Supreme Nightvision II</i>	2	(You must have <b>Latent Supreme Nightvision I</b> ) Starting at 7 <sup>th</sup> level, you can perceive color through your darkvision. Additionally, you may use Stealth <b>Skill-Based Actions</b> as a bonus action while in Dim Light or Darkness.
<i>Latent Superior Being I</i>	2	Beginning at 3 <sup>rd</sup> level, your movement speed increases by 5 feet and your climbing speed is equal to your movement speed.
<i>Latent Superior Being II</i>	3	(You must have <b>Latent Superior Being I</b> ) Beginning at 7 <sup>th</sup> level, you can spend 3 chakra to gain advantage on any Strength check to push, pull, or drag objects.
<i>Latent Superior Being III</i>	4	(You must have <b>Latent Superior Being II</b> ) Beginning at 11 <sup>th</sup> level, as a reaction, you may spend 3 chakra to gain advantage on a Strength or Dexterity saving throw.
<i>Latent Genjutsu Resilience</i>	3	(You must have <b>Latent Superior Being I</b> ) Beginning at 7 <sup>th</sup> level, you gain a +2 bonus to saving throws against Genjutsu with the Visual keyword.
<i>Latent Enthralling Strength I</i>	2	(You must have <b>Latent Superior Being I</b> ) Beginning at 11 <sup>th</sup> level, creatures charmed by your Vesper Hijutsu make their next check or saving throw to end the condition at disadvantage.
<i>Latent Enthralling Strength II</i>	3	(You must have <b>Latent Enthralling Strength I</b> ) Beginning at 11 <sup>th</sup> level, once per rest when a creature would fail a saving throw against a Genjutsu you cast, you can automatically charm the target. A Creature charmed this way does not stop being charmed the first time you would damage them after charming them this way.
<i>Latent Supreme Being I</i>	1	(You must have <b>Latent Superior Being II</b> ) Beginning at 18 <sup>th</sup> level, you gain a +1d4 bonus to initiative checks, and may cast a single Vesper Hijutsu that not affect a hostile creature with a duration greater than instant as part of rolling initiative.
<i>Latent Supreme Being II</i>	3	(You must have <b>Latent Supreme Being I</b> ) Beginning at 18 <sup>th</sup> level, any Vesper Clan features that would be inhibited by sunlight to any degree, lose this weakness.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Vesper Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Vesper Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Vesper Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Vesper Clan Hijutsu.
<i>Vesper Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Vesper Clan as a Prerequisite.

## LATENT YAMANAKA

Bloodline Ability Name	Bloodline Point Cost	Ability description
<i>Latent Mental Boon I</i>	2	Beginning at 3 <sup>rd</sup> level, you gain 1 Mental boon of your choice from the <b>Yamanaka Boons</b> table, that you qualify for.
<i>Latent Mental Boon II</i>	3	(You must have <b>Latent Mental Boon I</b> ) Beginning at 11 <sup>th</sup> level, you gain a second Mental boon, of which you qualify for.
<i>Latent Mental Boon III</i>	5	(You must have <b>Latent Mental Boon II</b> ) Beginning at 18 <sup>th</sup> level, you gain a third Mental boon, of which you qualify for.
<i>Latent Mental Clarity I</i>	2	Beginning at 11 <sup>th</sup> level, you gain a 1d4 bonus to saving throws against Genjutsu with the Unaware keyword.
<i>Latent Mental Clarity II</i>	3	(You must have <b>Latent Mental Clarity I</b> ) Beginning at 15 <sup>th</sup> level, you gain a 1d4 bonus to insight checks against creatures attempting to lie to you.
<i>Latent Mental Clarity III</i>	5	(You must have <b>Latent Mental Clarity II</b> ) Beginning at 18 <sup>th</sup> level, as a bonus action you can target one creature you can see within 60 feet and make a Wisdom or Charisma (insight) check vs a DC 10 + their level. On a success, you learn the targets Wisdom or Charisma score. You can do this twice per long rest.
<i>Latent Master Mental Alteration</i>	5	Beginning at 15 <sup>th</sup> level, you gain the <b>Master Mental Alteration</b> clan feature.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Yamanaka Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Yamanaka Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Yamanaka Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Yamanaka Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Yamanaka Clan as a Prerequisite

## LATENT YAMADA

Bloodline Ability Name	Bloodline Point Cost	Ability Description
<i>Latent Talented Blade I</i>	2	Beginning at 1st level, when you deal damage with a Katana or Odachi using Strength or Dexterity, you add half (rounded down) of the other modifier to the damage.
<i>Latent Talented Blade II</i>	3	(You must have <b>Latent Talented Blade I</b> ) Starting at 15th level, you now add the full modifier instead of half when you deal damage with a Katana or Odachi.
<i>Latent Balance of Emotion I</i>	2	Starting at 3rd level, you gain the ability to use Balance Die, these die are d4's and you have a number of them equal to half your level (rounded down).
<i>Latent Balance of Emotion II</i>	3	(You must have <b>Latent Balance of Emotions I</b> ) Your Balance Die become d6, and starting at 18th level, you may use 2 effects a turn.
<i>Latent Single-Swing Style I</i>	2	Starting at 7th level, if you have a feature that allows you to make multiple attacks you can choose to instead make a single attack, dealing the damage from all attacks. Any bonuses to critical hit damage are only added once (Ex. <b>Critical</b> Feats, the Deadly property, etc)
<i>Latent Single-Swing Style II</i>	3	(You must have <b>Latent Single-Swing Style I</b> ) At 15th level, when you cast a Bukijutsu that uses a Katana or Odachi that has multiple attacks, you may choose to instead make one attack and deal the damage from all attacks. If you score a critical hit while using this feature, you only double the damage dice from what would have been the first attack.
<i>Latent Single-Swing Style III</i>	5	(You must have <b>Latent Single-Swing Style II</b> ) At 18th level, when you cast a Bukijutsu with the finisher keyword, you may spend 10 additional chakra to treat the jutsu as a finisher, even if it was not cast after a combo jutsu.
<i>Latent Sharpened Edge</i>	5	Beginning at 11th level, you gain the <b>Sharpened Edge</b> feature from the Yamada clan. This feature can only make die explode up two times per round, as opposed to per instance of damage.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Yamada Clan Hijutsu.
<i>C-Rank Hijutsu</i>	2	(You must have <b>D-Rank Hijutsu</b> ) You gain the ability to learn C-Rank Yamada Clan Hijutsu.
<i>B-Rank Hijutsu</i>	3	(You must have <b>C-Rank Hijutsu</b> ) You gain the ability to learn B-Rank Yamada Clan Hijutsu.
<i>A-Rank Hijutsu</i>	3	(You must have <b>B-Rank Hijutsu</b> ) You gain the ability to learn A-Rank Yamada Clan Hijutsu.
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Yamada Clan as a Prerequisite.

## LATENT YOTON

Bloodline		
Bloodline Ability Name	Point Cost	Ability description
<i>Latent Lava Release I</i>	2	Beginning at 3rd level, jutsu you cast with the Earth Release or Fire Release keyword that you cast grants you 3 DR until the beginning of your next turn against the first instance of damage you take.
<i>Latent Lava Release II</i>	4	(You must have <i>Latent Lava Release I</i> ) Beginning at 15th level, the Damage reduction is increased to 10 DR.
<i>Latent Lava Release III</i>	2	(You must have <i>Latent Lava Release I</i> ) Beginning at 11 <sup>th</sup> level, select two qualities from the <b>Lava Release</b> clan feature. You can inflict these qualities on a creature you did damage to with a Ninjutsu or Hijutsu with the Earth release keyword. You can do this twice per long rest.
<i>Latent Lava Release IV</i>	3	(You must have <i>Latent Lava Release III</i> ) Beginning at 18 <sup>th</sup> level, you can use the chosen qualities 2 additional times per long rest.
<i>Latent Calcified Skin I</i>	2	Beginning at 3 <sup>rd</sup> level, while wearing no armor or light armor, you reduce all incoming bludgeoning, piercing and slashing damage by -2.
<i>Latent Calcified Skin II</i>	4	(You must have <i>Latent Calcified Skin I</i> ) Beginning at 15 <sup>th</sup> level, the damage reduction increases to -5.
<i>Latent Churning Magma I</i>	3	Beginning at 7th level, fire damage you deal, deals 1d4 additional damage.
<i>Latent Churning Magma II</i>	5	(You must have <i>Latent Churning Magma I</i> ) Beginning at 15 <sup>th</sup> level, you gain the 11 <sup>th</sup> level <b>Churning Magma</b> clan feature.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Yoton Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Yoton Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Yoton Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Yoton Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Yoton Clan as a Prerequisite

## LATENT YUKI

Bloodline		
Bloodline Ability Name	Point Cost	Ability description
<i>Latent Ice Release I</i>	2	Beginning at 3rd level, jutsu you cast with the Wind Release or Water Release deals +3 additional damage to creatures with the chilled condition, once per casting.
<i>Latent Ice Release II</i>	4	(You must have <i>Latent Ice Release I</i> ) Beginning at 15th level, the bonus damage increases to +5.
<i>Latent Ice Release III</i>	2	(You must have <i>Latent Ice Release II</i> ) Beginning at 11 <sup>th</sup> level, each time you deal damage to a creature with a Yuki clan Hijutsu, they must make a Constitution saving throw vs your Ninjutsu save DC. On a failed save they gain 1 rank of chilled.
<i>Latent Ice Release IV</i>	5	(You must have <i>Latent Ice Release III</i> ) Beginning at 15 <sup>th</sup> level, you gain the 11 <sup>th</sup> level effect of the <b>Ice Release</b> clan feature.
<i>Latent Frigid Cold I</i>	1	Beginning at 3 <sup>rd</sup> level, when you would attempt to water walk you create a 5 by 5 patch of ice that you can walk on that counts as difficult terrain for everyone excluding yourself.
<i>Latent Frigid Cold II</i>	2	(You must have <i>Latent Frigid Cold I</i> ) Beginning at 11 <sup>th</sup> level, for every two ranks of the chilled condition a creature has as the result of a jutsu or feature you used, they suffer a 1d4 penalty to damage rolls that rely on Dexterity.
<i>Latent Frigid Cold III</i>	3	(You must have <i>Latent Frigid Cold II</i> ) Beginning at 15 <sup>th</sup> level, the inflicted penalty now also applied to attack rolls that rely on Dexterity as well.
<i>Latent Chilled Body I</i>	2	Beginning at 7th level, you gain resistance to cold damage.
<i>Latent Chilled Body II</i>	4	(You must have <i>Latent Chilled Body I</i> ) Beginning at 15 <sup>th</sup> level, You gain immunity to cold damage.
<i>D-Rank Hijutsu</i>	2	You gain the ability to learn D-Rank Yuki Clan Hijutsu
<i>C-Rank Hijutsu</i>	2	(You must have <i>D-Rank Hijutsu</i> ) You gain the ability to learn C-Rank Yuki Clan Hijutsu
<i>B-Rank Hijutsu</i>	3	(You must have <i>C-Rank Hijutsu</i> ) You gain the ability to learn B-Rank Yuki Clan Hijutsu
<i>A-Rank Hijutsu</i>	3	(You must have <i>B-Rank Hijutsu</i> ) You gain the ability to learn A-Rank Yuki Clan Hijutsu
<i>Clan Feats</i>	5	You gain the ability to learn Clan Feats, with Yuki Clan as a Prerequisite

# LEGACY CONTENT

## BLOODLINE, LATENT

**Category:** Clan, Rare

**Prerequisite:** Level 4+

You have the blood of a famous clan, granting you fleeting usage of their secret techniques. You gain the following Benefits:

- Select any one clan except your current clan and non-clan.
- You gain access to the clans Jutsu list up to C-Rank Jutsu.
- You gain latent clan features as shown on the Bloodline chart.
- This feature does not allow you to take Features with a Prerequisite of your selected Clan.

## BLOODLINE, REALIZED

**Category:** Clan, Rare

**Prerequisite:** Bloodline, Realized, Level 12+

You have the Blood of a Famous Clan, and continued use of it begins to grant you an evolving usage of their secret Techniques and access to more of their bloodline traits. You gain the following Benefits:

- You gain access to the clans Jutsu list up to A-Rank Jutsu.
- You gain Realized clan features as shown on the Bloodline chart.
- This feat allows you to take other feats with a Prerequisite of your selected Clan.

## USING LEGACY BLOODLINE

The following set of feats are of the original Bloodline, Latent system for Naruto 5e. This system was discontinued towards the end of 2022 due to concerns from the community. The modern Bloodline, Latent system provides a better more controlled method of gaining a second Clan, allowing players to gain a similar experience but have less additional options overall due to the point-based system preventing them from getting as much as before.

This being stated, many tables in the Naruto 5e community, however, prefer the original Bloodline Latent system, to the point where some tables will actually use an older version of the system entirely. The main reason for this is that some players prefer the more simplistic design and “natural” progression the feats provided, where players awaken more of their latent clan’s abilities overtime rather than purchasing them immediately.

After some light debate, we have decided to bring back the original Bloodline Latent system as Legacy content, updating it to modern clan design and adding the new clans as options. Due note that just like with the current Bloodline, Latent feats, a DM should exercise their ability to say no or add additional restrictions if needed if a particular combination proves to be highly disruptive to the table.

For tables who operate in West March environments (settings where players may play Dungeons and Dragons in an MMO style environment with multiple DMs), we highly recommend using the current Bloodline Latent system over the legacy version even more strongly, as while using this rule may provide a very fun experience, it will likely require for DM supervision which can be difficult to attain in such an environment.

### ART CREDIT

This picture comes from the following [website](#).



## BLOODLINE, LATENT CHART (LEGACY)

<b>Latent Bloodline's</b>	<b>Latent Feature</b>	<b>Latent Feature effect</b>
<b>Aburame</b>	<i>Latent Insect Control</i>	You have learned to call upon insects, like a pure blooded Aburame. You gain the <b>Chakra Consumption &amp; Chakra Sense</b> Clan feature. When you would use <b>Chakra Consumption</b> , you instead deal half as much chakra damage. You also gain the Insect-Speech trait.
<b>Akimichi</b>	<i>Latent Calorie Control</i>	You gain Calories as if you had the <b>Calories</b> clan feature. You have a number of calories equal to Half your Level + Your constitution Modifier. You can spend these calories to use Clan Jutsu. You regain spent calories after a long rest.
<b>Bakuton</b>	<i>Latent Explosion Release</i>	You have learned to create Explosions using your chakra alone. Choose to gain either Earth or Lightning Nature Release affinity. Additionally, pick between <b>Artistic Style</b> or <b>Reckless Style</b> . You can learn Bakuton Clan Hijutsu with the chosen Keyword. Beginning at 7 <sup>th</sup> level, when you would cast a Jutsu with the Nature release you previously chose, you increase the size of its area of effect by +5ft in all directions if it has one, and can instead choose to deal Force Damage. Beginning at 15 <sup>th</sup> level, when you would deal force damage, you increase the damage dealt by your Constitution modifier.
<b>Chinoike</b>	<i>Latent Ketsuryūgan</i>	You have begun to develop an affinity for using blood to empower your jutsu. When you cast a jutsu with the Water Release keyword, as part of the same action, you can cut yourself and release a small amount of blood, losing 3 hit points (this does not count as damage). In exchange, you may grant the jutsu the benefits of being near a sufficient source of water, if applicable. If not applicable, reduce the chakra cost by -1. Beginning at 7 <sup>th</sup> level, you gain the <b>Blood Pact</b> Clan Feature.
<b>Fuma</b>	<i>Latent Accuracy</i>	You have picked up on your innate ability to tap into a latent sense of superior skill. When making a ranged attack with Shuriken's, Fuma Shuriken's and Monster Shuriken or Fuma Clan Bukijutsu, you gain a +1 Bonus to damage rolls. This bonus increases to +2 at 11 <sup>th</sup> , and +3 at 18 <sup>th</sup> . You also gain the <b>Razor Sharp Senses</b> Clan Feature which only works with Shuriken's, Fuma Shuriken's and Monster Shuriken's for you.
<b>Fūshin</b>	<i>Latent Typhoon Release</i>	You gain the Wind Release Affinity. You gain the <b>Go With The Flow</b> and <b>Raging Tempest</b> Clan Features, up to 3rd level.
<b>Futton</b>	<i>Latent Boil Release</i>	You have learned to boil chakra using your latent abilities. Choose to gain either Fire or Water Nature Release affinity. Beginning at 7 <sup>th</sup> level, when you would cast a Jutsu with the Nature release you previously chose, you can instead choose to deal acid damage and if it is a Futton Hijutsu, you pierce any DR (Damage Reduction) a target has with your damage roll. At 15 <sup>th</sup> level, when you deal Acid Damage, all affected targets reduce any Temporary Hit Points they possess by half your proficiency bonus, before proceeding with damage calculations.
<b>Genwa</b>	<i>Latent Data Release</i>	As you sleep you begin hearing digitalized chatter and murmurings, the precursor to a latent power emerging within you. You gain the <b>1s and 0s</b> feature up to 3rd level, and gain 1 <b>Data Channel</b> . You gain additional <b>Data Channels</b> at 7th and 15th levels.
<b>Hanami</b>	<i>Latent Combative Medicine</i>	You have begun to mix your combative prowess with your medical training. You gain the <b>Combat Medicine</b> Clan feature up to 3 <sup>rd</sup> level. When you cast a jutsu that uses your [Unarmed Damage], its range is increased by +10ft. You may also use Strength as your casting modifier for Hanami Hijutsu you cast. At 11 <sup>th</sup> level, once per long rest when you are forced to make a <i>Physical</i> saving throw, you may make a Strength saving throw regardless of the saving throw prompted. Alternatively, you may spend the use of this ability to make a <i>Wisdom</i> saving throw when you are forced to make a <i>Mental</i> saving throw regardless of the saving throw prompted. At 18 <sup>th</sup> level, you gain an additional use of this ability.
<b>Hatake</b>	<i>Latent White Chakra</i>	You have begun to manifest <b>White Chakra</b> . You gain an amount of White Chakra equal to 5 + half your Character Level. Spent White Chakra is regained when you complete a Long Rest. You also reduce the cost of Jutsu with the lightning release keyword by an amount equal to its rank ( <b>D/C-Rank: -1, B/A-Rank: -2, S-Rank: -3</b> ).
<b>Hebi</b>	<i>Latent Regeneration</i>	You gain 30 feet of Darkvision and 15 feet of Temorsense. You also gain the <b>Snake Speech</b> Clan Feature. Twice per rest, as a bonus action you can focus on self-regeneration, regaining 1d6+half your character level in hit points. Beginning at 11 <sup>th</sup> level, this increases to 2d6 + half your character level in hit points, and at 18 <sup>th</sup> level, 3d6 + half your character level in hit points.
<b>Hoshi</b>	<i>Latent Star Power</i>	You have begun to absorb Star Chakra. You gain the <b>Star Chakra</b> feature up to 3 <sup>rd</sup> level. You also gain the <b>Kujaku Mode</b> feature up to 3 <sup>rd</sup> level, however, you can only use it once per long rest. At 15 <sup>th</sup> level, while you have access to <b>Star Chakra</b> , you have resistance to Chakra Damage and when a creature damages, reduces, or absorbs your chakra, they instead take an amount of Force damage equal to half the amount they would have damaged/reduced/gained.
<b>Hoshigaki</b>	<i>Latent Shark Tooth</i>	You gain the <b>Aquatic Adaptation</b> and <b>Amphibious</b> Clan Features, up to 11 <sup>th</sup> level. You also gain the <b>Brute Strength</b> and <b>Commander of the Deep</b> Clan Features, up to 7 <sup>th</sup> level.
<b>Hozuki</b>	<i>Latent Water Reserves</i>	You have learned to Liquify your body at the cost of losing the potential of Lightning Release. You can no longer use jutsu with the Lightning Release Keyword. You gain Water Release Affinity. You gain the <b>Water Dependency</b> and <b>Amphibious</b> Clan feature. Finally, your body counts as a sufficient source of water for reducing the cost of Water release Jutsu you cast.
<b>Hyūga</b>	<i>Latent Byakugan</i>	You have unlocked a dulled version of the Legendary Byakugan. You are treated as a Side Branch member for the purpose of Jutsu selection. You can spend 5 Chakra to activate your Latent Byakugan as a bonus action for up to 10 minutes. You gain the <b>All-Seeing White Eye</b> and <b>360° Vision</b> features while the Byakugan is active. The chakra sight granted by <b>All-Seeing White Eye</b> is 250 feet, as opposed to 500 feet.
<b>Iburi</b>	<i>Latent Smoke Release</i>	You gain the Fire Release Affinity and reduce all Fire damage you receive by half your proficiency bonus. Additionally, whenever you take knockback, you can halve the distance you travel, a number of times equal to your Intelligence modifier per short rest. Starting at 3rd level, you gain the <b>Will-O-Wisps</b> feature up to 11th level.
<b>Inuzuka</b>	<i>Latent Beast Master</i>	You have learned to befriend canine's and partner with them developing an unbreakable Kinship. You gain the <b>Dog-Speech</b> trait, and gain the <b>Beast Master</b> Clan feature. Your Nin-dog does not gain the unique AC calculation of this Clan feature, does not gain the 11 <sup>th</sup> level benefits of their breed, and can only regain <b>Jutsu Slots</b> on a short rest, once per long rest.

## BLOODLINE, LATENT CHART (LEGACY)

**Latent Bloodline's** **Latent Feature** **Latent Feature effect**

<b>Jiton</b>	<i>Latent Magnet Release</i>	You have begun to tap into your latent Nature Release Affinities. Choose to gain either Earth or Wind Nature Release affinity. Beginning at 7th level, when casting a jutsu with either Earth or Wind Release keywords, you can change the damage type, if any, to earth, and increase the damage dice by 1 step. At 15th level, when you deal earth damage, you can add your Constitution modifier to the damage roll.
<b>Jūgo</b>	<i>Latent Raw Chakra</i>	You have begun to tap into your latent connection to raw chakra. You gain the <b>Raw Chakra</b> feature at 1 <sup>st</sup> level. You also gain the <b>Raw Chakra Form</b> feature up to 7th level. You may use <b>Raw Chakra Form</b> once per long rest.
<b>Kaguya</b>	<i>Latent Bone Weapons</i>	You have learned to manipulate parts of your bone structure. You gain the <b>Bone Weapons</b> Clan Feature up to 7 <sup>th</sup> level. At 11 <sup>th</sup> level, you gain the <b>Battle Hunger</b> feature.
<b>Kashu</b>	<i>Latent Sound Techniques</i>	You begin to tune yourself to the wrathful nature within you. You gain the <b>Auditory Weaponry</b> Clan Feature up to 3 <sup>rd</sup> level. At 11 <sup>th</sup> level, you gain access to the <b>Disorienting Chords</b> Clan Feature up to 3 <sup>rd</sup> level. At 18 <sup>th</sup> level, you gain a +1 bonus to attack rolls with Genjutsu with the Auditory keyword.
<b>Keton</b>	<i>Latent Plasma Release</i>	You have learned to generate Plasma Release. Choose to gain either Lightning or Fire Nature Release affinity. You gain access to the <b>Enlightening Grasp</b> Clan feature. You can do this a number of times equal to half your Prof. Beginning at 7th level, when you would cast a Jutsu with the Nature release you previously chose, you can change the damage type, if any to Fire. Beginning at 15th level, when casting a Keton Hijutsu you can reduce the cost of the jutsu by 2 (Min 1).
<b>Konjiki</b>	<i>Latent Steel Release</i>	Your Earthen Jutsu begin to take on the form of steel. You gain the Earth Release Affinity. You gain the <b>Weapon Formation</b> Clan Feature up to 7 <sup>th</sup> level. At 3 <sup>rd</sup> level, you ignore natural difficult terrain while you are on land. At 15 <sup>th</sup> level, when you cast a jutsu with the Earth Release keyword that creates a Construct or provides temporary hit points, increase the hit points of the construct or temporary hit points by your Ninjutsu ability modifier.
<b>Kurama</b>	<i>Latent Genjutsu Molding</i>	You have gained the ability to tap into latent ability to distort reality. You learn one of the <b>Onijutsu</b> from the <b>Onijutsu</b> Clan feature. You gain a second one at 11th level and a third at 18th. You cannot gain the <b>Authoritative</b> or <b>Punishing</b> Onijutsu.
<b>Kuru</b>	<i>Latent Yin Chakra</i>	You have begun to develop as a Yin Chakra Adept. You lose the ability to mold Nature Release chakra. If you have jutsu with the Nature Release Keyword, they lose their Nature Release keyword and you can no longer learn Jutsu with Nature Release Keywords. If you have a Clan trait or feature that provides you with the ability to learn jutsu with a Nature Release keyword, you can still learn those jutsu, but they lose their Nature Release Keyword, and instead now deals necrotic damage. Once per turn, when you cast a jutsu without a Nature Release keyword, increase its damage die by +1 (once per casting) or Save DC by +1. If you select to boost your DC and also have a bonus to your Jutsu save DC as a result of a class feature that doesn't cost an Action or resource of any type, you much choose which bonus to DC to use.
<b>Namikaze</b>	<i>Latent Swift Release</i>	You have learned to generate Swift Release. Choose to gain either Lightning or Wind Nature Release affinity. Increase your movement speed by 5 feet. This increase happens again at 7 <sup>th</sup> and 18 <sup>th</sup> levels. Beginning at 7 <sup>th</sup> level, when you would cast a Jutsu with the Nature release you previously chose, you can change the damage type, if any to Wind. Beginning at 15 <sup>th</sup> level, when you deal Wind damage, you can add your Dexterity modifier to the damage roll.
<b>Nara</b>	<i>Latent Tactician</i>	You have begun to think 2 or 3 steps ahead almost innately. You gain the <b>Coordinate</b> and the <b>Master Tactician</b> Clan features up to 3 <sup>rd</sup> level.
<b>Ranton</b>	<i>Latent Storm Release</i>	You have learned to create Beams of energy akin to lasers using your chakra alone. Choose to gain either Water or Lightning Nature Release affinity. Choose between <b>Storm Style</b> or <b>Laser Style</b> . You can learn Hijutsu with the chosen Keyword. Beginning at 7 <sup>th</sup> level, when you would cast a Jutsu with the Nature release you previously chose, your jutsu deals an additional die of damage, once per casting. Beginning at 15 <sup>th</sup> level, this instead becomes +2 die of damage.
<b>Ryu</b>	<i>Latent Dragons Blood</i>	You have learned how to call upon the boiling rage of a dragon. You gain the <b>Blood of the Dragon</b> Clan feature, and gain the <b>Dragon Claws</b> Clan feature up to 11 <sup>th</sup> level.
<b>Sarutobi</b>	<i>Latent Chakra Control</i>	You gain the <b>Advanced Nature Transformation</b> selecting one nature release & <b>Advanced Nature Proficiency</b> clan features. You gain your additional C-Rank Jutsu at 7 <sup>th</sup> level and B-Rank at 11th. (You do not gain additional B or A-Rank's.)
<b>Senju</b>	<i>Latent Wood Release</i>	You have the blood of legends flowing through you. Increase your Hit point total by an amount equal to your level. You gain +1 Hit point total when you gain a level. Choose to gain either Water or Earth Nature Release affinity. At 11 <sup>th</sup> level, you gain the <b>Blood of the Leaf</b> Clan Feature.
<b>Shakuton</b>	<i>Latent Scorch Release</i>	You have learned to create the hottest flame possible. You gain the Fire Release affinity. If you already have Fire Release, you instead gain Wind Release affinity. Beginning at 7 <sup>th</sup> level, when you would cast a jutsu with the nature release you received from this feature, you can choose to instead fire damage instead and ignore resistance. Beginning at 15 <sup>th</sup> level, when a creature would be burned from a jutsu you cast, you can force the target to make a Constitution saving throw vs your Ninjutsu save DC. On a failed save, they become weakened for the same duration they are burned.
<b>Shí Hóu</b>	<i>Latent Inner Chi</i>	You have begun to awaken the taoist spirit dormant within you. You gain the <b>Inner Chi</b> Clan feature. Your maximum <b>Inner Chi</b> is equal to 10 + your proficiency bonus instead. You gain the <b>72 Earth Transformations</b> Clan feature up to 3 <sup>rd</sup> level, gaining access to up to 3 <b>Simple Transformations</b> (Pick them; You may change your forms on a full rest). At 18 <sup>th</sup> level, you may spend 3 <b>Inner Chi</b> to reroll a Death saving throw up to once per turn. If you succeed 3 Death Saving Throws (or roll a natural 20), you regain hit points equal to your Taijutsu Save DC.
<b>Shikigami</b>	<i>Latent Paper Craft</i>	You have learned to craft paper Ninja tools using the secrets of the Shikigami Clan. At 1st level, you can craft Breaching Tags, Paper Tags, Explosive Tag Balls, Flash Tags, Poison Gas Tags and other paper-based items in half the time and for half the cost. Beginning at 7 <sup>th</sup> level, you gain the <b>Paper Expert</b> Clan Feature up to 7 <sup>th</sup> level.

## EXPANDED BLOODLINE, LATENT CHART (CONT.)

Latent Bloodline's	Latent Feature	Latent Feature effect
<b>Shoton</b>	<i>Latent Crystal Release</i>	You have learned to manifest crystalline earth Release. You gain the Earth Nature Release affinity. Beginning at 1 <sup>st</sup> level, you gain the <b>Crystalline Stone</b> Clan feature. Beginning at 7th level, when you are concentrating on a Ninjutsu with the Earth Release Keyword, you gain a +1 Bonus to Constitution saving throws. This bonus increased to a +2 at 15th level.
<b>Synthetic Human</b>	<i>Latent Corrupt Chakra</i>	You have uncovered that you are not a naturalborn being. You are instead a synthetically constructed shinobi, created for a purpose. You gain access to <b>Snake-Speak</b> Clan Trait and gain the <b>Soft Physique Modification</b> Clan feature up to 7 <sup>th</sup> level. At 3 <sup>rd</sup> level, you gain access to the <b>Corrupt Chakra Mode</b> Clan feature up to 7 <sup>th</sup> level, however, you may use it once per long rest.
<b>Tsuchigumo</b>	<i>Latent Third Eye</i>	You have manifested your third eye, though not as potent as a full-blooded clansman. As a bonus action, for the next minute you open your 3 <sup>rd</sup> eye. While open, you gain +1 ranks of Mastery in checks made with the <b>Search</b> Skill-Action, and may take the <b>Spider Search</b> Skill-Action as if you were at 1 <sup>st</sup> level. Also, while your 3 <sup>rd</sup> eye is open, you gain a +10 bonus to both the short and long range of shortbows and longbows. You can activate your 3 <sup>rd</sup> eye once per long rest. Beginning at 15th level you may add your Wisdom modifier to initiative rolls.
<b>Uchiha</b>	<i>Latent Sharingan</i>	You have manifested a single Sharingan, opening up a world of potential for yourself. You gain the <b>Sharingan</b> Clan Feature. When you would select a gain Tomoe, and would be able to pick features, you are always only ever able to select 1 option. Activating your Sharingan Costs 5 Chakra, and remains active for 1 minute.
<b>Uzumaki</b>	<i>Latent Wellspring of Chakra</i>	You have discovered a massive reserve of chakra within yourself. Increase your chakra point total by an amount equal to your level. Increase your chakra point total by 1, thereafter, each time you gain a level. Beginning at 11 <sup>th</sup> level, when you would make a Constitution saving throw increase the result by +2.
<b>Vesper</b>	<i>Latent Sage Bat Blessing</i>	You have awakened the primordial chiropteran blessing of your bloodline. You gain 30 feet of Darkvision and can see through light obscurement with no difficulty, and may use Stealth Skill-Based Actions as a bonus action while in Dim Light or Darkness. At 3 <sup>rd</sup> level, you gain a +5 bonus to movement speed and may wall walk up to your movement speed. Also at 3 <sup>rd</sup> level, as a reaction to making a Strength or Dexterity saving throw, you can spend 4 chakra to make the saving throw at advantage. At 15 <sup>th</sup> level, you gain a +2 bonus to saving throws to resist Genjutsu with the Visual keyword.
<b>Yamada</b>	<i>Latent Single-Swing Style</i>	You have begun your training in the <b>Single-Swing Style</b> . You gain access to the 1st level ability of <b>Talented Blade</b> . Once you reach 7th level, you gain <b>Single-Swing Style I</b> .
<b>Yamanaka</b>	<i>Latent Boons</i>	You have discovered Mental technique that put you one step above the rest. You gain 1 Mental Boon of your choice from the <b>Yamanaka Boons</b> clan table. You gain an additional Boon at 11th and 18th level. Beginning at 7 <sup>th</sup> level, you have advantage on Insight checks against creatures attempting to lie to you.
<b>Yoton</b>	<i>Latent Lava Release</i>	You have learned to generate Lava Release. Choose to gain either Fire or Earth Nature Release affinity. Beginning at 7 <sup>th</sup> level, you gain the <b>Lava Release</b> Clan Feature up to 7 <sup>th</sup> level. You can use this feature to enhance your jutsu a number of times equal to half your proficiency bonus per long rest.
<b>Yuki</b>	<i>Latent Ice Release</i>	You have begun to tap into your latent Nature Release Affinities. You gain the <b>Frigid Cold</b> Clan Feature up to 7 <sup>th</sup> level. Choose to gain either Water or Wind Nature Release affinity. Beginning at 7th level, when casting a jutsu with either Wind or Water Release keywords, you can change the damage type to Cold and increase the damage by your Intelligence modifier (once per casting).

## EXPANDED BLOODLINE, REALIZED CHART

Realized Bloodline's	Realized Feature	Realized Feature effect
<b>Aburame</b>	Realized Insect Control	When you would use <b>Chakra Consumption</b> you become able to reduce a target chakra but the total damage dealt instead of half. You gain the <b>Insect Focus</b> Clan feature. Select one type of Insect.
<b>Akimichi</b>	Realized Calorie Control	You gain the <b>Food Pill</b> and <b>Lunch Breaks</b> Clan features.
<b>Bakuton</b>	Realized Explosion Release	You gain the second Nature release, you didn't choose. You gain <b>Shrapnel Dice</b> , which are D4's. equal to your Proficiency Bonus. You regain Spent Shrapnel Die when you complete a long rest. When you would roll damage for a Bakuton Clan jutsu. You can increase that damage by spending a die from the pool. Roll the spent die, adding the result to the damage dealt as force damage.
<b>Chinoike</b>	Latent Ketsuryūgan	You have manifested a single Ketsuryūgan. You gain the <b>Ketsuryūgan</b> Clan feature up to 11th level. You can use the <i>Action</i> and <i>Bonus Action</i> abilities of the <b>Kurugan</b> a number of times equal to half your Proficiency Bonus, rounded up, per long rest. At 15 <sup>th</sup> level, when you empower your Water Release jutsu with your blood, you may increase its damage die by +1 (once per casting) or attack rolls by +1.
<b>Fuma</b>	Realized Accuracy	You gain the <b>Lethal Precision</b> Clan Feature that only works with Shuriken's, Fuma Shuriken's and Monster Shuriken's. You also gain the <b>Working the Angles</b> Clan feature, which you can only use once per turn.
<b>Fūshin</b>	Realized Typhoon Release	You gain the <b>Typhoon Release</b> Clan Feature. You gain the level 7 benefits of the <b>Forceful Gale</b> Clan Feature.
<b>Futton</b>	Realized Boil Release	You gain the second Nature release, you didn't choose. You gain a number of Boil Points equal to your Constitution Modifier per long rest. Select one of the Options Presented in the <b>Boiling Chakra</b> Clan Feature.
<b>Genwa</b>	Realized Data Release	You become able to fully manifest the kekkei genkai known as a Data Release, a chakra transformation with an affinity for technology. You gain the <b>Data Release</b> Clan feature up to 11th level, however, you can only perform a <b>Data Leak</b> once per long rest. Finally, when you cast a Genwa Hijutsu or Jutsu with the Sensory and Lightning Release keywords, that require concentration, you can double the jutsu's cost to change its duration to 1 minute. You can be affected by 1 instance of this ability at a time.
<b>Hanami</b>	Realized Combative Medicine	You gain access to the <b>Hanami Boons</b> Clan Feature, though you only have access to two boons (Pick one; This cannot be changed). You also gain access to the <b>Empowered Healing</b> Clan Feature up to 11 <sup>th</sup> level.
<b>Hatake</b>	Realized White Chakra	You further reduce the cost of Lightning Release Jutsu when using <b>White Chakra</b> by an additional 1 and you gain the <b>White Lightning</b> Clan Feature. Additionally, when you complete a short rest, you can regain spent White Chakra by Spending Chakra die.
<b>Hebi</b>	Realized Regeneration	You gain a +2 bonus to saving throws to resist Poison Damage or the Envenomed condition. You also gain the <b>Poison Potency</b> feature as if you were 7 <sup>th</sup> level.
<b>Hoshi</b>	Realized Star Power	Your threshold for Star Chakra has vastly enlarged. Your <b>Star Chakra</b> Clan feature increases to 7th level. You gain the <b>Kujaku Mode</b> up to 11th level.
<b>Hoshigaki</b>	Realized Shark Tooth	You gain the Water Release Affinity, and the <b>Shark Skinned Predator</b> clan feature (you do not gain the ability to use Constitution for your armor class). You may use <b>Shark Skinned Predator</b> once per rest.
<b>Hozuki</b>	Realized Water Reserves	You gain the <b>Water Reservoirs</b> Clan Feature. Also, when you cast a jutsu with the Water Release keyword you gain a number of temporary hit points equal to the rank of the jutsu cast until the start of your next turn ( <b>D-Rank: 3, C-Rank: 6, B-Rank: 10, A-Rank: 15, S-Rank: 20</b> ).
<b>Hyūga</b>	Realized Byakugan	You have trained and learned the <b>Gentle Fist Stance</b> . Your Gentle Fist uses a D6 Damage die. And if you strike a creature while in this stance that has 0 chakra, you instead deal double damage to the targets hit points. If the target is a construct or undead, you instead deal half damage
<b>Iburi</b>	Realized Smoke Release	You gain the <b>Aberrations of Smoke</b> and <b>Smoke Release</b> Clan features up to 7th level. Additionally, when you are targeted by a Genjutsu with the Inhale keyword, you add a +2 to your saving throw.
<b>Inuzuka</b>	Realized Beast Master	After training with your Nin-Dog, you have gained the <b>Wild Sense</b> and <b>Savage Attack</b> Clan Features as if you were 11 <sup>th</sup> level.
<b>Jiton</b>	Realized Magnet Release	You gain the second Nature release, you didn't choose. You gain the <b>Magnetic Mark</b> Clan Feature up to 7 <sup>th</sup> level, and the <b>Swirling Currents</b> Clan feature up to 11 <sup>th</sup> level.
<b>Jūgo</b>	Realized Raw Chakra	You have fully immersed yourself in your Raw Chakra. You can use your <b>Raw Chakra Form</b> feature one additional time each long rest. You also gain the 11th level <b>Raw Chakra Form</b> features. At 15th level, you gain the 11 <sup>th</sup> level features of the <b>Raw Chakra</b> feature and 15 <sup>th</sup> level features of the <b>Raw Chakra Form</b> feature.
<b>Kaguya</b>	Realized Bone Weapons	You have learned the <b>Shikotsumyaku Stance</b> up to 11th level. Additionally, you gain a +2 bonus to saving throws to resist Jutsu with the Medical or Inhaled keywords cast by a hostile creature.
<b>Kashu</b>	Realized Sound Techniques	You gain the <b>Reckless Genjutsu</b> Clan feature, and gain the <b>Auditory Weaponry</b> Clan feature up to 11 <sup>th</sup> level. At 18 <sup>th</sup> level, once per full rest, when you cast a Genjutsu with the Auditory keyword with your <b>Auditory Ninja Tool</b> as a component, you may maximize the damage dealt.
<b>Keton</b>	Realized Plasma Technique	You gain the second Nature release, you didn't choose. You gain the <b>Energy Overflow</b> Clan Feature that grants you Energy die, which are D4's. Beginning at level 18 these die become a d6.
<b>Konjiki</b>	Realized Steel Release	You gain the <b>Perfected Creation</b> and <b>Weapon Formation</b> Clan features up to 7 <sup>th</sup> level. When you cast a Konjiki Hijutsu, reduce the chakra cost by -1. At 18 <sup>th</sup> level, you gain 30 feet of Tremor Sense.

## EXPANDED BLOODLINE, REALIZED CHART

Realized Bloodline's	Realized Feature	Realized Feature effect
<b>Kurama</b>	Realized Genjutsu Molding	You have gained the <b>Genjutsu Conversions</b> clan feature up to 11 <sup>th</sup> level. You also gain a +2 bonus to saving throws to resist Genjutsu.
<b>Kuru</b>	Realized Kurugan	One of your eyes have begun to cloud over, losing your natural eye color as it becomes pitch black. You have attained a dulled version of the Kurugan. You can spend 5 chakra to activate your Latent Kurugan for 10 minutes as a Bonus Action. You can use the <i>Action</i> and <i>Bonus Action</i> abilities of the <b>Kurugan</b> a number of times equal to half your Proficiency Bonus, rounded up, per long rest.
<b>Namikaze</b>	Realized Swift Release	You gain the second Nature release, you didn't choose. You gain the <b>Supernatural Speed</b> Clan Feature that grants you <b>Speed Dice</b> , which are D6's for you. You have Access to the <b>Speed Amplification</b> , <b>Quickened Assault</b> , and <b>Blink of an Eye Abilities</b> , From the Namikaze Clan Feature List.
<b>Nara</b>	Realized Tactician	You have gained the <b>Genius Potential</b> clan feature up to 7 <sup>th</sup> level. You also gain the <b>Masters of the Shadows</b> Clan Feature. You gain the 15 <sup>th</sup> level improvement to <b>Master of the Shadows</b> when you would reach 18 <sup>th</sup> level.
<b>Ranton</b>	Realized Storm Release	You gain the second Nature release, you didn't choose. You gain the <b>Twin Style</b> specific features of the style you choose previously up to 11 <sup>th</sup> level.
<b>Ryu</b>	Realized Dragons Blood	You gain the benefits of the 7th level of <b>Dragons Rage</b> . You gain the 11th level feature at 15th level and the 15th level feature at 18th. You can use your Dragon's Rage twice per long rest, regaining one use on a short rest.
<b>Sarutobi</b>	Realized Chakra Control	You gain the <b>Advanced Chakra Control</b> clan feature.
<b>Senju</b>	Realized Wood Release	You gain the second Nature release, you didn't choose. You gain the <b>Wood Release</b> Clan Feature. Additionally, you gain the <b>Mitotic Regeneration</b> Clan feature. You have a number of <b>Senju Cells</b> equal to half your level.
<b>Shakuton</b>	Realized Scorch Release	You gain the second Nature release, you didn't choose. You gain the <b>Scorching Heat</b> Clan Feature. You have a number of <b>Scorch Die</b> equal to half your proficiency bonus, rounded up.
<b>Shí Hóu</b>	Realized Inner Chi	You gain the <b>Tail</b> Clan Feature up to 1 <sup>st</sup> level, and gain <b>Monkeys Paw</b> Clan feature up to 7 <sup>th</sup> level (you may use this feature up to half your proficiency bonus, rounded up, per long rest). You gain the <b>72 Earthly Transformations</b> up to 7 <sup>th</sup> level, gaining access to up to 2 <b>Advanced Transformations</b> (Pick them; You may change these on a full rest). At 15 <sup>th</sup> level, you gain access to the <b>72 Earthly Transformations</b> Clan feature up 15 <sup>th</sup> level, gaining access to 1 <b>Mythical Transformation</b> (Pick one; You may change your choice on a full rest).
<b>Shikigami</b>	Realized Paper Craft	You gain the <b>Divine Shikigami</b> Clan Feature, but only have access to 2 options (pick them; your choice cannot be changed later).
<b>Shoton</b>	Realized Crystal Release	You gain the <b>Crystalline Focus</b> clan feature. You have 3 <b>Crystallization Die</b> . You gain 1 more at 18 <sup>th</sup> level.
<b>Synthetic Human</b>	Realized Corrupt Chakra	You gain the <b>Immune System</b> Clan feature up to 11 <sup>th</sup> level, and gain the <b>Corrupt Chakra Mode</b> Clan feature up to 15 <sup>th</sup> level. You also gain an additional use of your <b>Corrupt Chakra Mode</b> per long rest.
<b>Tsuchigumo</b>	Realized Third Eye	You gain the <b>Web Weapons</b> and <b>Exoskeleton</b> Clan Features up to 10 <sup>th</sup> level. You also regain the use of your 3 <sup>rd</sup> eye once per short rest.
<b>Uchiha</b>	Realized Sharingan	You gain the <b>Advanced Adaptation</b> clan feature up making a selection when you gain this feat, and again at 15th level.
<b>Uzumaki</b>	Realized Wellspring of Chakra	Twice per rest, you can cast a jutsu with the Fuinjutsu Keyword, that has a casting time of 1 action, as a bonus action. Also, you gain the <b>Chakra Reserves</b> Clan Feature. You have a number of <b>Reserve Cells</b> equal to your Constitution modifier (Max. 5) per long rest. At 18 <sup>th</sup> level, you gain the <b>Incomprehensible Fortitude</b> Clan Feature.
<b>Vesper</b>	Realized Sage Bat Blessing	You gain the <b>Enthralling Strength</b> Clan feature, however, you may use the non-passive effects of this feature once per long rest, instead of twice per long rest. You also gain immunity to the Charmed condition. At 18 <sup>th</sup> level, you gain the 1 <sup>st</sup> and 2 <sup>nd</sup> bullet points of the <b>Supreme Being</b> Clan feature, and while not in direct sunlight you may spend 3 chakra as a bonus action to gain 30 feet of flying speed until the end of the current turn (you do not take fall damage when landing after using this ability).
<b>Yamada</b>	Realized Single-Swing Style	You gain the <b>Balance of Emotion</b> Clan feature. You have a number of <b>Balance Die</b> equal to your Strength or Dexterity modifier (Max. 6), and your <b>Balance Die</b> are d4s. At 15 <sup>th</sup> level, you gain the <b>Single-Swing Style II</b> Clan feature.
<b>Yamanaka</b>	Realized Boons	You gain an additional <b>Mental Boon</b> . You also gain the <b>Formation Casting</b> Clan Feature up to 7 <sup>th</sup> level. Beginning at 18 <sup>th</sup> Level, you gain the <b>Master of Mental Alteration</b> Clan Feature.
<b>Yonton</b>	Realized Lava Release	You gain the second Nature release, you didn't choose. You gain the <b>Churning Magma</b> Clan Feature up to 11 <sup>th</sup> level. At 18 <sup>th</sup> level, you gain the <b>Molten Core</b> Clan Feature.
<b>Yuki</b>	Realized Ice Release	You gain the second Nature release, you didn't choose. You gain the <b>Chilled Body</b> clan feature up to 11th level. You also gain the <b>Frigid Cold</b> Clan feature.

