

OROCHIMARU'S OBSERVATIONS

OF SHINOBI
CLASSIFICATIONS

NARUTO 5E

Compendium of all Published Classes and Subclasses
in the *Naruto 5e System*

CREDITS

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ON THE COVER

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SPECIAL CALL OUTS

There are a few classes that draws inspiration or design from other Homebrew Designers. We want to acknowledge them for the inspiration and overall amazing designs that inspire us as creators.

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TABLE OF CONTENTS

Credits	1
Table of Contents.....	2
Genjutsu Specialist.....	5
Character Inspirations.....	5
Creating a genjutsu specialist.....	5
Class Features.....	6
Jutsu Casting.....	6
Chakra Disruption	6
Actualization.....	6
Genjutsu Pledge	6
Malleable Mirages	6
Genjutsu Inception.....	7
Ability Score Improvement/Feat.....	7
Real World Conversion	7
Keen Awareness	7
The Turn	7
Master of Illusion	7
The Prestige	7
Genjutsu Pledges	8
Beguiler.....	8
Corrupt Thoughts	9
Illusionist	10
Layered Reality.....	11
Misty Distortionist	12
Time Slipper.....	13
Siren.....	14
Genjutsu Inception.....	15
Elemental Manifestation	15
Hallucinatory Instrument	15
Illusionary Weapon	15
Phantasmal Force	15
Reality Marble	15
Temporal Stopwatch	15
Malleable Mirages	16
Hunter-Nin.....	22
Character Inspirations.....	22
Creating A Hunter-Nin.....	22
Class Features.....	23
Jutsu Casting.....	23
Swift Response	23
Lethal Precision	23
Lethal Attack.....	23
Cunning Action	23
Hunters Patterns.....	23
Primary Target	23
Hunter Creed.....	23
Hunters Exploits	24
Ability Score Improvement/Feat.....	24
Uncanny Dodge	24
Expertise	24
Hunted Target	24
Defensive Tactics	24
Elusive	24
Assassinate	24
Hunters Creeds	25
Blade Warden.....	25
Necrotic Hand.....	26
Grave stalker	28
Arsenalista.....	30
Undertaker	32
Vice Agent	34
Void Walker	36
Wolves Legacy	38
Hunters Exploits.....	40
Hunters Patterns	43

Back-Up Plans, Back-up	43
Botany.....	43
Drinker	43
Habitual Researcher	43
Horror Films	43
Hyper Critical Eye	43
Ilicit Literature	43
Kleptomaniac	43
Martial student	43
Ninja Info Card Addict	43
Overprepared	43
Practiced Combatant	43
Pre-Planned route	43
Reviewing Tactics	44
Smoker	44
Intelligence Operative	45
Character Inspirations	45
Creating an Intelligence Operative	45
Class Features	46
Jutsu Casting	46
Strategic Timing	46
Exploit Weakness	46
Master Planner	47
Mastery	47
Master Strategist	47
Ability Score Improvement/Feat	47
Tactical Scheme	47
Helpful Operative	47
Sabaki	47
Declaration of War	48
Tsume	48
Checkmate	48
Master Strategies	49
Azure Analyst	49
Calculated Strategist	50
Grave Controller	51
Interrogationist	53
Mastermind Strategist	54
Precognitive	56
Sensory	57
Shadowhand	59
Tactical Strategist	61
Operative Traps	62
Plans	63
Medical-Nin.....	65
Character Inspirations	65
Creating A Medical-Nin	65
Class Features	66
Jutsu Casting	66
Medical Ninjutsu	66
Rejuvenating Rest	66
Channeled Healing	66
Tenets of Medicine	66
Chakra Scalpel	66
Medical Doctrine	67
Ability Score Improvement/Feat	67
Preserve/Take Life	67
Advanced Medical Research	67
Gifted Healer	67
Supreme Healer	67
Tenets of Medicine	68
Adept Medic	68
Black Medicine	69
Combat Medic	70
Natural Medicine	71
Shaman	72
Transmuter	73
Ninjutsu Specialist	74
Character Inspirations	74

Creating A Ninjutsu Specialist	74
Class Features.....	75
Jutsu Casting.....	75
Chakra Recovery	75
Refined Ninjutsu.....	75
Ninjutsu Tradition.....	75
Efficient Molding.....	75
Ability Score Improvement/Feat.....	75
Jutsu Breaker	75
Ninjutsu Master	75
Ninjutsu Focus	76
Blaze Walker	76
Hijutsu Elitist.....	77
Lightning Breaker.....	78
Sanguine Master	79
Scribe Master	80
Stone Crusher	82
Storm Terror	83
Summoner	84
The Professor.....	85
Trace Talent	86
Tsunami	87
Efficient Molding.....	88
Scout-Nin.....	89
Character Inspirations.....	89
Creating A Scout-Nin.....	89
Class Features.....	90
Jutsu Casting.....	90
Fighting Stance	90
Shinobi Adept	90
Scouting Technique.....	91
Ability Score Improvement/Feat.....	91
Extra Attack.....	91
Jack of all, Master of None.....	91
Signature Jutsu.....	91
Signature Technique	92
Scouting Technique	93
Arbiter Scout	93
Arbiter Maneuvers	94
Assault Scout	95
Assault Maneuvers	96
Cloning Scout	97
Cloning Maneuvers	98
Barrier Scout	99
Barrier Maneuvers	100
Elemental Scout	101
Elemental Maneuvers	102
Pathfinder Scout	103
Pathfinder Maneuvers	104
Phantom Scout	105
Phantom Maneuvers	106
Tactical Scout	107
Tactical Maneuvers	108
Trickster Scout	109
Trickster Maneuvers	111
Taijutsu Specialist	112
Character Inspirations.....	112
Creating A Taijutsu Specialist	112
Class Features.....	113
Jutsu Casting.....	113
Martial Defense	113
Unarmed Technique.....	113
Martial Technique	113
Martial Adept	113
Enhanced Movement	114
Taijutsu Style	114
Ability Score Improvement/Feat.....	114
Extra Attack.....	114
Evasion	114
Chakra Enhanced Strikes	114
Unbreakable will	114
Flow of Battle	114
Master of Persistence	114
Perfect Body	114
Perfect Mind	114
Taijutsu Style	115
Disturbance	115
Ironclad	116
Nin-Tai	117
Righteous Fury	119
Ruin	120
Stancer	121
Talent & Focus	122
Passionate Flame	123
Martial Techniques.....	125
Weapon Specialist	126
Character Inspirations	126
Creating A Weapon Specialist	126
Class Features	127
Jutsu Casting	127
Weapon Focus	127
Weapon Flurry	128
Weapon Stance	128
Weapon Form	128
Ability Score Improvement/Feat	128
Extra Attack	128
Battle Readiness	128
Critical Focus	128
Arsenal of War	128
Superior Attack	128
Superior Weapon Flurry	129
Weapon Forms	130
Battle Dancer Form	130
Gungnir Piercer Form	131
Obsidian Hammer Form	132
Phantom Blade Form	133
Primal Weapon Form	134
Ranger Form	136
Samurai Form	137
Slayer Form	138
Puppet Master	140
Character Inspirations	140
Creating a Puppet Master	140
Class Features	141
Jutsu Casting	141
Chakra Threads	141
Puppet Tool	141
Tactics of the Craft	142
Puppet Technique	142
Puppet Upgrades	142
Chakra Enhanced Retrofit	142
Ability Score Improvement/Feat	142
Extra Attack	142
Generalized Skill	142
Tool Expertise	142
Always Prepared	142
Puppet Master Tactics	143
Puppet Techniques	144
Black Technique ~ Puppeteer	144
Black Iron Upgrades	146
Blue Technique ~ Warmaster	149
Puppet Weapon Types	150
Upgrades of War	151
Green Technique ~ Marionettist	154
Magus Upgrades	157
Purple Technique ~ Juggernaut	161
Armorer's Upgrades	163
Red Technique ~ Performer	168

Upgrades of the Theatre.....	171
White Technique ~ Weaver.....	174
Interwoven Upgrades	175
Puppet Master Upgrades.....	180
Cooking-Nin.....	186
Character Inspirations.....	186
Creating a Cooking-Nin	186
Class Features.....	187
Jutsu casting	187
Cooking Tool Infusion.....	187
Shinobi Snacks	187
Cooking Style.....	188
Food for the Soul.....	188
Tool Expertise.....	188
Ability Score Improvement/Feat.....	188
Wandering Aroma.....	189
Of Food And War	Error! Bookmark not defined.
Iron Stomach	Error! Bookmark not defined.
Peerless Taste	Error! Bookmark not defined.
War and Food.....	189
Iron Stomach	189
Peerless Taste	189
Cooking Focus	190
Battle Cook	190
Entremetier Chef	192
Patissier Chef.....	193
Herbalist	195
Fry Cooks	197
Gastrochemist	199
Show Cook.....	201
Sour Taste.....	202
Heat Master.....	204
Science-Nin	206
Character Inspirations.....	206
Creating a Science-Nin	206
Class Features.....	207
Jutsu Casting.....	207
Shinobi of Science.....	207
Chakra Cell Enhancement.....	207
Chakra Containment Device.....	207
Scientific Ninja Tools.....	207
Scientific Inquiry	207
Ability Score Improvement/Feat.....	207
Extra Attack.....	207
The Right Tool.....	207
Yhprum's Law	208
Calculated Response	208
Infused Genius	208
Mixed Studies	208
Scientific Inquiry.....	209
S.N.B Specialist.....	209
S.N.B Upgrades	211
Shinobi-Ware	214
Shinobi-Ware Upgrades.....	215
Spyware.....	218
Spyware Programs	219
Technobi	221
Technobi Mechanizations	222
Ninjaneer	224
Arsenal Modifications	225
Mad Scientist	227
Inversion Serums.....	228
Grenadier	230
Explosive Modifications.....	231
Mech Crafter	234
Titan	235
Titan Upgrades	236
Storm Rider	238
Air Treck Enhancements.....	239
Elemental Innovationist	242
E.I.Ps	243
W.o.W (Weapons of Wonder)	245
Scientific Ninja Tools.....	251
Class Feats	255
Archetype Class Feats	255
Genjutsu Specialist	255
Hunter-Nin	255
Intelligence Operative	256
Medical-Nin	256
Ninjutsu Specialist.....	257
Scout-Nin	258
Taijutsu Specialist	258
Weapon Specialist	259
Witch Archetype	259
Knights Archetype [New]	262
Cooking Nin.....	264
Science-Nin.....	265
Caster Class Feats	266
Genjutsu Specialist	266
Ninjutsu Specialist.....	266
Intelligence Operative	266
Medical-Nin	266
Martial Class Feats	267
Hunter-Nin	267
Scout-Nin	267
Taijutsu Specialist	267
Weapon Specialist	267
Cooking Nin.....	268
Puppet Master.....	268
Science-Nin.....	269
Legacy Content.....	270
Passionate Youth [Legacy Content].....	270

GENJUTSU SPECIALIST

Level	Proficiency Bonus	Features	Malleable Mirages	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Chakra Disruption, Actualization	-	6	D-Rank
2nd	+3	Genjutsu Pledge, Malleable Mirages	2	7	D-Rank
3rd	+3	Genjutsu Inception	2	8	D-Rank
4th	+4	Ability Score Improvement/Feat	3	8	D-Rank
5th	+4	Real World Conversion, Keen Awareness	3	9	C-Rank
6th	+4	Genjutsu Pledge (2)	4	10	C-Rank
7th	+5	Genjutsu Inception (2)	4	11	C-Rank
8th	+5	Ability Score Improvement/ Feat	5	11	C-Rank
9th	+5	Real World Conversion (2)	5	12	B-Rank
10th	+6	Genjutsu Pledge (3)	6	13	B-Rank
11th	+6	Keen Awareness (2), The Turn	6	14	B-Rank
12th	+6	Ability Score Improvement/Feat	7	14	B-Rank
13th	+7	The Turn, Master of Illusion	7	15	A-Rank
14th	+7	Genjutsu Pledge (4)	8	16	A-Rank
15th	+7	Real World Conversion (3), The Turn	8	17	A-Rank
16th	+8	Ability Score Improvement/Feat	9	17	A-Rank
17th	+8	-	9	18	S-Rank
18th	+8	Genjutsu Pledge (5)	10	19	S-Rank
19th	+9	Ability Score Improvement/ Feat	10	20	S-Rank
20th	+9	The Prestige, The Turn (2), Master of Illusion (2)	11	20	S-Rank

GENJUTSU SPECIALIST

An stalwart Yamanaka stands facing an enemy who is seemingly swinging at air, and screaming about their lack of oxygen as they begin to seemingly suffocate. The Yamanaka makes a single hand seal which causes the person to stop as they realize they were never drowning to begin with.

An Uchiha valiantly fights well against the odds, holding off 4 different opponents is a daunting task in itself. They all realize his moment of hesitation as they all leap to attack him at once, striking him with such force that blood oozes from his head. They all chant in glee, as the Uchiha's body slowly wavers and turns into one of them. The group then realizes that they were actually attacking their ally and the person who they thought was their ally was just an illusion all along.

These shinobi, different as they might be, are connected by one common factor, they control their enemies' perceptions and the way they think of and see the world. This power is the power of Genjutsu. The ability to dominate one's realities. No matter how small, the slightest change can alter the entire flow of battle.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow the player to use their chosen Genjutsu to the best of their abilities and excel with that as your only tool and weapon. This class was designed following the concepts that were shown by characters such as: Itachi Uchiha, Sasuke Uchiha (Shippuden), Orochimaru, Kurenai Yuhi, Tayuya (Sound 5), and Jiraiya.

CREATING A GENJUTSU SPECIALIST

When creating a Genjutsu Specialist think about the characters ideals, and how they approach situations. Do they ever put themselves into direct conflict? Do they always trick enemies and lead them into false senses of security or are your illusions a last resort? Do you use your Genjutsu to end fights peacefully or do you use them to break the minds of your foes?

What set you down this path? Did you always have a very vivid imagination and Genjutsu was a perfect medium for you to express that? Do you use Genjutsu so that others can forcefully understand how you feel or how others feel?

QUICK BUILD

You can make a Genjutsu Specialist quickly by following these suggestions. First, put your highest ability score in Wisdom or Charisma (your choice), followed by Dexterity or Constitution. Second, choose the Yamanaka, Uchiha or Non-Clan, Clans. Third Focus on Genjutsu Techniques exclusively.



CLASS FEATURES

As a Genjutsu Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Genjutsu Specialist level

Hit Points at 1st Level and beyond: 6 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d12 per Genjutsu Specialist level

Chakra Points at 1st Level: 12 + your constitution modifier

Chakra Points at Higher Levels: 1d12 (or 7) + your Constitution Modifier per Genjutsu Specialist level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple Weapons

Ninja Tools: Disguise Kit, Poison Kit

Saving Throws: Constitution, Wisdom, Charisma

Skills: Illusions, Choose three from Chakra Control, Deception, History, Insight, Intimidation, Investigation, Perception, Persuasion, Stealth

EQUIPMENT

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

- 1 Simple weapon
- (a) One Kunai stack or (b) One Shuriken stack
- Padded Cloth, Poison Kit, and 1 smoke bombs

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

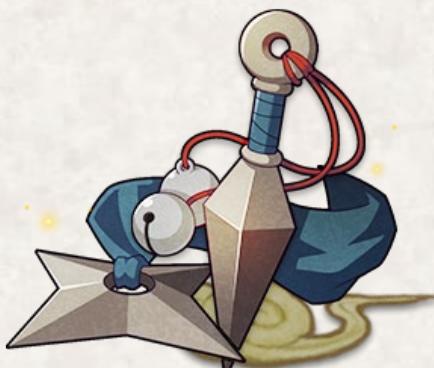
Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier



CHAKRA DISRUPTION

Starting at 1st Level, you have learned to restrain some of your enemies' chakra when they are affected by your Genjutsu. Once per rest, when a creature is affected by a Genjutsu that you cast, you can disrupt their chakra until the end of their next turn. When you do, the next Jutsu they cast has its cost increased by an amount equal to the original cost of the Genjutsu used. If you would attempt to use this feature an additional time after your limit, you must spend 1 Chakra Die, for each usage.

Beginning at 5th level, you can choose to instead completely disable a creature's ability to mold chakra. If the target creature would fail their saving throw, they lose the ability to mold Chakra until the end of their next turn.

You gain an additional use of either of this feature's effects at 7th and 14th levels.

ACTUALIZATION

Also, at 1st level, Genjutsu you cast may use Charisma instead of Wisdom for Attack and Damage rolls, as well as Save DC calculation. Additionally, your talent and skill in the art of Genjutsu has granted you the ability to tap into a deep reserve of creativity called *Actualization Die*, represented as a D4. You have a number of *Actualization Die* equal to your Proficiency Bonus. You recover spent die on a short or long rest.

When you cast a Genjutsu that would affect hostile creature(s), you may spend your Actualization die to do the following;

- Spend any number of *Actualization Die*, dealing additional psychic damage equal to three times the result.
- Spend 1 *Actualization Die*, add the result to any Wisdom or Charisma skill check.
- Spend up to 5 *Actualization Die*, reducing the target(s) save by -1 for each die spent.

Your *Actualization Die* grows in power as you gain levels in this class. Increase *Actualization Die* size by 1 step, to a D6 at 9th, and a d8 at 17th level.

Finally, you gain a 1d4 bonus on checks to *Read the Enemy* using the Illusion skill. You can make an Illusion check with either Wisdom or Charisma.

GENJUTSU PLEDGE

Starting at 2nd level, the Genjutsu Specialist makes a pledge towards the illusions & Genjutsu they intend to craft. The pledge that you choose grants you features at 2nd, 6th, 10th, 14th & 18th levels.

MALLEABLE MIRAGES

Starting at 2nd level, you have learned how to manipulate fragments of reality itself imbuing you with unique capabilities that some might even consider unnatural. At 2nd level you learn two *Mirages* of your choice, found at the end of this Class. You learn one additional *Mirage* at 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, & 20th levels. Additionally, when you gain a level in this class, you can choose one of the Mirages you know and replace it with another Mirage that you could learn at that level. A level prerequisite in a Malleable Mirage refers to Genjutsu Specialist Level, not character level.

GENJUTSU INCEPTION

Starting at 3rd level, you have learned to create a conceptual basis for how to manipulate the perception of reality for anyone who stands in your way. You follow one of these concepts detailed, at the end of the class.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

REAL WORLD CONVERSION

Starting at 5th level, you have learned to infuse your creativity with enough chakra to make things beyond the bounds happen. By tapping into your reserves of *Actualization die* you are able to create a multitude of additional effects based on the needs of the moment. These moments are known as *Conversions*. Select one *Conversion* of your choice. You can select an additional *Conversion* beginning at 9th and 15th levels.

ACTUALIZED ALTERATION

When you would cast a Genjutsu that requires a saving throw, you may spend 1 Actualization dice. When you do, you may change the required saving throw to either Intelligence, Wisdom or Charisma. You can use this *Conversion* twice per long rest.

ACTUALIZED DUPPLICITY

You can spend 1 Actualization dice as an action to create an illusory duplicate of yourself. This illusion is a perfect duplicate of yourself that lasts for 1 minute or until you lose your concentration (as if you were concentrating on a jutsu). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a Bonus Action on your turn, you can move the duplicate up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you share all sense with your duplicate and can cast Genjutsu as if you were in the duplicates space. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against the creature, given how distracting the illusion is to the target.

ACTUALIZED PERCEPTION

When a creature that would fail a saving throw, but not critically fail, as a result of a genjutsu you cast, you may spend up to 2 *Actualization Die*. When you do, roll the die reducing their save by half the result (Min 1.), potentially causing them to critically fail.

ACTUALIZED PERFECTION

As a Bonus Action, you can spend 1 *Actualization Die* when you cast a Genjutsu of C-Rank or lower. If the Genjutsu requires you to roll dice to deal damage, heal, increase or reduce damage (Such as with DR) or provide temporary hit points. You add the actualization die to the roll, interpreting the results as normal.

ACTUALIZED POWER

When you could cast a Genjutsu targeting a single creature that would inflict a condition of any type, and the target creature has resistance or immunity to the condition, you may spend 1 Actualization die to ignore that resistance or immunity for that jutsu's casting.

KEEN AWARENESS

For a Genjutsu Specialist, details are the foundations of constructing proper Genjutsu. At 5th level when you gain this feature, you gain the ability to accurately recall anything you've seen or heard within the last month.

Additionally, when you would succeed a Saving throw vs a Genjutsu cast by a hostile creature by 5 or more, you regain 1 spent *Actualization Die*. When you do, you can spend your Reaction to cast 1 Genjutsu that you know with the casting time of 1 Action.

Additionally, you reduce the downtime needed to create or learn Genjutsu by half.

THE TURN

Beginning at 11th Level, once per Long Rest, when a creature would succeed a saving throw that they remade to end the effects of a Genjutsu you have cast on them, you can use this feature to instead force them to remain under the effects of the Genjutsu, regardless of the result of their saving throw.

Starting at 15th level you may use this ability once per Short Rest.

MASTER OF ILLUSION

You have mastered most forms of Genjutsu. At 13th level, you immediately gain one of the following features. You gain a second one at 20th level.

- **Greater Mastery:** Creatures who's saving throw result is 2 or more, lower than your Save DC, is treated as if they Critically Failed.
- **Higher Understanding:** Creature must beat your save DC by 10 or more to be treated as if they Critically succeeded on a Genjutsu you cast.
- **Subdued Illusion:** The Genjutsu Specialists is able to increase the Illusion check DC made to identify his Genjutsu by 5.
- **Genjutsu Flow:** The Genjutsu Specialist doubles the range of Genjutsu they cast. Genjutsu with "Touch" range now have a range of 30 feet.

THE PRESTIGE

Starting at 20th level, you have achieved the pinnacle of illusionary skill and potential. Once per rest, when you cast a genjutsu on a creature that would force them to make a saving throw of any type, they automatically critically fail the save.

GENJUTSU PLEDGES

Starting at 2nd level, the Genjutsu Specialist makes a pledge towards the illusions & Genjutsu they intend to craft. The pledge that you choose grants you features at 2nd, 6th, 10th, 14th and 18th levels.

BEGUILER

The Genjutsu Specialist who chooses to become a Beguiler becomes a confusing adversary, misdirecting their foes and changing their perceptions seemingly at a whim.

INSPIRED APPEARANCE

When you choose this path at 2nd level, you gain the E-Rank Genjutsu *Transform*. If you already know this Genjutsu, you gain another E-Rank Genjutsu you qualify for. You can cast *Transform* at 0 Cost, as a Bonus Action. Additionally, when you are under the effects of *Transform*, Charisma checks you make cannot be made at disadvantage and gains a 1d4 bonus to them when you attempt interact with creatures whom is familiar with the subject of your transformation.

BEGUILING PRESENCE

Starting at 2nd level, Genjutsu you cast with the Visual keyword, has its DC increased by +1. This bonus increases to +2 at 10th and +3 at 19th levels.

Also, creatures currently under the effects of a Genjutsu you cast with the *Visual* keyword, see you vanish from their sight. Until the end of your next turn, you become invisible to any creature of your choice affected by your genjutsu, as long as you aren't within 10 feet of it.

If you affect multiple creatures with the triggering genjutsu, you can become invisible to a number of creatures equal to your Genjutsu ability modifier.

You can do this twice per rest. You gain an additional use of this feature at 10th level.

BEYOND SIGHT

Starting at 6th level, your visual genjutsu is more potent than most, even penetrating through some defenses against it. When you cast a genjutsu with the Visual keyword, you can ignore any effect or ability that would allow a creature to automatically succeed against the genjutsu, like true sight or tremor sense.

You can use this feature twice per rest. Alternatively, if you would use this feature an additional time beyond your use limit, you can spend 1 *Actualization Die*, using this feature as normal.

TWISTED CASTING

Beginning at 10th Level, select two Genjutsu that you know. You may, as a Bonus Action when using the selected Genjutsu make the Genjutsu appear to originate from the location of another creature you can see within the Genjutsu's range. You can change the selected Genjutsu for this feature whenever you finish a Long Rest.

BEGUILING FORCE

Starting at 10th Level, when you would cast a Genjutsu that would impose a penalty on a hostile creature, you can spend 1 *Actualization Die*. When you do, the target suffers a penalty to Skill Checks and Attack Rolls equal to your *Actualization Die* for the duration of the Jutsu cast.

ILLUSORY SPACE

Starting at 14th level when a creature you can see within 30 feet of you makes an attack roll against you, as a Reaction, you can create a genjutsu to change their perspective of space. The attacker must make a Charisma saving throw against your Genjutsu save DC. On a failed save, the attacker is teleported to a different space they could have reasonably reached during their turn, wasting their attack. On a successful save, you cannot use this feature on the attacker again until you finish a long rest.

BEGUILING INFLUENCE

Starting at 18th Level, you have learned to utilize your Genjutsu to bend your foes to your will. Twice per Long Rest, but no more than once per casting, when a creature would fail a saving throw against a Genjutsu you cast but do not automatically fail their saving throw, you can spend 2 *Actualization Die*. When you do, the affected creature can no longer remake saving throws for the Genjutsu's duration.



CORRUPT THOUGHTS

The Genjutsu Specialist who chooses to become a master of Corrupt Thoughts, becomes a user capable of downing powerful enemies without even moving, breaking their enemies before they even realize what's going on.

Selecting this pledge grants you a Unique Genjutsu, *Vicious Mockery*.

VICIOUS MOCKERY

When you choose this path at 2nd Level, you learn to bend your words and make them affect the minds of your adversaries. Select one creature you can see and as an Action, unleash a string of words laced with subtle genjutsu warping the mind of a creature. If the target can hear you (Though it need not understand you), it must succeed on Wisdom saving throw. On a failed save, they take 2d4 psychic damage and gain a 1d4 penalty to their next attack roll it makes before the end of its next turn.

At Higher Levels: This Ability increases in its potency as you gain levels in this class. Beginning at 7th level, this ability increases its damage by 2d4 and the penalty to 1d4 (4d4/2d4). This increases again by 2d4 damage and 1d4 penalty at 13th (6d4/3d4) and 16th (8d4/4d4) levels.

COLLAPSING YOUR WORLD

Additionally at 2nd level, Genjutsu you cast, that deal damage increases the damage dealt by your Genjutsu Modifier, if it doesn't already.

NIGHTMARE INCARNATES

Starting at 6th Level, twice per rest, you can cast a Genjutsu of C-Rank or lower that deals damage with the Casting time of 1 action, as a Bonus Action. You gain an additional use of this feature at 10th and 13th levels. Additionally, beginning at 13th level you can cast a B-rank or lower genjutsu using this feature.

PSYCHE BREAKER

Starting at 10th level, select two Genjutsu that you know that deal damage. As a Bonus Action to casting the chosen Genjutsu, affected creatures suffer a lingering mental fragmentation resulting in a -1 penalty to their AC, for 1 minute. This penalty can stack up to 3 times on affected creatures. This penalty can be removed with any Jutsu that would remove mental conditions being cast at C-Rank or higher.

CORRUPT PSYCHE

Beginning at 10th Level, when you would cast a Genjutsu that deals damage to no more than one hostile creature per casting, you can spend 2 *Actualization Die*. When you do, hostile creatures of your choice within 10 feet of the original creature must make an Intelligence Saving Throw vs your Genjutsu Save DC. On a failure, they take the damage of the Genjutsu as if they were the original targets. On a success, they suffer no further effects.

VINDICTIVE THOUGHTS

Starting at 14th Level, when a creature you can see within 30 feet of you makes an attack roll against you. As a Reaction you can create a Genjutsu aura to cause intense pain to the activating creature. The attacker must make a Charisma save vs your Genjutsu Save DC. On a Failed Save, the attacker's attack is stopped and they also take Xd8 Psychic damage, where X equal your Proficiency Bonus. On a successful save you cannot use this feature on the attacker again until you finish a long rest.

CORRUPT INFLUENCE

Starting at 18th level you have learned to utilize your Genjutsu to break your foes mind and shatter their psyche. Once per casting, when a creature would fail a saving throw against a Genjutsu you cast that deals damage, you can choose to spend 1 *Actualization Die*. When you do, the affected cannot gain the benefit of critically succeeding the save, and suffers a -1 penalty on their saving throw against Genjutsu you cast targeting them for the next minute. This penalty can stack up to 5 times.



ILLUSIONIST

The Genjutsu Specialist who chooses to become an Illusionist, becomes a force able to bend reality and others perception of it to their whims.

SHAPING YOUR WORLD

When you choose this path at 2nd Level, you gain the E-Rank Genjutsu, *Minor Illusion*. If you already know this genjutsu, you learn a different E-Rank genjutsu of your choice. The genjutsu you learn this way does not count against your number of jutsu known. When you would cast *Minor Illusion*, you can create both sound and an image with a single casting of the jutsu. Additionally, *Minor Illusion* costs no chakra to cast.

Genjutsu you cast that do not deal damage has its DC increased by +1. This bonus increases to +2 at 10th and +3 at 19th levels.

ILLUSIONARY ADEPT

Also, at 2nd Level you gain the ability to passively detect genjutsu affecting other creatures. Your passive Genjutsu detection is equal to 10 + your illusions skill. If you encounter a creature who's under the effects of a Genjutsu who's DC is less than your Passive Genjutsu detection, then you become aware of it and the rank of the Genjutsu in question.

When you have noticed a genjutsu with your passive genjutsu detection, the next time you would make a saving throw to resist the effect of that Genjutsu, you make the save at advantage. Once you have used this feature, you do not gain this features bonuses to your saving throws effect against the same Genjutsu until you complete a long rest.

ILLUSIONARY FURY

Starting at 6th Level, when you cast a Genjutsu that has a duration of 1 minute or longer that inflicts a *Mental Condition* you can spend an actualization die to change the keywords of that genjutsu (*If the genjutsu has Auditory, Inhale, Tactile or visual, you can switch one of them with any of the other listed keywords*).

Additionally, while using this feature, when you cast a Genjutsu you can double its duration or double the ranks of the *Mental Condition* inflicted. Once you use Illusionary Fury in this way you cannot do so again until you finish a long rest.

ILLUSIONARY RAGE

Starting at 10th Level, select one Genjutsu that you know that imposes a *Mental Condition*. You may, as a Bonus Action to using the selected Genjutsu, inflict 1 rank of the condition to all hostile creatures within 5 feet of the original target.

Once you use this feature twice, you cannot do so again until you complete a long rest.

CORRUPT PSYCHE

Beginning at 10th level, when you would cast a Genjutsu that inflicts a *Mental Condition* or imposes a penalty to a creatures saving throws, skill checks, attack rolls or saving throws, you can spend 2 *Actualization Die*. When you do, Select one of the following *Mental Conditions*: Berserk, Concussed, Confused or Slowed. The chosen mental condition is inflicted on one affected creature for 1 minute.

INSTINCTIVE GENJUTSU

Starting at 14th Level, when a creature you can see within 30 feet of you makes an attack roll against you. As a Reaction you can create a Genjutsu aura to divert the attack to another creature within the attacks range. The attacker must make a Wisdom save against your Genjutsu Save DC. On a Failed Save, the attacker must target a creature of your choice within range. On a successful save you cannot use this feature on the attacker again until you finish a long rest.

ILLUSIONARY INFLUENCE

Starting at 18th level you have learned to utilize your Genjutsu to control their perception of reality and invalidate their ability to differentiate real from fake. Once per casting, when a creature would fail a saving throw against a Genjutsu you cast that inflicts a *Mental Condition*, you can choose to spend up to 5 *Actualization Die*. When you do, increase the number of ranks of the select *Mental Condition* that the jutsu inflicts by an amount equal to the number of *Actualization Die* spent.



LAYERED REALITY

Genjutsu Specialist who pledge themselves to the art of Layered Reality, weave many Genjutsu and place them upon a single person, as that person's reality is what you make of it. When they think they have escaped the illusion, that in of itself, was just another illusion.

SYNCHRONOUS TECHNIQUE

When you choose this path at 2nd level, you gain the E-Rank Genjutsu *Doubt*, if you already know this Genjutsu, you gain another E-Rank Genjutsu you qualify for. The Genjutsu you learn this way does not count against your Jutsu known. When you would cast *Doubt*, a creature becomes incapable of realizing you cast it upon them if neither of you are hostile towards one another at the time of casting.

Also, if *Doubt* is cast on a creature currently under the effects of a Genjutsu you cast, its range increases to 60 feet, and gains a special duration, which lasts as long as you are currently concentrating on a Genjutsu affecting the same creature. While a creature is under the effect of the *Doubt* Genjutsu, they have disadvantage on Insight Checks made against you, and once per turn, when they would make an Intelligence saving throw against a Genjutsu you cast, they reduce their result by 1d4.

FALSE SECURITY

Also, at 2nd level, when a creature escapes a Genjutsu you had cast upon them, they are lulled into a false sense of safety.

Once per turn, when a creature would succeed on a saving throw against a Genjutsu that you cast, until the beginning of your next turn, other Genjutsu effects the select creature is currently under cannot be ended by them, as a result of a successful saving throw.

SPLIT FOCUS

Beginning, at 6th level, you have learned to better maintain and split your attention between your jutsu. When you cast a Genjutsu that you must maintain concentration on, you may choose to not have it count against your Concentration limit. You can only have one jutsu under this effect at a time. You may do this twice per short rest.

Additionally, you may reduce the concentration cost to maintain a Genjutsu by 1. (Min 1.). This increases to -2 at 10th and -3 at 19th levels.

CONCEALED UNEASE

Beginning, at 10th level, you have become the ruler of any Genjutsu you cast, and escape has become a fleeting dream. A creature cannot have advantage on any saving throw or skill check made against a Genjutsu you cast.

Additionally, when you cast a genjutsu that requires concentration, while the target is already under the effects of another Genjutsu you previously cast, you may as a Bonus Action, cause the target of the Genjutsu to take psychic damage equal to your Genjutsu Ability modifier at the start of each of both your and its turns.

BROKEN REALITY

Beginning at 10th Level, when a hostile creature would fail the saving throw of a Genjutsu that would inflict a penalty to their skill checks, attack rolls, or saving throws, you can spend 2 *Actualization Die*. When you do, the penalty inflicted is increased by 1 *Actualization Die* for the duration (if any).

MASTER OF REALITY

Starting, at 14th level, when you use your action to cast a Genjutsu that requires concentration, that affects creatures other than yourself, you may immediately cast another Genjutsu that requires concentration, that affects creatures other than yourself, as a part of the same action. The Genjutsu cast this way must have a casting time of 1 Action. A bonus Genjutsu can only be cast this way twice per long rest.

LAYERED INFLUENCE

Beginning at 18th level, when a creature takes an action of any kind while under the effects of at least 2 Genjutsu that you cast, while within 60 feet of you, you may, spend 3 *Actualization Die* to vastly change the creatures perception of reality. The target creature must make an Intelligence Saving throw vs your Genjutsu Save DC. On a failed save, they take 9d6 psychic damage and loses its Action until the beginning of its next turn.

If the Action you reacted to was either an Elite Action or Legendary Action and the creature failed this features saving throw, they only lose the Elite or Legendary Action attempted.



MISTY DISTORTIONIST

Genjutsu Specialist who choose to become Misty Distortionists specialize in inhaled toxins, confusing the mind and weakening the body through the use of poisonous inhalants. Their potent poisons even penetrate barriers and can force even the strongest of minds waver.

ENHANCED INHALANT

When you choose this path at 2nd level, you gain the E-Rank Genjutsu *Release*, if you already know this Genjutsu, you gain another E-Rank Genjutsu you qualify for. The Genjutsu you learn this way does not count against your Jutsu known.

When you would cast *Release*, it gains the NT (Alchemist or Poison Kit) Component, the Inhaled Keyword, and its range becomes Self (5-foot radius). This radius increases in size as your levels in this class grows., becoming a 10-foot radius at 5th level, 15-foot radius at 11th level, and 20-foot radius at 17th level.

Also, Genjutsu you cast that have the Inhaled Keyword increase their Genjutsu Save DC by +1. This increases to +2 at 10th, and +3 at 19th.

PHYSICAL IMITATIONS

Also, at 2nd Level, you gain proficiency with the Alchemist Kit. If you already have this proficiency, instead gain proficiency in another Kit of your choice. Once per turn, you can give the next Genjutsu you cast the Inhaled Keyword by spending a number of charges equal to the rank of the Genjutsu. (D/C-Rank: 1; B/A-Rank: 2; S-Rank: 3)

Also, you learn to infuse alchemist and poison kits with your chakra, spending at least 1 hour pouring your chakra into one, which can be done during a Short or Long Rest creating a Misty Kit. A Misty Kit retains the effects of its original kit, but also interacts with other features within this class. After completing this process, your Misty Kit charge limit is represented with a d8. Each time you would use the Misty Kit, you instead roll this die. On a result of a 1 or 2, the die size is reduced by 1 step. (D8>D6>D4>1 > 0)

You can only have one Misty Kit at a time. If you infuse another Alchemist or Poison Kit with this feature, the previous Misty Kit's contents loses its potency, becoming completely unusable by any means.

PERMEATING INTOXICANT

Beginning, at 6th level, your inhalants can affects even affect those who believe themselves to be immune, soaking through the skin and permeating through their defenses. Once per casting, when you cast a genjutsu with the Inhaled keyword, creature(s) with resistance to Poison damage or the Poisoned condition, you can ignore that resistance.

POISONED MISTS

Beginning, at 10th level, your genjutsu initiated from substances are even more dangerous than before. When you cast a Genjutsu with the Inhaled Keyword, you can reduce the die size of your *Misty Kit* by 1 step to force any affected creature to make a Constitution saving throw vs your Genjutsu save DC. On a failed save, a creature is envenomed for the duration of the Jutsu cast (Pick one). A creature envenomed this way also gains the weakened Condition.

VENOMOUS ILLUSIONS

Starting at 10th level, when you would cast a Genjutsu with the Inhaled keyword that has a casting time longer than 1 Action, you can spend 3 *Actualization Die*. When you do you can cast the chosen jutsu as a Full-Turn-Action.

BLINDED BY VIOLENCE

Starting, at 14th level, you can use your poisons more reactively, protecting yourself by creating a violent monster on the battlefield. When you are targeted by an attack you can see, you can expend a use of your *Misty Kit* to force the triggering creature to make a Constitution or Wisdom Saving throw (Your Choice) vs your Genjutsu save DC. On a failed save, the creature is blinded until the start of their next turn. At the start of their next turn, they gain the berserk condition. This condition lasts for 1 minute. On a successful save you cannot use this feature on the same creature until you finish a long rest.

DISTORTED INFLUENCE

Beginning at 18th level, when a creature currently envenomed by you or under the effects of a Genjutsu you cast with the Inhaled keyword would attempt to cast a jutsu with the Hand Sign (HS) or Mobility (M) keywords, you can cause them to experience a massive distorted perception of reality.

By spending 2 *Actualization Die*, the target creature is forced to make a Constitution or Wisdom saving throw vs your Genjutsu save DC. On a failed save they see all of their allies as potential targets and they see your allies as if they were their own allies for this jutsu's casting.



TIME SLIPPER

Genjutsu Specialist who choose to become a Time Slipper, dedicate themselves to manipulating other creatures perception of time and space. Manipulating how they perceive a multitude of events and in which order their mind processes them.

TEMPORAL SHIFT

When you choose this path at 2nd level, you gain the E-Rank Genjutsu *Feather Burst*, if you already know this Genjutsu, you gain another E-Rank Genjutsu you qualify for. The Genjutsu you learn this way does not count against your Jutsu known.

When you would cast *Feather Burst*, increase the die used to reduce damage to a d12, and after calculating damage, you move 15 feet in any direction without provoking attacks of opportunity. This movement distances increases as you gain levels in this class, becoming 20ft at 5th level, 25ft at 11th level and 30ft at 17th level.

TEMPORAL TECHNIQUE

Also, at 2nd level, you learn how to further manipulate other creatures perception of momentum and velocity without even weaving handseals. You gain an additional Malleable Mirage with the Temporal Stopwatch Prerequisite, even if you do not have that Genjutsu Inception. You must still follow level-based restrictions (if any).

A MOMENT IN TIME

Beginning, at 6th level, you learn to augment your own movement, mobility, and speed by altering the movement speeds of those around you. As a Bonus Action you spend 1 Actualization Die. When you do you gain one of the following benefits;

- You can take the Dash, Disengage or Hide Action.
- Roll your spent Actualization Die. Your Armor Class increases by an amount equal to half of the result, (**Concentration**)
- You add 1 *Actualization die* to your Dexterity saving throws. (**Concentration**)
- You can immediately cast 1 Genjutsu that has a casting time of 1 Action, but does not require Concentration.

If a benefit has (**Concentration**), you must concentrate on it as if you were concentrating on a Jutsu, but it does not cost chakra to maintain.

MISREAD CLOCKS

Beginning at 10th level, your understanding of how the mind perceives time, has grown to extreme levels. When you cast a Genjutsu that requires a Saving throw against a single creature, you may, as a Bonus Action cause the affected creature(s) to be unable to take a Reaction, in response to the Genjutsu's castings or effects. You can gain this benefit twice per long rest.

Additionally, while they are under the effects of a genjutsu cast with this feature, if they would attempt to make a Reaction in response to an effect from a creature allied to you, they must first roll a 1d10. If they roll a 6 or higher, they are unable to take their Reaction as they miss the timing needed.

TEMPORAL DISASSOCIATION

Starting at 10th level, when you would cast a Genjutsu, that would grant you a bonus to your attack rolls, skill checks or saving throws that require concentration, you can spend 1 *Actualization Die*. When you do you cannot lose concentration on the genjutsu cast and it does not count against your concentration limit. You can only concentrate on one Genjutsu with this benefit, in this way at a time.

TEMPORAL MASTERY

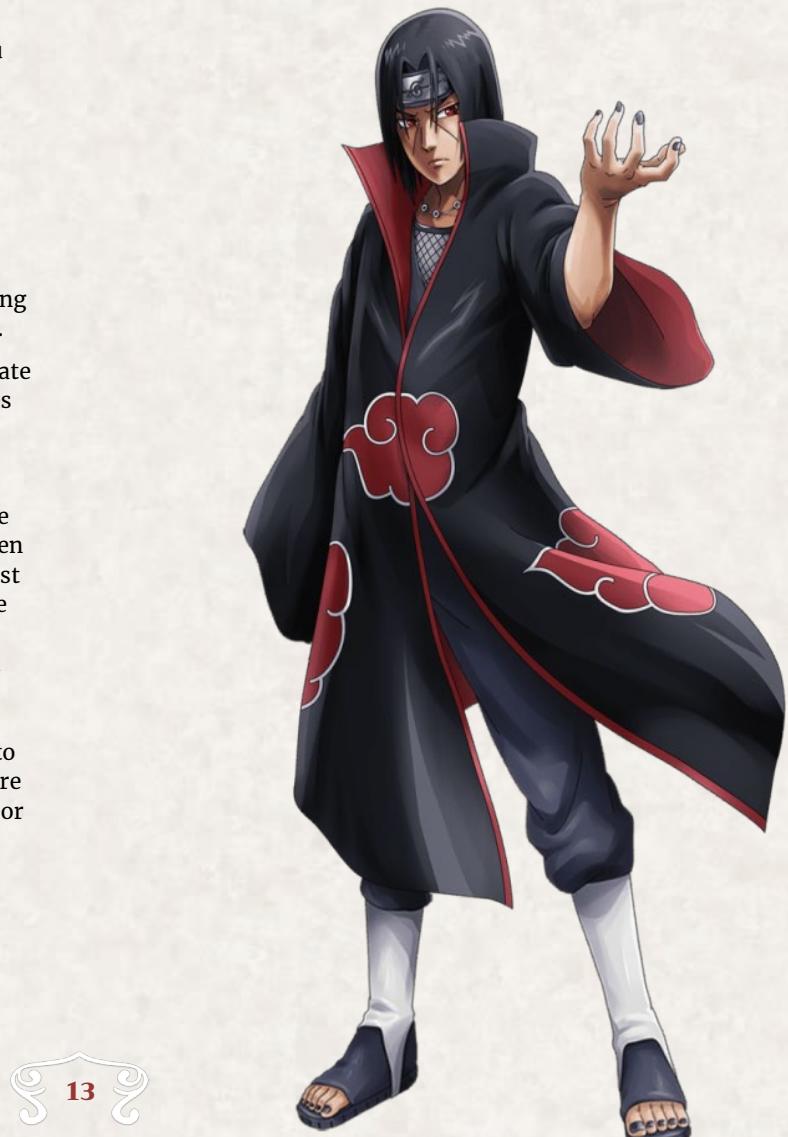
Beginning, at 14th Level, you have learned how to further manipulate the flow of a creature's perception of time using Actualization Die.

Twice per Rest, when you would gain the benefit of the A Moment in Time feature, you can spend an additional 1 *Actualization Die* to gain an additional effect.

TIME'S INFLUENCE

Beginning at 18th level, when a creature currently under the effects of a Genjutsu you cast that inflicts a penalty on a hostile creatures saving throws, skill checks or attack rolls you can distort their perception of time.

By spending 1 *Actualization Die*, the target creature currently under the effects of the aforementioned Genjutsu they must make an Intelligence saving throw vs your Genjutsu save DC. On a failed save, their next turn, they decide on their series of actions, but don't perform them until their following turn, targeting even creatures they may be unable to that they previously could due to their delayed action(s).



SIREN

Genjutsu Specialist who choose to become a Siren dedicate themselves to changing the hearts and minds of their friends and adversaries alike. They specialize in talking their way out of situations, even ones that have turned hostile with chakra infused words.

ALLURING WORDS

When you choose this path at 2nd level, you gain the E-Rank Genjutsu *Affection*, if you already know this Genjutsu, you gain another E-Rank Genjutsu you qualify for.

The Genjutsu you learn this way does not count against your Jutsu known. When you would cast *Affection*, it loses the Hand Seal (HS) component requirements. Also, the target creature does not notice you used a Jutsu to influence their mood.

Also, Genjutsu you cast that have the Auditory Keyword increase their Genjutsu Save DC by +1. This increases to +2 at 10th, and +3 at 19th.

VISCERAL LANGUAGE

Also, at 2nd level, you can speak a words of harm or hostility to creatures you are influencing. As a Bonus Action, select one creature under the effects of a Genjutsu you cast, with the Auditory Keyword. For the duration of the Genjutsu you cast, the target takes 1d6 psychic damage at the start of each of both your own and their turns. This psychic damage increases to 2d6 at 6th level, 3d6 at 10th, 4d6 at 14th and 5d6 at 18th levels.

Additionally, you can speak words of mending to assist an allied creature you are influencing. As a Bonus Action, select a one allied creature under the effects of a Genjutsu you are concentrating on with the Auditory Keyword. They gain 1d6 temporary Hit Points at the beginning of your turn for the duration of the Genjutsu cast on them. The increases to 2d6 at 6th level, 3d6 at 10th, 4d6 at 14th and 5d6 at 18th levels.

You can use this feature a combined number of times equal to your Genjutsu Ability Modifier per long rest.

WORDS OF AFFIRMATION

Beginning at 6th level, you can spend 10 minutes extending your chakra to all creatures within 10 feet of you, who can hear you. Affected creatures gain Temporary Hit Points equal to your level + your Genjutsu ability Modifier, and gain advantage on the next Saving throw made to resist a Genjutsu. Temporary hit points granted by this feature can stack with temporary hit points granted by the *Visceral Language* class feature. Creatures cannot benefit from this feature more than twice per short rest.

WORDS OF DETRIMENT

Beginning at 10th level, As a Bonus Action, when you would cast a Genjutsu with any Sensory Keywords, it loses all sensory keywords and gains the Auditory Keyword in their place.

A Genjutsu casted this way creates a distortion in the minds of its targets. Affected creatures must succeed a Wisdom Saving throw vs your Genjutsu save DC being Weakened and Slowed on a failed save for the next Minute. A creature who failed this saving throw repeats this Save throw at the beginning of each of their turns to end this effect. Each time a creature fails this save after the first, they suffer a -1 penalty to their next saving throw, with this penalty stacking up to -5.

You can only use this feature twice per long rest.

WORDS OF RESONANCE

Starting at 10th level, when you would cast a Genjutsu with the that would grant your allies a bonus to your attack rolls, skill checks or saving throws that require concentration, you can spend 1 *Actualization Die*. When you do you cannot lose concentration on the genjutsu cast and it does not count against your concentration limit. You can only concentrate on one Genjutsu with this benefit, in this way at a time.

WORDS OF REPENTANCE

Starting at 14th level, when a creature whom you can see, and whom can hear you makes an attack roll against you. As a Reaction, you create an auditory Genjutsu causing the triggering creature to have thoughts of extreme self-harm. The attacker must succeed a Wisdom saving throw vs your Genjutsu Save DC. On a failed save, the attacker attacks themselves as if they were the target of their own attack, regardless of the attack used. On a successful save you cannot use this feature on the attacker again until you finish a short rest.

SIRENS INFLUENCE

Beginning at 18th Level, when a target would fail the saving throw of a Genjutsu you cast with the Auditory Keyword they begin to suffer intense and disassociating hallucinations.

By spending up to 5 Actualization Die, all affected creatures suffer a -1 penalty for each die spent to all attack rolls, damage rolls, Ability Checks, and Skill Checks for the duration of the Genjutsu.



GENJUTSU INCEPTION

ELEMENTAL MANIFESTATION

You learn to intertwine the force of Nature Releases into your Genjutsu. Select a nature release from the following: Earth, Wind, Fire, Water or Lightning. You can now add Ninjutsu with the chosen nature release keyword to your known list. When you do the chosen Ninjutsu loses their *Ninjutsu*, *Tactile*, and *Visual* keywords. The damage you deal with this jutsu can be either its original damage type or psychic damage. Beginning at 7th level you gain the *Illusionary Chronicle* Malleable Mirage. Finally, starting at 11th level when a hostile creature would fail a Saving throw vs a Genjutsu you cast with your chosen Nature Release by 5 or more, you regain 1 Spent *Actualization Die*. You can only regain 1 *Actualization die* in this way per turn.

HALLUCINATORY INSTRUMENT

Your Illusions are the result of an instrument you have an affinity for. Select an Instrument you like of your description and design. You can, as a Bonus Action, when casting a Genjutsu with the Auditory keyword, that deals damage or inflicts a penalty on a hostile creature, use your instrument to change it range from whatever is listed, to *Self (15-Foot Cone)* or *Self (10-Foot Radius Sphere)*. All creatures, excluding you, in the radius, are affected so long as they are not deafened. Starting at 7th level, you gain the *Song of the End* Malleable Mirage. Finally, beginning at 11th level when a hostile creature critically fails a saving throw from a Genjutsu you cast with the Auditory Keyword, you regain 1 spent *Actualization Die*. You can only regain 1 *Actualization die* in this way per turn.

ILLUSIONARY WEAPON

You begin to shape your illusions into a weapon of pure psychosis. You can, as a Bonus Action create an Illusionary Weapon in your empty hand. You can choose the form that this weapon takes each time you create it. You are proficient with it while you wield it and attacks made with the weapon use your Genjutsu attack bonus. If you create a ranged weapon, the maximum range for your weapon is 30 feet and you can ignore the *Ammunition* and *Loading* properties. This weapon deals Psychic damage and counts as a melee Genjutsu attack for purpose of triggering other Malleable Mirage effects. Your Illusionary weapon disappears if it is more than 5 feet away from you for one minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), your chakra point reach 0, you fall unconscious, or if you die. At 7th level, you gain the *Vicious Illusion* Malleable Mirage. Finally beginning at 11th level, when you would make a melee Genjutsu attack against a hostile creature and roll 7 or higher than the targets AC, you regain 1 spent *Actualization Die*. You can only regain 1 *Actualization die* in this way per turn.

PHANTASMAL FORCE

You learn to solidify your illusions into gouts, beams, daggers or any type of ranged attack you can envision of your choice. As an Action, unleash a beam of shifting Psionic of your design or description streaks towards a creature within range. Make a ranged genjutsu attack against one target no more than 60 feet away. On a hit, the target takes 1d10 Psychic damage. This Genjutsu attack is treated as if it is a Genjutsu with the Genjutsu and Tactile keywords for the purpose of interacting with features, feats and Jutsu. If you are unable to mold chakra, you cannot use this feature.

At Higher Levels: This ability increases in its potency as you gain levels in this class. Beginning at 7th level, this ability fires up to two beams. This increases again to three beams at 13th and four beams at 16th levels. You can direct a beam at the same or different targets. Make a separate attack roll for each beam. Additionally, beginning at 7th level, you gain the *Agonizing Thoughts* Malleable Mirage. Finally, beginning at 11th level when you make a ranged Genjutsu attack against a hostile creature and roll 7 or higher than the targets AC, you regain 1 spent *Actualization Die*. You can only regain 1 *Actualization die* in this way per turn.

REALITY MARBLE

The chakra cost of concentrating on genjutsu is reduced by an amount equal to its rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5).

While you are concentrating on a genjutsu, as an action you can select a new target for that genjutsu. New targets selected by this feature must make the original saving throw as if they were the original target of the genjutsu when it was originally cast. This feature does not extend the duration of the genjutsu you are concentrating on.

Starting at 7th level, you gain the *Persistent Genjutsu* Malleable Mirage. Finally, beginning at 11th level, when 2 or more hostile creatures would fail a saving throw against a Genjutsu you cast or are concentrating on, you regain 1 *Actualization Die*. The hostile creatures do not need to fail their saving throws at the same time, only fail their saving throws against the same Genjutsu that you have cast and are concentrating on, such as when you use this Inception feature. You can only regain 1 spent *Actualization die* in this way per turn.

TEMPORAL Stopwatch

Your Illusions are the result of a stopwatch you have made a distinct bond with. This stopwatch is mundane and can be in any form you choose, be it a wrist watch, a circular pocket watch a necklace. As a Bonus Action, when you would gain the benefit of a Genjutsu that would grant you a bonus to your to hit, skill checks, saving throws or AC, you can choose to activate your stop watch. When you do, at the beginning of each turn, roll 1d12, reducing this die by 1 step each time you would roll a 1, 2 or 3.

(D12>D10>D8>D6>D4>0). While you have this die you are treated as displaced. Conditions that you would gain from hostile effects while you are displaced do not affect you until you are no longer displaced. Once you use this feature you cannot gain its benefits for 1 hour. Beginning at 7th level, you gain the *Pause* Malleable Mirage. Finally, beginning at 11th level when a hostile creature would fail a saving throw vs a Genjutsu you cast that would inflict a Penalty to their attack rolls, skill checks, saving throws, or their AC by 5 or more, you regain 1 *Actualization die*. You can only regain 1 *Actualization die* in this way per turn.

MALLEABLE MIRAGES

ACCELERATE

Prerequisite: Temporal Stopwatch

As an action, you can choose up to 3 willing creatures within 15 feet. For the next minute, each of the select creatures can use a Bonus Action to take the Dash Action. Additionally, they gain advantage on the next Dexterity saving throw they make, immediately ending this features effect. You can use this Malleable Mirage once per short rest.

AGNOSTIC MIND

You can understand and communicate in any language or dialect, so long as the creature you are communicating with speaks a language.

AGONIZING THOUGHTS

When you cast a Genjutsu that requires an attack roll, add your Genjutsu ability modifier to the damage it deals on a hit, if it doesn't already.

ARMOR OF PSYCHOSIS

Add your Genjutsu Ability Modifier instead of your Dexterity when calculating your Armor Class.

ASCENDANT IMAGE

You can, as an action, cast the *Haze Clone* Genjutsu at no cost as if you know the jutsu once per rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

BATTLE READY MINDS

Prerequisite: 9th Level

As an Action, you can cast *Bless* twice per Rest at no cost. If you have already reached this Mirage's use limit, you can choose to cast the Genjutsu this Mirage provides by spending 1 Chakra Die.

BEAST SPEECH

You can cast *Animal Companion* as a Bonus Action at no cost.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion Skills. If you have proficiency in both of the aforementioned skills already, you instead gain Mastery in one of the Skills.

BENEATH THE BOOT

Prerequisite: 9th level.

You can cast *Psionics: Crush!*, as an Action, at no cost, once per long rest. When you do you can target up to 3 additional creatures. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 2 Chakra die.

BERSERK THOUGHTS

Prerequisite: 9th level

You can cast *Shadow Monsters* as an action at no as if you know the jutsu, once per rest. When you do a creature who would make their saving throw as a result of injuring one of their allies, suffers a 1d4 penalty to their check. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

BEWITCHING WHISPERS

You can cast *Charming Dissonance* as an Action once per rest at no cost. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

BLACK FANGS

You can cast *Shadow Bite* as an action at no cost as if you know the jutsu, at the highest rank you can cast, twice per rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

BLADE SONG

Prerequisite: 9th level

You can cast *Dancing Blades* as an action at no cost as if you know the jutsu, once per rest. When you do, you gain an additional +2 illusionary copies of a weapon you are currently holding. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

BLINDING LIGHTS

You can cast *Color Spray* as an action at no cost as if you know the jutsu, once per rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

BOOK OF STOLEN SECRETS

Whenever you are in conversation, you can take a scroll, book or anything similar in hand and ask a creature one question. The creature must make a Wisdom saving throw vs your genjutsu save DC if it is unwilling to answer. If it fails or it decides to respond truthfully, the most accurate answer the creature could possibly give is immediately written in the book or scroll. Once you do this you can't do so again until you finish a short or long rest.

CHAINED ELEMENT

Prerequisite: Elemental Manifestation

When you would deal damage to a creature with one of your elemental jutsu granted from the Elemental Manifestation Inception, you can choose one other creature of your choice within the jutsu's range. They must make a Wisdom saving throw against your genjutsu save DC or take half as much damage as the original target. You can use this mirage twice per rest

CHAINED MIND

Prerequisite: 9th Level

You can cast *Mind Spike* as an action at no cost as if you know the jutsu, once per short rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

CHAINS OF MADNESS

Prerequisite: 9th Level

You can cast *Tree Binding Death* as an Action at no cost as if you know the jutsu, once per long rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 2 Chakra die.

CLASH OF WILLS

Prerequisite: Illusionary Weapon

Whenever you would deal damage to an enemy creature with a genjutsu or weapon attack, you can use your Bonus Action to disrupt their chakra. The target must make a Wisdom saving throw against your genjutsu save DC. If they fail, their concentration saving throws are made at disadvantage until the end of your next turn and if the target is not maintaining concentration on a jutsu, it takes 1d4 psychic damage.

CLOAK OF CHAINS

Prerequisite: Reality Marble Genjutsu pledge

As a Bonus Action, by spending 5 chakra you surround yourself with a Genjutsu aura that looks like a suit of chains. The aura extends 5 feet from you in every direction, but not through cover. It lasts until you're incapacitated, you dismiss it as a Bonus Action or your chakra points reach 0.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes Psychic damage equal to your Genjutsu ability modifier (Minimum of 0 damage).

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

CRITICAL CONFUSION

Prerequisite: 13th level.

Once per Short Rest, when a creature would critically succeed on a saving throw vs a Genjutsu you cast, you can choose to instead make them reroll the saving throw. If they would critically succeed again, it instead counts as a regular success.

CRITICAL MOMENT

Prerequisite: 9th level.

Once per long rest, as a Bonus Action, you can increase your critical threat range with Genjutsu attacks by +3. Once you do, you gain 3 ranks of concussed at the end of the turn you use this feature.

DECEITFUL DUPLICATE

When you would cast a genjutsu, you can use your Bonus Action to become invisible until the start of your next turn, leaving an illusion of yourself standing in your place. You can do this a number of times equal to your Genjutsu ability modifier, and these uses recover when you finish a long rest.

DECCELERATE

Prerequisite: Temporal Stopwatch

As an action, you can choose 1 creature within 60 feet of you, forcing them to make a Wisdom saving throw vs your Genjutsu save DC. On a failed save, for the next minute, they reduce their movement speed by half, cannot gain the benefits of any bonuses to speed, and makes Dexterity saving throws at disadvantage. The creature can remake the Wisdom saving throw as an action on their turn to end this effect. You can use this Malleable Mirage once per short rest.

DEMON SIGHT

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

DEVILISH VIGOR

You can, as an action grant yourself 1d4+Genjutsu Ability Modifier temporary hit points without expending any chakra. Your vigor increases at higher levels. The amount of temporary hit points you gain increases by another d4 at 5th level (2d4), at 9th level (3d4), at 13th level (4d4), and at 17th level (5d4). This can only be done once every 10 minutes.

DOUBLED WEAPON

Prerequisite: Illusionary Weapon

You can create a second illusionary weapon. Neither weapon can have the two-handed property. You can create and summon both illusionary weapons to your hands at the same time.

DREADFUL WORD

Prerequisite: 9th Level

You can cast *Effortless Paralysis* as an Action at no cost as if you know the jutsu, once per long rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 2 Chakra die.

DREAMSCAPE

Prerequisite: 9th Level

This ability shapes a creature's dreams, as an Action choose a creature you have physically encountered as the target of this Mirage as if casting a Genjutsu. The target must be on the same plane of existence as you. When you cast Dreamscape, you enter a trance state acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep. The messenger assumes control over the dream and can shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of Dreamscape early. The target recalls the dream perfectly upon waking.

Alternatively, as an action you can choose to send a recording of up a 10-minute message to someone playing it in their dreams.

If the creature is awake when you target them with Dreamscape, you know they are awake when you cast this Mirage. The target creature must not view you as a hostile creature otherwise it makes a Wisdom saving throw vs your Genjutsu Save DC to resist the dream.

DULLED MIND

Prerequisite: 9th Level

You can cast *Slow* as an Action at no cost as if you know the jutsu, once per short rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 2 Chakra die.

ELEMENTAL TENACITY

Prerequisite: Elemental Manifestation

Whenever you would take damage from a jutsu with your nature release keyword, you can use your Reaction to absorb the jutsu. The damage is negated, and instead you gain temporary hit points equal to half of the damage you would have taken before resistances & immunities. The amount of temporary hit points received at one time cannot exceed three times your genjutsu ability modifier. You can use this mirage twice per long rest.

EVIL THOUGHTS

You can cast *Mind Crunch* at no cost as an action, twice per rest. When you do increase the damage of the Jutsu cast by +1 damage die. Additionally on a critical failure, affected creatures AC is instead reduced by 3. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

FADE INTO DARKNESS

You can take the disengage or hide actions as a Bonus Action.

FAST FORWARD FATE

Prerequisite: Temporal Stopwatch, 10th level

As an action, you can see a vision of a possible future as you read the minds of an enemy. Select one creature you can see within 60 feet of you, that creature must succeed a Wisdom saving throw vs your Genjutsu save DC. On a failed save, the DM must inform you what that creature will spend its next Action doing based on what it plans to do in the moment this malleable mirage is used. You can use this Malleable Mirage twice per long rest.

FIGHTING MIRAGE

Prerequisite: Illusionary Weapon

Choose one of the Fighting Styles located in Chapter 13: Customization Options; You Can't take a fighting style more than once, even if you get to choose again later.

FREEDOM OF FRENZY

Prerequisite: 9th level.

You can cast *Frenzy: Burst*, as an action once per long rest at no cost. When you do, you can select a second creature as an additional target. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 2 Chakra die.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is within one mile of you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

GHASTLY MIST

Prerequisite: 9th level

You can cast *Fog of War* as an action at half cost as if you know the jutsu, once per rest. When you do, the cube is instead increased to 45-feet in size. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

GRASP OF COURAGE

Once on each of your turns when you hit a creature with a Genjutsu that requires an attack roll, you force the target creature to move up to 10 feet in a straight line closer to yourself.

HAUNTING MELODY

Prerequisite: Hallucinatory Instrument

When you cast a genjutsu with the auditory keyword that deals damage using your Hallucinatory Instrument, you can force all targets to make a Wisdom saving throw against your genjutsu save DC, gaining 1 rank of fear on a failed save. A creature can remake this saving throw at the end of each of their turns if they can no longer hear you.

ILLUSIONARY BRAWLER

You can cast *Psionics: Strike!*, as an action twice per rest at no cost, targeting yourself. When you do, you do not need to spend chakra to maintain concentration and when you make an unarmed attack, you can choose to make a Melee Genjutsu attack. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

ILLUSIONARY BUKIJUTSU

Prerequisite: Supreme Illusionary Weapon

Bukijutsu you cast with your illusionary weapon use your Genjutsu ability modifier. Bukijutsu cast this way cannot be above C-Rank.

ILLUSIONARY CHRONICLE

Prerequisite: Elemental Manifestation

You perform a meditative ritual during a short or long rest. When you do so, choose either Dexterity or Strength saving throws. When you make a saving throw of this type, you can use your Reaction to gain advantage on that saving throw and cast a D-rank Genjutsu, with a casting time of one action. Once you use this mirage, you cannot do so again until you finish a short or long rest.

ILLUSIONARY SMITE

Prerequisite: Illusionary Weapon

Once per turn when you hit a creature with your Illusionary Weapon you can spend 3 Chakra to deal an extra 2d8 Psychic damage. You can spend an additional 2 Chakra to deal an additional 1d8. You can spend an additional 2 Chakra to deal an additional 1d8 at 5th, 9th, 13th, and 17th levels.

ILLUSIONARY VIGOR

You gain proficiency in the Athletics and Acrobatics Skills. If you have proficiency in both of the aforementioned skills already, you instead gain Mastery in one of the Skills.

ILLUSORY ELEMENT

Prerequisite: Elemental Manifestation

When you cast a genjutsu that deals damage, you can change the damage type to your chosen element.

IMPROVED ILLUSIONARY WEAPON

Prerequisite: Illusionary Weapon

Your Illusionary Weapon gains a +1 bonus to its attack and damage rolls. If you create a ranged weapon, the maximum range of the weapon is now 60 feet and illusionary weapons you create lose the Heavy weapon quality.

MADDENING PAIN

Prerequisite: Pain, Doubled Pain or Unlimited Pain

Genjutsu, Phantasmal Force

As a Bonus Action, you can spend 5 Chakra, doing so can cause a crippling amount of mental pain to a creature affected with the *Pain, Doubled Pain or Unlimited Pain* Genjutsu.

When you do, you deal the maximum damage with the aforementioned Genjutsu affecting them. Additionally, their effects can trigger from any attack, not just yours until the end of your turn.

MAGNUM OPUS

Prerequisite: 13th level, Reality marble

As an action, you can cast *Bringer of Darkness* and *Geas* at no cost. You can cast one of these genjutsu once. After you do so you can't do so again until you finish the long rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 3 Chakra die.

MENTAL PLACEBO

Prerequisite: Reality Marble

Whenever you regain hit points, you gain temporary hit points equal to half of the hit points you regained. As normal this does not stack with itself. Temporary hit points gained this way last for 1 minute.

MISTY THOUGHTS

As an action, you can cast the *Cajolery of Glamour* Genjutsu at no cost as if you know the jutsu, once per rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

MISTY VISIONS

Prerequisite: 9th level

You can cast *Innocuous Aspect* as an action at half cost as if you know the jutsu, once per rest. When you do, this jutsu cannot be broken as a result of Movement or Sound, and instead only physical inspection. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

MUDDLED MOVEMENTS

When you hit a creature with a Genjutsu that requires an attack roll, you reduce the target creatures speed by 10 feet until the end of your next turn. This effect stacks up to twice.

MYRIAD FORMS

You can cast the *Transform* Genjutsu at no cost. When using the *Transform* Genjutsu you can now transform into small, medium or large objects. When you transform into a large object your weight does not change and you still only occupy your normal Space and you only look like you occupy a larger space. An Investigation or Illusion check vs your Genjutsu save DC, will reveal it's a disguise. When you transform into a smaller object you can occupy smaller spaces while transformed but you cannot move from the place you transformed from, instead another creature who can lift your normal weight can move you if you are willing.

NO LIGHT AT THE END

Prerequisite: 13th level

You can cast *Word of The Lost* as an action at half cost as if you know the jutsu, once per rest. When you do, reduce the number of fractures a creature requires to suffer any effect this jutsu imposes, by 1. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 3 Chakra die.

ONE WITH SHADOWS

Prerequisite: Reality Marble Genjutsu pledge

When you are in an area with Dim light or Darkness, you can use your action to become invisible. While Invisible in this way you do not make sounds when you move. You lose the benefit of this mirage when you move more than half your movement speed in a single round, attack, or cast a jutsu.

PAUSE

Prerequisite: Temporal Stopwatch

You can cast *Psionics: Pause* as an Action at no cost twice per rest. If you have already reached this Mirage's use limit, you can choose to cast the Genjutsu this Mirage provides by spending 1 Chakra Die.

PERSISTENT GENJUTSU

Prerequisite: Reality Marble

When a hostile creature under the effects of a genjutsu you casts, attempts to cast a jutsu of D-rank or higher, the cost of that jutsu is increased by 3. This cost increases by 2 for each rank of the jutsu cast, above D-rank.

PIECE OF MIND

You can cast *Mind Sliver* at no cost as a Bonus Action. When you do, the damage die is increased to a D8.

PROLONGED SONGS

Prerequisite: Hallucinatory Instrument

When you cast a genjutsu with a concentration duration and the auditory keyword using your Hallucinatory Instrument, you can choose to spend your Bonus Action on each subsequent turn instead of spending chakra to maintain concentration.

PROTECTIVE SONG

Prerequisite: Hallucinatory Instrument

When you cast a genjutsu with the auditory keyword that adds extra dice to attack rolls, skill checks, or saving throws using your Hallucinatory Instrument, you can also grant the affected creatures temporary hit points equal to your genjutsu specialist level.

PSYCHE DRINKER

Prerequisite: Phantasmal Force Genjutsu pledge

Up to three times per Short Rest, when you deal damage with a Genjutsu, as a Bonus Action, you can gain the damage dealt as Temporary Hit Points until the end of your next turn.

RELENTLESS PAIN

Prerequisite: Pain, Doubled Pain or Unlimited Pain Genjutsu, Phantasmal Force You create a link of agonizing pain between you and the target creature affected with the *Pain, Doubled Pain* or *Unlimited Pain* Genjutsu. Whenever you take damage and are within 60 feet of the target and they can see you, as a Reaction, you can spend 5 Chakra to deal Psychic damage equal to the Damage you just took.

REPELLING ILLUSIONS

When you hit a creature with a Genjutsu that requires an attack roll, you can push the target creature up to 10 feet away from you in a straight line.

RESILIENT GENJUTSU

Prerequisite: 9th Level When a creature attempts to use *Chakra Shatter* or *Genjutsu break* on a Genjutsu you cast, or are maintaining concentration on, as a Reaction you can spend 1 Chakra die, if you do, they must roll regardless of the rank they upcast their jutsu to, and they gain disadvantage on this roll.

SHAKEN UP

You can cast *Startle* as an action at no cost as if you know the jutsu, once per rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

SHROUD OF SHADOWS

Prerequisite: 13th Level You can as an action, cast the *Darkness* ninjutsu. A jutsu cast in this way loses its Ninjutsu keyword, instead being replaced with the Genjutsu & Visual keywords. You can use this Mirage up to twice as if you know the Jutsu, before you need a long rest.

SIGNATURE WORK

Prerequisite: 9th Level You can, as an action, cast *Programmed Illusions*, at half cost. When you cast this genjutsu, you can choose a D-Rank or lower genjutsu that you know, the illusion can cast the genjutsu once per minute as a part of its programming. It uses your Genjutsu ability for attack rolls and saving throw DC's and treats your character level as your own. If you grant a genjutsu to the illusion and the illusion would suffer damage as if it were real, it is immediately dispelled. Once you cast this genjutsu using this mirage, you can't do so again until you finish a long rest.

SONG OF THE END

Prerequisite: Hallucinatory Instrument You can cast *Ringing Bell distortion* as an action at no cost twice per short rest, with only the Ninja Tool (NT) and Weapon (W) components. If you cast this jutsu while maintaining one instance of the *Ringing Bell distortion* genjutsu already, the previous casting does not end. You maintain both jutsu as if maintaining only one Jutsu. You do not spend chakra to maintain this jutsu cast in this way. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

SUPERIOR THOUGHTS

Prerequisite: 15th level. You can cast 1 S-Rank Genjutsu of your choice that you qualify for, as a Full-Turn-Action, at no cost, once per long rest. When you do you gain 3 Ranks of the Confused and Concussed conditions. If you have already reached this mirage's use limit, you can choose to cast the jutsu this Mirage provides by spending 4 Chakra die.

SUPREME ILLUSIONARY WEAPON

Prerequisite: Improved Illusionary Weapon, 9th level Your Illusionary Weapon gains a +2 bonus to its attack and damage rolls. Your Illusionary Weapon can now be up to 30 Feet from you without dispersing. If you create a ranged Weapon, the Maximum range of the weapon is its normal weapon range.

When you cast a Genjutsu you can infuse it into your Illusionary weapon, and instead make a Melee Genjutsu attack with it. On a hit, target creature suffers the effects of the Illusionary weapon as normal, while also being affected by the Genjutsu you previously infused into it. If they have to make a Saving throw from the effects of the infused Genjutsu, they roll an additional 1d4 subtracting it from the result of their save.

TENTATIVE ESCAPE

Twice per Long Rest as a Reaction, while under the effects of a Genjutsu, you can cast *Release*.

THIEVING CONFIDENCE

As an action, you can cast *Ineptitude* at no cost as if you know the jutsu, twice per short rest. If you have already reached this mirages use limit, you can choose to cast the jutsu this Mirage provides by spending 1 Chakra die.

TIME IN A BOTTLE

Prerequisite: Temporal Stopwatch, 17th level As an action, you can select a space you can see within 90 feet. All creatures within a 5-foot radius sphere centering on the selected space must succeed a Wisdom saving throw. A creature can willingly fail this saving throw. On a failed save, you can make them perform one of the following;

- **Reverse:** On the affected creatures next turn, they repeat the last set of actions they completed, regardless of what it was, even targeting the same space, even if no creatures are occupying it.
- **Pause:** Creatures are stunned until the end of their next turn.
- **Fast Forward:** Creatures immediately perform their turn as if it was their turn in the initiative order.

You can use this Malleable Mirage once per long rest.

TIME JAUNT

Prerequisite: Temporal Stopwatch, 14th level

As an action, you can select up to 2 willing creatures within 30 feet of you. Select creatures gain one of the following benefits of your choice;

- **Adjusted Fate (Combat):** The next attack the creature makes, it scores a critical hit on a D20 roll of 1~5, in addition to whatever their normal Critical threat range is.
- **Adjusted Fate (Protection):** The next instance of damage the creature takes is the minimal or lowest possible damage possible.
- **Adjusted Fate (Mobility):** The next time the willing creature moves, they instead appear to teleport to their chosen location, not triggering attacks of opportunities or Reactions.

You can use this Malleable Mirage once per long rest.

ULTIMATE ILLUSIONARY WEAPON

Prerequisite: Supreme Illusionary Weapon, 13th level

Your Illusionary Weapon gains a +3 bonus to its attack and damage rolls. You can cast Genjutsu from your Illusionary weapon as if it is casting the Genjutsu.

As a Reaction to an opponent missing, you with a melee attack, you may quickly make an attack with your Illusionary Weapon.

VAMPIRIC PAIN

Prerequisite: Pain, Doubled Pain or Unlimited Pain Genjutsu

When a creature under the effects of any of the prerequisite Genjutsu takes damage, they take chakra damage equal to the result of the roll of the aforementioned jutsu, once per turn.

VICIOUS ILLUSION

Prerequisite: Illusionary Weapon

You can attack with your Illusionary Weapon twice, instead of once, whenever you take the attack action on your turn.

VOICE OF AN OLD FRIEND

You can communicate telepathically with a willing creature up to 1 Mile away from you. You must know the creature's general location, and the target creature can resist this effect if they choose.



HUNTER-NIN

Proficiency			Lethal Attack	Jutsu Known	Highest Rank Jutsu Known
Level	Bonus	Features			
1st	+3	Swift Response, Lethal Precision, Lethal Attack	1d8	6	D-Rank
2nd	+3	Cunning Action, Hunters Patterns, Primary Target	1d8	7	D-Rank
3rd	+3	Hunter Creed, Hunter Exploits	2d8	8	D-Rank
4th	+4	Ability Score Improvement/Feat	2d8	8	D-Rank
5th	+4	Uncanny Dodge, Expertise	3d8	9	C-Rank
6th	+4	Hunted Target, Defensive Tactics	3d8	10	C-Rank
7th	+5	Hunter Creed (2)	4d8	11	C-Rank
8th	+5	Ability Score Improvement/Feat	4d8	11	C-Rank
9th	+5	Hunters Patterns (2)	5d8	12	B-Rank
10th	+6	Hunter Creed (3), Hunters Exploits (2)	5d8	13	B-Rank
11th	+6	Defensive Tactics (2), Hunted Target (2)	6d8	14	B-Rank
12th	+6	Ability Score Improvement/Feat	6d8	14	B-Rank
13th	+7	Elusive	7d8	15	A-Rank
14th	+7	Hunter Creed (4), Hunters Strike (3)	7d8	16	A-Rank
15th	+7	Hunters Patterns (3), Expertise (2)	8d8	17	A-Rank
16th	+8	Ability Score Improvement/Feat	8d8	17	A-Rank
17th	+8	Hunter Creed (5), Defensive Tactics (3)	9d8	18	S-Rank
18th	+8	Hunters Exploits (3)	9d8	19	S-Rank
19th	+9	Ability Score Improvement/Feat	10d8	20	S-Rank
20th	+9	Hunters Strike (4), Assassinate	10d8	20	S-Rank

HUNTER-NIN

A Uzumaki crawls beneath the floorboards of a despot's fortress making her way into the despot's private chambers. Slyly and gracefully entering unseen and she raises from the floor counting the seconds in her head as she approaches the warlord and places a kunai to the man's neck and slides it from side to side. A few moments later his concubines enter shocked and stunned as the man they came to see is now dead and they have been set free and the rebellion has ended.

With a focused eye on the wanted criminal who fled the village. A masked Hyūga activates his Byakugan and stalks his prey from over a mile away. As the sun sets and the wanted man turns into camp for the night, The Hyūga silently enters his tent and presses a hand to the man's chest stopping his heart in his sleep and the masked Hyūga is gone again before the camp fire even goes out.

These shinobi, different as they might be are connected by one common factor, they are masters of infiltrations, stalking and assassination.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow the player to follow the examples set by characters who do their best in regards to identifying a threat, analyzing it and executing them in as few attacks as possible. This also allows players to take the same characteristics of a Rogue or other stealthy class and garner some of their mechanics. Characters whom I based the core concept of this class off of are: Kakashi Hatake, Zabuza Momochi, Haku, Sai, Shisui Uchiha and Minato Namikaze

CREATING A HUNTER-NIN

When creating a Hunter-Nin consider a few things about the characters ideals, and how they approach their targets and allies respectively. Do they have a rougher past than others? How are their relationships with their allies? Do you use your jutsu to end fights immediately or do you wait and see what exactly your target can do before you approach? What set you down this path? Did you train under another very skilled hunter and you picked up this path from them? Do you take pity on your enemies or do you engage in conflicts with no emotion?

QUICK BUILD

You can make a Hunter-Nin quickly by following these suggestions. First, put your highest ability score in Dexterity, followed by Intelligence or Wisdom. Second, choose the Uchiha, Hyūga or Non-Clan, Clans.



CLASS FEATURES

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

HIT POINTS

Hit Dice: 1d10 per Hunter-Nin level

Hit Points at 1st Level and beyond: 10 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d8 per Hunter-Nin level

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

Chakra Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per Hunter-Nin level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: All Simple Weapons, Broadsword, Iron Claw, Jitte, Katana, Odachi, Scythe, Battle Wire, Knuckle Blades, Chakram, Longbow, Fuma-Shuriken

Ninja Tools: Disguise Kit, Forensics Kit, Forgery Kit

Saving Throws: Dexterity, Intelligence, Wisdom

Skills: Stealth, Choose four other skills of your choice.

EQUIPMENT

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

- Padded Cloth
- (a) 2 Simple Weapons or (b) 1 Martial Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 1 Flash tags or (b) 1 Paper Bomb
- 2 Kits of your Choice

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

SWIFT RESPONSE

Beginning at 1st level, you learn to react with swift and decisive action in combat. You ignore difficult terrain and you add your full Proficiency Bonus to initiative rolls instead of half.

LETHAL PRECISION

Also, at 1st level, Select one between Taijutsu & Bukijutsu. You can cast the chosen Jutsu type using Dexterity in place of Strength for all calculations. You cannot switch this choice later.

LETHAL ATTACK

Finally, at 1st level, you know how to exploit a foes distraction, drop in guard, and moment of hesitation. Once per turn, you can deal an extra 1d8 damage to one creature you hit with an attack if you have advantage on the attack roll or if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class, as shown in the lethal attack column of the Hunter-Nin Table.

CUNNING ACTION

Beginning, at 2nd level, your quick thinking and agility allow you to move and act quickly. When you would attempt to Conceal an object, Hide or Sneak you gain a +1d4 bonus to your Dexterity (Stealth) check made to accomplish those tasks.

Also, while sneaking you can move your full movement speed and you can choose to use your Dexterity (Stealth) check result from your Hide attempt instead of making another check each time you would sneak.

Additionally, as a Bonus Action, you can take the Dash, Disengage, or Hide action.

HUNTERS PATTERNS

Also, at 2nd level you have begun to develop patterns from your mentors, heroes, enemies or even allies. These patterns manifest themselves in a multitude of ways. You begin with a single learned pattern. You develop an additional Pattern at 9th and 15th levels.

PRIMARY TARGET

Finally, at 2nd level, you have experience researching, tracking, and hunting. You can effectively read and track any creature you come across. Once when rolling initiative, you can select any creature you can see within 120 feet and mark it as your **Primary Target** at no action cost. You can then spend a Bonus Action to mark another creature you can see within range. You can only have one creature marked as your **Primary Target** at a time.

Creatures remain marked until they reach 0 Hp, or you mark another creature. While marked, you gain the following benefits;

- You have Advantage on Wisdom checks made to track or search for your **Primary Target** so long as they are within the same countries borders as you.
- You become aware of one of the following in regards to a marked creature. In order to gain additional knowledge, you must reapply **Primary Target** to the creature or subsequent turns;
 - One damage immunity they have and if it is the result of a feature, jutsu or trait.
 - One damage resistance they have and if it is the result of a feature, jutsu or trait.
 - Their current Damage reduction value.

HUNTER CREED

Beginning at 3rd level you begin to follow a Creed of the Hunt, enabling you to shape your skillset further. Your Creed grants you features at 3rd, 7th, 10th, 14th and 17th levels.

HUNTERS EXPLOITS

Also, at 3rd level you learn to exploit your skills to the betterment of your hunt. You learn two exploits, as detailed at the end of this class description. You learn an additional exploit at 10th and 17th level in this class. You can switch a learned exploit when you would complete a long rest. You can use these features a number of times equal to your Proficiency Bonus per Short Rest.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when a creature that you can see would deal damage to you, you can use your Reaction to halve the triggering attack, jutsu or effect, damage against you.

EXPERTISE

Also at 5th level, choose any one skill or tool kit that you have proficiency in. You gain Mastery in the chosen skill or tool kit.

When you would reach 15th level, you can select one more proficiencies (in skills or tools) to gain this benefit.

HUNTED TARGET

Beginning at 6th level, a creature marked as your *Primary Target*, who has 50% or less hit points, is counted as *Hunted* against you.

Hunted. A Hunted creature is one who is being stalked by you and is on their last leg. When a hunted creature would regain hit points, cleanse a condition, or cast a jutsu, they trigger an attack of opportunity from you.

Beginning at 11th level, you gain a special Reaction called *Hunters Strike*. This special Reaction can be gained and used in addition to other special actions you gain and use.

Hunters Strike. This special Reaction can only be used to make an attack of opportunity.

DEFENSIVE TACTICS

Also beginning at 6th Level, you learn how to fight defensively against your targets, leading them into a false sense of security in confrontations against you. You gain one of the following features of your choice You gain a second choice at 11th level and a third choice at 17th level.

- **Escaping Danger:** Attacks of opportunity and attacks made as a result of a creatures Reaction, against you are made at disadvantage.
- **Unbroken will:** You have advantage on saving throws to resist any *Mental* or *Sensory* Condition.
- **Hunter's Revenge:** When you are hit by a creature's attack, the next time you deal damage to that creature you can *Lethal Attack* ignoring its normal trigger requirements.
- **Evasion:** When you are subjected to an effect, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

ELUSIVE

Beginning at 13th Level, you are so evasive that attackers rarely gain the upper hand against you. No Attack roll has advantage against you while you aren't incapacitated

ASSASSINATE

At 20th level, you have mastered the art of Hunting, tracking, and assassinating targets. You can trigger *Lethal* attack, twice per turn.



HUNTERS CREEDS

BLADE WARDEN

Some Hunter-Nin seek to master weapons to better remove their foe from the equation. Followers of this Creed learn specialized fighting techniques for use against the direst threats, from an onslaught of enemies to towering Brutes

WARDEN'S PROFICIENCY

Beginning at 3rd Level, you gain proficiency in the Athletics and Intimidation Skills. You can make any checks with the aforementioned skill using Strength or Dexterity.

Also, you have learned to fully invest into a singular weapon designed to best capitalize on your free-flowing form of combat. Select one simple weapon type that you have proficiency in, that does not have the Two-Handed or Heavy properties. This weapon is hereby treated as your *Warden Weapon*. A *Warden Weapon* gains a new weapon property unique to it, that other shinobi wish they knew how to utilize. Select one *Warden Weapon Property* from the following granting the weapon the listed property effects. You can switch your Warden Weapon Technique when you complete a rest of any type. You can select a second property when you reach 10th level.;

WARDEN WEAPON PROPERTY TABLE

Weapon	Property	Effect
Flurry	A weapon with the Flurry Attack property can be used to make two weapon attacks as a Bonus Action. Bonus Action attacks made in this way do not add your ability modifier to damage.	
Attack	Mortal	A Weapon with the Mortal property ignores Temporary hit points, instead dealing damage directly to a creatures hit points once per turn.
Fatal	A Weapon with the Fatal property cannot have its damage reacted to when used as a part of your first weapon attack or Bukijutsu attack, per turn.	

BLADE'S PREY

Also at 3rd Level, your tenacity can wear down the most fortuitous foes. If you would use a *Hunters Exploit* on a creature and succeed on the check, you treat the targets AC as 1 lower until the end of the current turn.

Additionally, when you hit a creature with a weapon attack using your *Warden Weapon*, the creature takes an extra 1d6 damage if it's below its hit point maximum. This bonus damage happens on each successfully hit.

Finally, you gain exclusive access to the *Wardens Assault*, Hunter Exploit. This does not count against your Exploit Limit.

AGGRESSIVE ATTACK

Starting at 7th level, when you make a weapon attack, with a *Warden Weapon* you can add your Strength and Dexterity Modifier to your Damage rolls instead of one or the other, unless otherwise stated.

WARDEN'S PRESENCE

Starting at 7th level, your presence has become passively intimidating to all creatures who you are not allied with, and even your allies respect your intimidating aura.

While you are not in combat, whenever you would interact with a creature and make a Deception or Persuasion check, you can choose to instead make an Intimidation check in its place. Additionally, a creature who's charisma modifier is

equal to or lower than yours suffers a 1d4 penalty to all Wisdom and Charisma based skill checks interacting with you or any creature allied with you.

When you would roll initiative at the beginning of combat, you can choose to use your Intimidation Bonus as your Initiative bonus. (*You cannot gain the benefit of expertise with this check.*)

If you do have Mastery in Intimidation you roll your initiative at advantage and can make Intimidation checks as a Bonus Action if you would spend your action to make an attack. On a successful Intimidation check a creature gains 1 rank of Fear against you for the next minute.

BLADE'S AGGRESSION

Beginning at 10th level, your *Wardens Weapon*'s damage die is increased by 1 step.

Also, once per turn, if you have advantage on an attack against a target on your turn, that was not made as a part of a Bonus Action, you can immediately make an additional weapon attack using your *Warden Weapon* after the attack at advantage is made.

I WOULDN'T DO THAT

Also, starting at 10th level, when engaging a creature who would become hostile as a result of a failed Charisma based interaction. You being present make them rethink their life choices in the moment.

When you or an allied creature would fail a Charisma based skill check against a creature, if they would become hostile, you give a look of your description meant to cause them hesitation. The affected creature must make a Wisdom ability Check vs your passive Intimidation [Intimidation Bonus + 10], you do not calculate expertise into your passive intimidation for this check. On a failed check, they choose to not engage in combat instead finding another way to resolve the situation. If another creature would become hostile or initiate combat, a creature who hesitated as a result of this feature does not roll initiative, instead acting last in the initiative.

A creature who is immune to the *Fear* condition is immune to this feature.



WARDENS RETALIATION

Beginning at 14th level, you gain the ability to counterattack when your target tries to sabotage you. If your *Primary Target* forces you to make a saving throw, you can use your Reaction to make one weapon attack against them. You make this attack immediately before making the saving throw. If the attack hits, you gain advantage on the saving throw.

SUPERIOR OFFENSE

At 17th level, you are so accurate that attacks rarely rely on sight, if at all and cannot be diverted. You gain 30 feet of blindsight and attacks you make cannot be made at disadvantage and ignores Damage Reduction as a result of Jutsu.

NECROTIC HAND

Some Hunters follow an offensive Medical teaching, using the art of necrosis to fight off enemies. These Hunters are trained in taking their twisted Medical arts and putting powerful enemies down with unmoving and cold eyes, fit for a surgeon. These Hunters are known as the Necrotic Hand.

MEDICAL PROFICIENCY

At 3rd level, you gain proficiency in Medicine and Medicine Kits. You can make any checks using the aforementioned skills with Intelligence or Wisdom.

Also, you have learned to take the teachings of the medical core of your village or from your direct master and blend it into your assassination techniques. You learn the *Necrosis* Ninjutsu. When you do, it loses the Medical Keyword. Your teachings have also taught you how to take this Jutsu and blend in the following techniques making it more apt for assassinations. Select one of the following techniques augmenting the *Necrosis* jutsu when cast. A Jutsu with any of the following techniques cannot be taught to another creature and cannot be customized, modified or augmented using the Jutsu customization options or any Non-Hunter-Nin class features. You can switch your Medical Assassination Technique when you complete a rest of any type. You can select a second technique when you reach 10th level;

MEDICAL ASSASSINATION TECHNIQUE TABLE

Assassination	
Technique	Effect
Cell Failure	A creature who fails their constitution saving throw also gains one rank of the Weakened condition.
Overdose	A creature who fails their constitution saving throw instead becomes Berserk, in place of Envenomed.
Sedative	A creature who fails their constitution saving throw instead gains one rank of the slowed condition in place of Envenomed.
Sepsis	A creature who fails their constitution saving throw also gains one rank of Laceration.
Viral	A creature who fails their constitution saving throw also gains one rank of Concussed.
Destructive	This jutsu's base Damage is increased by +1d12.
Surgical	This jutsu adds your Casting ability modifier to the damage rolls.
Narcotic	This jutsu reduces its upcast cost by 1.
Salutary	This jutsu reduces its base cost by 2.

MEDICINAL BLADE

Also, at 3rd level, you learn to putrefy a weapon you are using making it sickening to the touch for a creature you harm with it. Select one weapon you are proficient in, coating it in a venomous and horrific black mist designed to harm a creature's cellular structure on contact. Your weapon now deals necrotic damage.

When you would deal at least 10 damage with a single weapon attack using this weapon, the target becomes *Envenomed* until the end of their next turn. A creature can never gain more than 1 rank of envenomed per turn from this feature.

Additionally, you gain exclusive access to the *Festering Siphonage* Hunter Exploit. This does not count against your Exploit Limit.

ANATOMICAL STUDIES

Beginning at 7th level, you can assess a foe's anatomy with great insight and precision, identifying key points of weakness.

As an Action, you can make a Medicine check targeting a creature you can see within 90 feet vs a DC equal to 10 + the creature's Level. On a success on this check, you know the target's current Hit points, if it is affected by any diseases or poisons and if it has consumed a potion, pill or any other ingestible substance that would grant it any additional benefits or penalties if any.

Additionally, you can make a Medicine check vs a DC 15 + Rank of Jutsu cast or trap used, targeting an allied creature who has one of the following Conditions; Bruised, Bleeding, Blinded, Dazzled, Deafened and Weakened as a result of said trap or jutsu. On a success you end one of the following conditions. (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5.**)

If you do have Mastery in Medicine you roll your medicine checks using this feature at advantage and can make Medicine checks as a Bonus Action.

NECROTIC TOUCH

Also, at 7th level, when you would deal Necrotic damage to a creature using a jutsu, feature or weapon you force the target to make a Constitution saving throw vs your Ninjutsu save DC. On a failed save they experience rapid cellular degradation. A creature who experiences this reduces their Constitution score by 1 for the next hour. A creature whose constitution modifier was reduced as a result of their score being affected, has their maximum and current hit points reduced by an amount equal to its level.

Alternatively, you can spend a use of this feature to cast the *Necrosis* Ninjutsu targeting an allied creature, restoring hit points equal to the damage rolled.

You can only use this feature a number of times equal to your Intelligence Modifier per long rest.

SWIFT RESUSCITATION

Beginning at 10th level, you learn to make use of the Medical tools you have access to, in order to better utilize them to help an injured ally. Your skill with the Medicine Kit has accelerated to compensate for your lack of Medical Ninjutsu. Your new found skills are expressed in the following ways;

- **Medical Check Up:** You reduce the time spent down to 1 minute.
- **Light Patch up:** You increase the die size to a d6.
- **Condition Treatment:** The die used is changed from a d6 into 2d4.
- **Blood Pill Creation:** You can create two pills per kit before spending any charges.

FATAL SURGEON

Also, at 10th level, you learn to make use of your signature Jutsu Necrosis beyond your base Assassination Techniques. When you would trigger your Lethal Attack class feature while casting Necrosis you can choose to activate any one of the following effects;

- The target makes any saving throw against Necrosis, at disadvantage.
- The target loses concentration on one jutsu it is concentrating on at random.
- The target has its movement speed reduced to 0 until the beginning of its next turn.

MORTAL WOUND

Also, at 14th level, A creature who has 25% or less hit points becomes exceedingly obvious to you. They begin to glow a soft red color that only you can see, making it difficult for them to hide or maintain invisibility.

You can see a creature with 25% or lower hit points through Darkness, cover and up to 5 feet of material. You are treated as having True sight against this creature for the purposes of always being able to see them at all times, in an attempt to finish them off.

DR. DEATH

Beginning at 17th level, your talents at life taking medical assassination have become effortless and legendary. Casting Necrosis at C-Rank or less costs 0 Chakra. You also increase the upcasting damage bonus from 1d12, to 2d12 at each rank.



GRAVE STALKER

Some Hunter-Nin become consumed by the thrill of the hunt. Only heard and never seen, they revel in the violence of a silent battle. Followers of this Creed hone their abilities to track others utilizing a variety of techniques: camouflage, infiltration, surveillance, and target acquisition. Once done, they work to ensure that they are always striking from the shadows and always have the upper hand in combat.

STALKERS PROFICIENCY

Beginning at 3rd level, you gain proficiency in the Sleight of Hand and Illusion skill. Additionally, whenever you make a Stealth or Sleight of Hand Check, you make that check at advantage. Additionally, you can make any checks using the aforementioned skills with Dexterity or Wisdom.

Also, you have learned to take the teachings of the Anbu Black-Ops, Root and Corpse Hunters and attack with the Shadows as your weapon. You learn the *Weapons of Darkness* Genjutsu. When you do, it gains the Bukijutsu Keyword and loses the Visual Keyword. Your teachings have also taught you how to take this Jutsu and blend in the following techniques making it more thrilling hunts. Select one of the following Shadow assassination techniques augmenting the Weapons of Darkness jutsu when cast. A Jutsu with any of the following techniques cannot be taught to another creature and cannot be customized, modified or augmented using the Jutsu customization options or any Non-Hunter-Nin class features. When you cast this jutsu, while maintaining concentration on it, the weapon summoned counts as a Shadow Weapon. A Shadow Weapon cannot be broken, can use your attack action to make a Genjutsu or Taijutsu attack against a creature in range, as described in the jutsu text and cannot be used as a component for a Bukijutsu. You can switch your Shadow Assassination Technique when you complete a rest of any type.

You can select a second technique when you reach 10th level;

SHADOW ASSASSINATION TECHNIQUE TABLE

Assassination	
Technique	Effect
Shadow Shuriken	This jutsu can take on the shape of a shuriken of your description at will. Ranged attacks with this shadow weapon have a range of 60 feet, and can be made as a Bonus Action, once per turn.
Shadow Tanto	This jutsu can take on the shape of a Tanto of your description at will. Melee attacks made with this Shadow weapon adds your ability modifier to the damage rolled.
Shadow Battle Wire	This jutsu can take on the shape of Battle Wires of your description at will. You can attempt a grapple check from up to 30 feet away, using Dexterity or Wisdom (illusion) in place of Athletics contested by the targets Wisdom (Illusions)
Shadow sword	This jutsu can take on the shape of a sword of your description at will. This weapon gains the <i>Lethal</i> and <i>Deadly</i> weapon properties.
Shadow Iron Claw	This jutsu can take on the shape of Iron Claws of your description at will. This weapon has the <i>Critical</i> and <i>Tactical</i> weapon properties
Dark Blood	If you would deal 15 damage with this weapon in a single attack, the target gains +1 rank of <i>Demoralized</i> .
Dark Lethality	Increase this jutsu's critical threat range by +1.
Dark Efficiency	This jutsu's base cost is reduced by 2.

SHADOW STALKER

Also at 3rd level, you gain Blindsight out to 20 feet. When you would make an attack while in an area counted as total darkness until the end of that same turn, you produce no sound or vibrations rendering you unable to be seen, noticed or tracked by creatures with Tremor sense or blind sight.

Additionally, while you are out of combat and following a creature marked as your Primary target while you are Sneaking in Dim light or Darkness, you can dash without breaking stealth as you can, once per round remake a Stealth Check if another creature would succeed on their Wisdom (Perception) check vs your previous Dexterity (Stealth).

Finally, you gain exclusive access to the *Shadow Step* Hunter Exploit. This does not count against your Exploit Limit.

MARKED FOR DEATH

Beginning, at 7th level, while you are hidden from a creature marked by your Primary Target feature, you gain a +1 bonus to your critical threat range. This bonus ignores Critical threat range limits. Additionally, while you have a *Shadow Weapon* you can make a single attack with it as a Bonus Action.

MASTER AMBusher

Starting at 7th level, you excel at leading ambushes, both socially and in combat. You can use *Smoke Bomb*'s as a Bonus Action.

When you and other allied creatures would begin combat while hidden or unseen, you can choose to use your Stealth bonus in place of your own and each allied creatures initiative. If you begin combat while out of stealth, you have advantage on initiative rolls.

When you or an allied creature within 30 feet of you are engaged in a social encounter and would fail a Charisma based skill check, you can choose to interject, creating a new circumstance, situation, lie or otherwise throwing the person you are speaking to off. Make a Deception check vs a DC (10 + targets level). On a success, you shift the conversation, rendering the previous failure as if it never occurred as the target immediately forgets as they are overwhelmed



with
new

information. You

can attempt to interject socially in this way, once every 10 minutes.

ONE WITH THE DARKNESS

Beginning at 10th level, you've become adept at evading creatures that rely on their senses, regardless of what they are. Your blindsight increases to 40 feet. While you are lightly or heavily obscured, creatures that rely on any form of vision or special senses such as; Chakra sight, Dark vision, blind sight, or jutsu with the *Sensory* keyword cannot see or sense you by any means so long as you don't spend more than half of your base movement on each of your turns. If you would move more than half of your base movement or take damage while gaining the benefit of this feature you lose this features benefit until the end of your next turn.

FANG OF THE NIGHT

Also at 10th level, you've become adept acting as the passenger in the dark. The stalker in the night. The one who silences screams before they even echo from your targets lungs, all under the cover of the night, before anyone even knows you are there. When you would score a *Lethal attack* against a creature marked as your *Primary Target*, using your *Weapons of Darkness* jutsu, while you are in Dim light or Darkness or they are blinded, you increase your *Weapons of Darkness* Damage die by 1 step.

A WALKING SHADOW

Starting at 14th level, whenever you are heavily obscured and you would take damage, you can spend your Reaction to blend into the very ether of shadows avoiding all damage from the triggering effect or attack. You can avoid damage in this way up to twice per rest.

SHADOW ASSASSINATION

Starting at 17th level, if you would make an attack against a creature marked as your *Primary Target* while you are lightly or heavily obscured, increase your critical threat range by +2.



ARSENALIST

Some Hunters treat their hunt like a game, one which they come more than prepared to. They set traps, waiting for their prey to fall victim to them, capturing them and going in for the kill. They use Explosives, with the intent to take out as many enemies as possible with a single explosion. These Hunters are Known as Arsenalist's

ARSENAL'S PROFICIENCY

At 3rd level, you gain proficiency in Crafting and one of the following; Alchemists, Demolitions or Trappers kits. Additionally, you can make checks using the aforementioned kits with Dexterity or Wisdom.

Also, you have learned to take the teachings of your villages quartermaster or weapon master. You become very in tuned with a series of different weapons and tools. Select four of the following. You can select two more at 10th level;

- Manipulated Tools: Blade Kick
- Manipulated Tools: Blade Rain
- Manipulated Tools: Blade Wall
- Paper Bombs
- Explosive Tag Ball's
- Fire Bomb's
- Flash Tag's
- Ice Bomb's
- Poison Tag's
- Shock Bomb's
- Weapons with the Thrown Keyword
- Weapons with the Multiattack Keyword.
- Weapons with the Light Keyword.
- Weapons with the Finesse Keyword

If you select a jutsu, you learn it. Regardless of what you select, the chosen jutsu, items or weapons become a part of your *Arsenal*. Weapons, items or jutsu that are a part of your *Arsenal* can be used in far superior ways compared to other creatures. A Jutsu learned this way cannot be taught to another creature and cannot be customized, modified or augmented using the Jutsu customization options or any Non-Hunter-Nin class features.

Arsenal Jutsu: Reduce their cost to cast by -1. This cost reduction increases to -2 at 10th, and -3 at 17th. Additionally, if the jutsu would deal damage, it can trigger *Lethal Attack* even if it doesn't require an attack roll. The trigger for *Lethal Attack* instead becomes failing the saving throw. The *Lethal Attack* triggered in this way only affects one creature of your choice.

Arsenal Tools: At the end of a rest of any type, roll 1d4 + 1. You gain a number of your *Arsenal Tools* equal to the result. The items can only be used by you, they are of base quality and last until your next rest. Increase the dice size by 1 step at 10th and 17th levels. If the item would deal damage, it can trigger *Lethal Attack* even if it doesn't require an attack roll. The Lethal attack triggered in this way, only affects one creature of your choice and only happens on a failed saving throw as if you fulfilled the *Lethal Attack* class features trigger requirements.

The following tools count for purchased tools as well, not just tools created by this feature.

- **Paper Bombs/ Explosive Tag Balls:** Increase damage die by 1 Step.
- **Fire/Ice/Shock Bomb's:** Increase the base range to 60 feet, instead of 30.

- **Flash/Poison Tag's:** Increase the DC +2.

Arsenal Weapons: Increase the [Weapons Damage] die by 1 Step and they gain the *Hidden* Weapon property. The Weapon also gains a +2 bonus to damage from weapon attacks. This bonus increases to +4 at 10th and +6 at 17th level.

TOOLS OF THE TRADE

Also, at 3rd level, you become able to make use of a series of items and Ninja tools that go rarely used, catching enemies off guard or using tools much faster than what they would expect. Select one of the following when you complete a rest of any type. You can use any of the below a number of times equal to your Proficiency Bonus per rest.

Finally, you gain exclusive access to the *Sharp Rain* Hunter Exploit. This does not count against your Exploit Limit.

- **Caltrops.** As a Bonus Action, you can select a space you can see within 30 feet of you. You throw caltrops covering the ground equal to a 10 -foot cube. Any creature that enters the area of your caltrops while they remain, are treated as if you have marked them with your Primary Target feature while they remain within your target space. Also, the creature who enters the space takes piercing damage equal to 1d6 + your Dexterity Modifier, and gain 1 rank of bleeding. Once a creature exits your caltrops space, after being affected by them the caltrops remain, unless a creature spends an action scattering them. Beginning at 10th level the space you can fill, becomes a 20-foot cube.
- **Ball Bearings.** As a Bonus Action, you can select a space you can see within 30 feet of you. You throw ball bearings covering the ground equal to a 10 -foot cube. That space is treated as difficult terrain for anyone other than yourself. A creature who is currently gaining the benefit of any bonus to speed such as from a jutsu or the *Dash* action, they immediately slip, falling prone. Beginning at 10th level the space you can fill, becomes a 20-foot cube.
- **Johyo:** As a Bonus Action, you can swing this whip dart targeting a creature up to 60 feet away. Make a ranged weapon attack as if you were proficient in this weapon. On a hit, they are snared and can be pulled up to 20 feet in a straight line closer to you. This forced movement can trigger attacks of opportunities. Beginning at 10th level the distance you can pull a creature increases to 40 feet.
- **Hidden Weapon Launcher.** Select one weapon you have that has the *Hidden* property. As a Bonus Action you can call upon this weapon instantly. As a part of this Bonus Action, you can make one weapon attack at advantage. You must reset the launcher with a Bonus Action before you can use it again. Beginning at 10th level it no longer requires a Bonus Action to reset the Launcher, instead costing your object interact action and you can make two weapon attacks instead of one.

LETHAL WEAPONS

Beginning at 7th level, a creature who fails a saving throw from a trap you set, can trigger your *Lethal Attack* class feature as if you fulfilled its listed requirements.

Additionally, you can use any *Arsenal Tool* as an Action or Bonus Action.

HIDDEN TRAPS

Also at 7th level, you learn the secrets of hiding and detecting traps of all kinds, even social ones. You have advantage on Wisdom or Intelligence based skill checks to detect hidden doors, mechanisms, and traps. Also, a creature attempting to make a skill check to find Traps you set makes their checks at disadvantage to detect them.

CRITICAL ARSENAL

Beginning at 10th level, when a creature would fail any of the following save DC's by 5 or more, they take double damage from it;

- A jutsu you cast that is a part of your *Arsenal*.
- A Ninja tool that is a part of your *Arsenal*.

ARSENAL BUILDER

Also at 10th level, you learn to make use of the tools you have access to, in order to better utilize them to take down an enemy. You have developed new found skills using your tools in the following ways;

ALCHEMYSTS KIT

- **Create Chemical Bombs:** You reduce the time spent down to 1 minute, no short rest needed. Items created are 1 use and can only be used by you.

DEMOLITIONS KIT

- **Craft Paper Bombs, Explosive Tag balls and Fire Bombs:** You reduce the time spent down to 1 minute, no short rest needed. Items created are 1 use and can only be used by you.

TRAPPERS KIT

- **Create Traps:** You divide the time spent to build the trap by 10, to a minimum of 1 minute. If you spend an additional charge per trap, you reduce the time needed to create it to a Full-Turn-Action.

LETHAL ARSENAL

Also, at 14th level, traps you make, and tools you use that have a predefined DC that is lower than your Highest Save DC, has it raised to a value equal to your Highest Save DC. Traps you set no longer require the target to fail their saving throw to trigger *Lethal Attack*, instead triggering so long as one of the affected creatures take damage.

UNLIMITED BLADE WORKS

At 17th level, when you would deal damage to multiple creatures with a jutsu or tool that is part of your *Arsenal*, you deal *Lethal Attack* damage to all affected creatures.



UNDERTAKER

Some Hunter-Nin focus on making those who stand in their way suffer a long, slow and painful demise. Those who adhere to this creed are born killers, poison experts and above all, Shinobi. Poison, Disguises and subterfuge help you eliminate your foes with deadly efficiency.

TOXIC PROFICIENCY

At 3rd level, you gain proficiency in Deception and Disguise & Poison Kits. Additionally, you can make checks using the aforementioned kits with Dexterity or Intelligence.

Also, you have learned to take the teachings of the Black Medics, the Bloody Devils and the Hebi Clan and apply them to your unique form of Combat. You learn to apply a unique poisonous chakra of your creation to both your weapons and ninjutsu. This poison comes from combining a series of different poisonous substances within yourself and then exhaling it or infusing it into the attacking weapon or ninjutsu of your choice. Select one of the following *Toxic Assassination* techniques augmenting your attacks with a vicious combination of toxins. As a Bonus Action on your turn, you can choose to activate this toxic chakra. When you do, select one ninjutsu you know or one weapon you are holding. For the next minute that jutsu or weapon is infused with your Toxic chakra, changing its damage type to Poison and gaining additional effects based on the Toxic Assassination technique(s) chosen.

If a ninjutsu chosen would only trigger its effects with a damage type other than Poison, it instead triggers said effects with poison damage. Once you infused a weapon or ninjutsu with your Toxic chakra, you cannot infuse another weapon or jutsu until 1 minute has passed. Bukijutsu cast using your infused weapon do not gain your *Toxic Assassination* techniques effects, as these effects can only trigger with weapon attacks. You can switch your Toxic Assassination Technique when you complete a rest of any type.

You can select a second technique when you reach 10th level;

POISONOUS EMBRACE

Also, at 3rd level your skill with Poisons are better than most. When you would complete a short rest, while you have access to a Poison Kit, you create 2 vials of Assassins Blood. This Poison is a special variation, but becomes inert when you would take a rest of any type. This Poison is much more potent than a normal. The DC of this poison becomes equal to your Ninjutsu save DC and the base damage it deals becomes 3d6.

You can apply this poison to your weapon as a part of the action used to make the attack. The number of Vials you can create and the damage the poison deals increases to 3 vials and 4d6 at 7th level, 4 vials and 5d6 at 11th level and 6 vials and 6d6 at 17th level.

Finally, you gain exclusive access to the *Incurable Affliction* Hunter Exploit. This does not count against your Exploit Limit.

TOXIC ASSASSINATION TECHNIQUE TABLE

Assassination Technique	Effect
Aconite	On a hit or failed saving throw, once per turn, the target loses the ability to communicate effectively. They also find it difficult to breathe suffering a -2 to Constitution ability checks and saving throws until the end of its next turn.
Akee	On a hit or failed saving throw, once per turn, the target gains the weakened condition. If the target takes a reaction before the end of its next turn at the conclusion of its reaction, it gains the restrained condition until the end of its next turn.
Belladonna	On a hit or failed saving throw, once per turn, the target loses the ability to discern allies from hostiles. If a jutsu or Area of effect would allow them to choose targets, they cannot exclude their allies at will until the end of their next turn.
Daphne	On a hit or failed saving throw, once per turn, the target gains the bruised condition.
Fire Salamander	On a hit or failed saving throw, once per turn, the target gains one rank of the corroded condition.
Foxglove	On a hit or failed saving throw, once per turn, the target gains one rank of the bleeding condition.
Frost Frog	On a hit or failed saving throw, once per turn, the target gains the chilled condition. If the target takes a Bonus Action on its next turn, it gains the slowed condition until the end of its next turn.
Hemlock	On a hit or failed saving throw, once per turn, the target gains the envenomed condition.

FALSE FACES

Beginning at 7th level, you have learned a much more advanced Transformation technique, allowing you to physically imitate any humanoid creature who you have met before. This allows you to physically duplicate them. This duplication cannot be discerned with physical identification alone as you have even adopted their finger prints and blood type. This transformation requires at least 1 hour and can be dismissed at will, at no action cost.

Also, with additional time you can learn to unerringly mimic that same person's speech, writing, and behavior. You must spend at least one hour studying the person's behavior, listening to them and examining handwriting. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Deception check you make to avoid detection.

Once you have maintained a creatures physical appearance, speech, writing and behavior for at least 1 week straight, you no longer require 1 hour to assume their appearance or mimic them, instead being able to manifest this likeness as a Bonus Action.

VENOMOUS ASSAULT

Also at 7th level, you have learned how to extend your *Toxic Assassination* technique to your Bukijutsu. Select one Bukijutsu you know. This Bukijutsu can now be infused with your toxic chakra, and gain the benefits of your *Toxic Proficiency* class feature when you would activate it.

LICK OF VENOM

Beginning at 10th level, you have closely adapted to the art of poisonous combat. When a creature is poisoned by you, you may choose to apply one of the additional effects:

- The creature cannot regain hit points until the end of their next turn.
- The creature's speed is reduced by half, for the duration of their poisoned condition.
- If the creature is reduced to 0 hit points, it becomes stable.
- The creature gains a rank of weakened for the duration of their poisoned condition.
- The creature is deafened for the duration of their poisoned condition.

DECEPTIVE EXCHANGE

Beginning at 10th level, you have closely adapted to the art of poisonous conversation and deceptive tactics. When you are engaged in a social exchange with a creature and they would attempt to deceive you, they suffer a -5 penalty to their deception check. You can choose to also make contested Deception check vs their result. On a success you gleam one piece of truthful information based on the lie or deception they tried to pass off to you.

Additionally, when you would make a Deception check against a creature in an attempt to lie or deceive them, you make your check at advantage. On a success they believe in your deception so much that unless given irrefutable evidence they take your statement as the infallible truth, so long as the deception being made is within reason and does not interfere with events that the target creature has experienced themselves in the past.

THE PERFECT POISON

Also at 14th level, when you would create vials of assassin's blood, you can choose to instead half the amount of vials you create. If you do, you instead create Kamizuru Venom. This venom's DC becomes equal to your Ninjutsu save DC.

KISS OF DEATH

Beginning at 17th level, when you would trigger the *Lethal Attack* class feature against a creature marked as your *primary target* who has two or more conditions inflicted by you, treat all damage die rolled a part of your *Lethal Attack* that are 4 or lower, as 5.

Additionally, a creature who fails a saving throw against a Poison of your creation, they take double the Poisons damage.



VICE AGENT

Some Hunters fall under a grey area in their dealings and morals than most shinobi, but some choose to go even further than that, learning to use some of man's cardinal Sin's and Vices as a weapon against them. These Hunters are known as Agents of Vice, or Vice Agents for short.

SIN'S PROFICIENCY

When you choose this Creed at 3rd level, you gain proficiency in Persuasion and Insight. Additionally, you can make a skill check using either of the skills using Wisdom or Charisma.

Also, you have learned to take the teachings of the greatest interrogators, silver tongues and Beguilers, blending them into your vile and sinful form of combat allowing you to learn to pray on your enemies' vices and take advantage of them. You learn the *Shadow Bite* Genjutsu. When you do, it gains the Ninjutsu Keyword, loses the Visual Keyword. If this jutsu would be cast using your Ninjutsu attack bonus, when you would deal damage, you instead add your Ninjutsu ability modifier, in place of your Genjutsu ability modifier for damage. If this jutsu would be cast using your Genjutsu attack bonus, you can choose to instead use your Charisma instead of wisdom to calculate this.

Finally, your teachings have also taught you how to blend in the sins of man into this jutsu, making it far more deadly to be struck by it. Select one of the following *Vice Assassination* techniques augmenting the *Shadow Bite* jutsu when cast. A Jutsu with any of the following techniques cannot be taught to another creature and cannot be customized, modified or augmented using the Jutsu customization options or any Non-Hunter-Nin class features. You can switch your Vice Assassination Technique when you complete a rest of any type. You can select a second technique when you reach 10th level;

GREED'S SHELL

Also, at 3rd level, On your turn as a free action you can surround your skin in a sleek metallic looking coat of chakra, that is a color and design of your choice. This chakra like armor lasts for 1 minute.

When you would activate this armor, your skin hardens granting you protection from a limited amount of damage and making you far harder to harm. You can activate this protective armor a number of times equal to your Proficiency Bonus per long rest.

First, for the duration, you gain DR (damage reduction) vs all sources, equal to your Genjutsu ability modifier.

Second, you gain 10 temporary hit points. This increases to 20 at 7th level, 30 at 10th and 40 at 14th levels

Also, you gain exclusive access to the *Fox's Sin*, Hunter Exploit. This does not count against your Exploit Limit.

WRATH'S FOCUS

Beginning, at 7th level, when a creature marked as your *Primary Target* deals damage to you, the next time you deal damage with *Shadow Bite*, you deal additional damage equal to your level, once per turn.

If you would gain the benefit of this feature when you would trigger *Lethal Attack*, increase *Shadow Bites* damage die by 1 step.

VICE ASSASSINATION TECHNIQUE TABLE

Assassination Technique	Effect
Anger	On a hit, this jutsu forced a Constitution Saving throw, injecting feelings of malice and aggression into the target. On a failed save, until the end of the targets next turn, if they make an attack or cast a jutsu that targets a creature, they must target the creature closest to them. If two or more creatures are an equal distance, their target is chosen at random.
Arrogance	On a hit, this jutsu forced a Constitution Saving throw, injecting feelings of pride into the target. On a failed save, until the end of the targets next turn, they cannot take a reaction that would reduce damage or grant themselves temporary hit points.
Envy	On a hit, this jutsu forced a Constitution Saving throw, injecting feelings of jealousy into its target. On a failed Save, until the end of the targets next turn, when they would see an allied creature attempt to aid a creature other than themselves, then they must attempt to interrupt the aiding effect.
Gluttony	On a hit, this jutsu forced a Constitution Saving throw, injecting feelings of excess into its target. On a failed save, until the end of the targets next turn, when they would cast a jutsu that would aid themselves, they must recast the same jutsu targeting themselves using their remaining Action and/or Bonus Actions ignoring the jutsu's normal casting time.
Greed	On a hit, this jutsu forced a Constitution Saving throw, injecting feelings of greed into its target. On a failed save, until the end of the targets turn, when they would cast a jutsu that would allow them to aid their allies, they instead can only aid themselves.
Sloth	On a hit, this jutsu forced a Constitution Saving throw, injecting feelings of inactivity into its target. On a failed save. Until the end of the targets next turn, they gain 1 rank of Slow.

ARROGANCE'S INFLUENCE

Beginning, at 7th level, you have a constant aura of influence around you designed to affect those of your choice with an arrogant mindset. Creatures of your choice within 30 feet of you, who would attempt to make a Charisma based check may add 1d6 to their check as their self-confidence aids them.

Additionally, whenever a creature who is engaged in a social encounter with you and who is not your ally, would doubt your ability to accomplish a task no matter how simple or mundane, you gain a +5 bonus to any skill check made in attempt to accomplish the task.

ENVIOUS THEFT

Beginning at 10th level, when a creature within 60 feet of you casts a jutsu you are eligible to learn or cast, you may use your Reaction to try and steal it, for immediate use soon after. Make an ability check using the relevant ability modifier for the jutsu type. The DC is:

$13 + \text{the rank of the jutsu}$ (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5).

On a success, you steal the jutsu right before it is cast, storing it inside yourself. A jutsu stolen in this way is not cast but the target spends its chakra as if it was. This counts as jutsu negation or countering for the purposes of interacting with features, jutsu or traits.

A jutsu stored within you in this way can be cast as if you know it, ignoring all keyword limitations. A jutsu cast this way uses your ability scores to calculate attack, damage, save DC and any other effects dictated by the casters statistics. You can store a number of jutsu this way equal to your Charisma Modifier. A jutsu stored inside of you remains until your next rest, before harmlessly dissipating.

LUSTFUL ASSUMPTIONS

Also at 10th level, when you are engaged in a social encounter with a creature who does not have a negative or hostile disposition towards you, and you would succeed on a persuasion check, you can choose to make them gain 1 rank of charmed against you, for the next hour.

GLUTTONOUS AMBITION

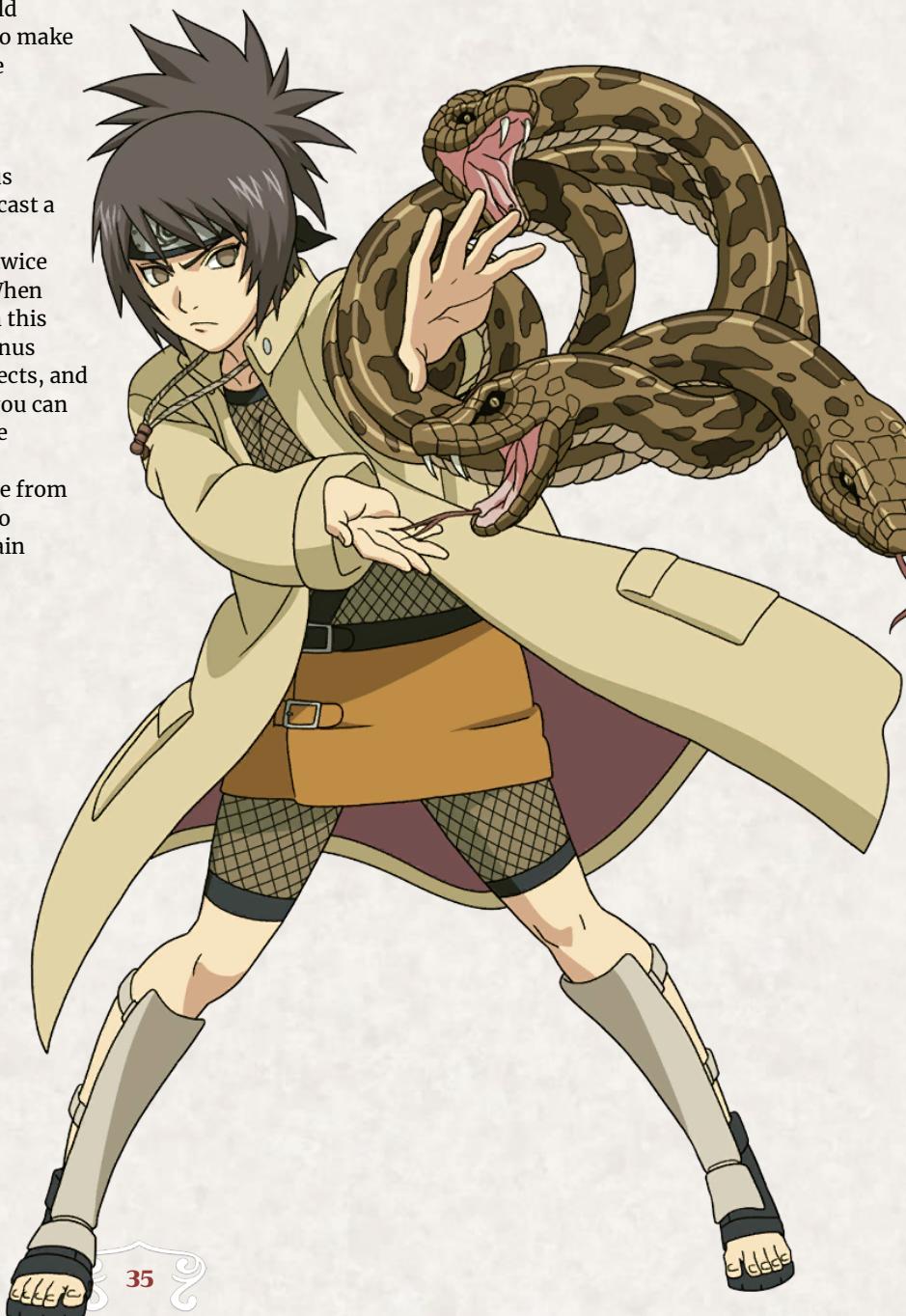
Also at 14th level, you have attained an ambitious level of gluttonous intentions. When you would cast a Genjutsu that would give you a boost, benefit or boon, you can gain the benefit of that Genjutsu twice if ever recast, such as with *Bless* or *Confidence*. When you would gain the benefit of a genjutsu twice in this way, if the genjutsu would require an Action, Bonus Action or Reaction in order to maintain their effects, and they both require the same action to maintain, you can spend that action and it would count towards the requirements to maintain both.

Genjutsu that you are gaining the benefit twice from are still counted as separate jutsu when rolling to maintain concentration or chakra cost to maintain concentration.

EPICTOME OF SIN

At 17th level, you have begun to embody the very essence of man's sin. You find it hard to be bested or challenged. You want more than you need. Your anger is unmatched and you have tones of jealousy that has no rival and all other hostile combatants deserve to be looked at with pity and not respect.

Select a one effect from the *Vice Assassination* table. You gain that effects when casting any *Genjutsu*.



VOID WALKER

Some Hunters utilize Time & Space Ninjutsu, to get in and out of combat as easily as blinking. These Shinobi specialize in hit and run tactics.

STALKER PROFICIENCY

At 3rd level, you gain proficiency in the Ninshou and Survival skills. Additionally, you can make a skill check using either of the skills using Intelligence or Wisdom.

Also, you have learned to take the teachings of the greatest strikers, Fuin-crafters, and Ninjutsu specialist, blending them into your high speed and fast paced form of combat allowing you to outwit, out speed and out play your targets. You learn the *Chakra Mark* Ninjutsu. This jutsu can be cast as a part of activating the *Primary Target* class feature. If cast in this way, *Chakra Mark*'s cost is reduced by 2, it's range instead becomes 120 feet, and requires no attack roll to mark a creature. A creature marked by your *Chakra Mark* in this way, is instead marked until you score an attack that activates your *Lethal Attack* class feature, or mark another creature with *Chakra Mark* in this way after which the jutsu ends.

Finally, your teachings have also taught you how to blend in different Fuinjutsu seals into your *Chakra Mark* making it significantly more potent for your assaults. Select one of the following *Void Assassination* techniques augmenting the *Chakra Mark* jutsu when cast. You can switch your Void Assassination Technique when you complete a rest of any type.

You can select a second technique when you reach 10th level;

BLINK

Also, at 3rd level, you learn to use your chakra to slip between points in space, teleporting short distances in the blink of an eye. As a part of your movement, you can spend half of your movement to teleport a distance equal to half of your movement to an unoccupied space you can see.

If you teleport within 5 feet of a creature marked by the *Chakra Mark* ninjutsu or *Primary Target* class feature, using this feature or a *Void Assassination* technique, you gain one of the following of your choice. You can only choose one;

- +1 bonus to critical threat range on your next attack against them until the end of the current turn.
- +2 to your AC until the beginning of your next turn.
- +2 to your next saving throw until the beginning of your next turn.

Also, you gain exclusive access to the *Void Assault*, Hunter Exploit. This does not count against your Exploit Limit.

VORPAL STRIKE

Beginning at 7th level, you can mark your weapons with a special seal, known as a vorpal seal for 1 minute. Once you use this feature to mark your weapon (or weapon stack), you cannot use it again for 10 minutes.

While marked your weapon gains one of the following effects for the duration;

Vorpal Passthrough. The first attack you make each turn with the weapon ignores temporary hit points & structures or constructs that would intercept damage.

Vorpal Sharpening. The marked [Weapons Damage] die is increased by 1 step.

VOID ASSASSINATION TECHNIQUE TABLE

Assassination

Technique Effect

Aether	A creature marked with this jutsu who would make a saving throw against a jutsu with the Fuinjutsu keyword suffers a -1 penalty, once per turn. This penalty increases to -2 at 10 th and -3 at 17 th .
Arcane	You can mark a construct, structure or surface of your choice (at no action cost). When you do, you can teleport to a space within 5 feet of the marked construct, structure or surface as a Reaction to taking damage. This happens after the trigger. When you do, the seal breaks, needing to be reapplied. You can only have 1 seal active in this way at a time.
Enigma	A creature marked with this jutsu who would take damage from a Ninjutsu or Genjutsu, suffers a -1 Penalty to their first attack roll, before the end of their next turn. This penalty increases to -3 at 10 th and -5 at 17 th levels.
Disruptive	A creature marked with this jutsu who would take damage from a Taijutsu or Bukijutsu, increases the cost of their next jutsu before the beginning of your next turn by +3. This cost increases to +6 at 10 th and +9 at 17 th levels.
Rune	You can mark a weapon or weapon stack with the thrown property (at no action cost). When you deal weapon damage with a ranged weapon attack using the marked weapon, you can spend 10 feet of movement to teleport to a space within 5 feet of the damaged creature.

VOID STEP

Also at 7th level, when you take the Dash action, you can teleport whenever you move until the end of your turn. You can split up this teleportation just like you can with regular movement. If you end your movement within 5 feet of a hostile creature, you gain the benefits of the Dodge action against that hostile creature.

SEALING ARTS

Beginning at 10th level, you learn of a variety of techniques that people use to seal, conceal or even hide the residual effects of a chakra-based effect.

When you are within 60 feet of a chakra-based effect created by a Ninjutsu you become aware of its existence. By spending an Action to make a Ninshou check vs the Ninjutsu Save DC of the caster. If there is no caster and this instead is a natural phenomenon then the DC is calculated as; 10 + The Rank of the Mission this effect is taking place in or an equivalent jutsu rank effect; (*D-Rank: 5, C-Rank: 9, B-Rank: 13, A-Rank: 17, S-Rank: 21*)

On a successful check, you are able to seal away this effect, effectively ending it temporarily for a duration of your choice for no longer than 10 minutes. You can only target a creature gaining the benefit of a chakra-based effect twice per rest in this way.

FUIN-FIELD

Also at 10th level, you can cast *Chakra Mark* as a Bonus Action twice per Long Rest. When you do the *Chakra Mark* jutsu is modified in a number of ways as follows;

- The range of this jutsu becomes 60 feet (10-foot cube).
- It does not require a successful attack roll to mark a creature instead automatically marking all creatures in the jutsu's range at the casters choice.
- This jutsu cannot be upcast, if cast in this way.

VORPAL CASTING

Beginning at 14th level, you learn to infuse your jutsu with space-time ninjutsu as they are being cast. Twice per rest, when you would cast a jutsu that requires an attack roll targeting a creature marked with either your *Primary Target* class feature or *Chakra Mark* Ninjutsu its range becomes irrelevant as it is instantly teleported to its target. You still require a successful attack roll in order to deal damage as normal.



SPATIAL DISPLACEMENT

At 17th level, you are able to effortlessly move between space, even using this offensively or defensively. As an action, you can target one creature you can see marked as your *Primary Target* class feature or by your *Chakra Mark* ninjutsu. When you do, you teleport to them, ignoring distance, cover or no space that can hold you as if a space is occupied by another creature that you would end your teleportation in, they are forcibly teleported into your previous space. When your teleportation's movement ends, you can make a weapon attack as a part of this teleportation targeting the select creature. On a hit you automatically score a critical hit. You can perform this action twice per rest.

Additionally, twice per Long Rest, whenever you would be targeted by an attack, you may as a Reaction do one of the following;

- **Melee Attack:** Teleport up to your speed away to an unoccupied space forcing the attack to miss.
- **Ranged Attack:** Teleport the attack away, redirecting it to target another creature of your choice, making a Ninjutsu attack against the selected creature, on a success, the target takes the attack as if they were the original target.



WOLVES LEGACY

Some Hunters find that hesitation is defeat. So, they forget what hesitation means. They train their body to a point where it breaks down, so they can build it back better and stronger. These Hunters are known as Wolves. Violently efficient, Aggressively driven, and unhindered by Fear.

WOLF'S PROFICIENCY

At 3rd level, you have learned to patiently wait for an opponent to slip up and capitalize on it with unforgiving accuracy. You gain proficiency in the Martial Arts and Insight skill. Additionally, you can make a skill check using either of the skills using Dexterity or Wisdom.

Also, you have willingly chosen to replace your organic arm with that of a shinobi prosthetic. An arm made of wood, metal and other synthetic materials that you control using your chakra, that sits in place of your original arm. This prosthetic is able to be fitted with a tool that can aid you in combat. Select two of the following *Prosthetic Attachments*. You can select two more at 10th level. If a tool would require a creature to make a Saving throw, you would use your Taijutsu Save DC. You can use any of your *Prosthetic Attachments* a number of times equal to your Proficiency Bonus per rest.

You can switch your chosen *Prosthetic Attachments* when you complete a rest of any type.

SHINOBI'S KARMA: BODY

Also, at 3rd level, your strength of body has reached new levels compared to other Hunters of your caliber. Increase the number of failed death saves you need by 2, before you die and you gain advantage on death saves.

Additionally, skill checks or jutsu cast against you in an attempt to grapple, trip or push you are made at disadvantage and on a failed attempt, the triggering creature triggers an attack of opportunity from you that does not spend your Reaction.

Also, you gain exclusive access to the *Deflection*, Hunter Exploit. This does not count against your Exploit Limit.

POSTURE BREAK

Beginning at 7th level, a creature marked as your *Primary Target*, who has 3 or more total ranks of any condition(s), you ignore half of their DR (Damage Reduction).

Additionally, if the marked creature has 5 or more total ranks of any condition(s) your *Lethal Attack* damage die increases to a d10.

EYES OF A SHINOBI

Also at 7th level, you have tapped into a latent skill that has been lost to most shinobi. The ability to sense a creatures presence, strengths and weaknesses. As a Bonus Action you can activate your shinobi sense, allowing you to sense the presence of all living creatures within 30 feet of you, with or without chakra until the end of your next turn. All living creatures glow a soft blue hue allowing you to even sense a creature through walls no more than 5 feet thick. While sensing a creature in this way, you also become aware of the gaps in their defenses if any, allowing you to become aware of the AC of all creatures of your level or lower.

You can tap into this well of preternatural sensory ability a number of times equal to your Wisdom ability modifier per rest.

PROSTHETIC ATTACHMENTS TABLE

Assassination Technique	Effect
Divine Abduction	Your arm is outfitted with a fan you can quickly pull out to gain a boost to stealth. As an action you cloak yourself in divine winds, giving yourself advantage on your next stealth check.
Elemental Vent	In your arm you have equipped a small cannon that unleashes a blast of fire on your foes. As an action you can force every creature 15-foot cone make a dexterity saving throw, taking 4d6 fire damage on a failed save and half as much on a success. If you have access to another nature release, you can instead use that elements corresponding damage type (Water = Cold). This damage increase by +2d6 at 10 th and 17 th levels.
Loaded Shuriken	Your arm is fitted with exceedingly sharp shuriken, launched from a wheel bound with extreme tension. As a Bonus Action you may select a creature you can see and make a ranged weapon attack as if using shuriken, with double its normal range. On a hit, you deal 4d4 slashing damage and inflict 1 ranks of bleed. The damage die and ranks of bleed increase by +2 at 10 th and 17 th levels.
Loaded Umbrella	Your arm is outfitted with an indestructible, iron ribbed umbrella made to absorb damage and disperse it harmlessly around you. As a reaction when you would take damage, you open this umbrella intercepting the triggering damage and the next instance of damage by 3d4. The damage you reduce is increased by +3d4 at 10 th and 17 th levels.
Mist Raven	Your arm is fitted with a special feather that gives you the ability to teleport in a cloud of mist to avoid taking consistent damage. As a reaction when you would take damage, you teleport up to 30 feet away. The distance you teleport is increased by +15 feet at 10 th and 17 th levels.
Sabimaru	Your arm is equipped with a secret poison, with which you can coat your weapon to quickly poison your foes when you make a melee attack with a weapon or make a melee Taijutsu attack as part of casting a Bukijutsu. As a part of the same action used to attack, you can spend a use of your <i>Prosthetic attachments</i> . On a hit you deal an additional 3d6 poison damage. The target must make a constitution saving throw. On a failed save, they gain the envenomed condition for 1 minute. If you score a critical hit with this attack, the target instead gains 3 ranks of the Envenomed condition.
Shinobi Firecracker	Your arm is equipped with a firecracker that is made for disorienting your foes. As a Bonus Action you can force every creature in a 10-foot cube originating from you to make a Wisdom saving throw. On a failed save, they become dazed and blinded until the beginning of their next turn.

WOLF TECHNIQUES

Beginning at 10th level, you have learned both to value patience, but at the same time that hesitation leads to defeat. You have become privy to a series of elite techniques taught only to members of your creed who have survived as long as you have. Select 1 of the following jutsu. The selected jutsu are now counted as your *Wolf Techniques*. The jutsu selected are added to your Jutsu known and also gain their listed effects. You can cast a jutsu counted as your *Wolf Technique*, by spending two uses of your *Prosthetic Attachment* instead of spending chakra. A jutsu cast in this way ignores its component requirement, instead being able to be cast using any weapon and is always cast as if it were B-Rank.

- *Kunai Assault*: X always equals 8.
- *Weapon Deflect*: Bonus damage increases to a d10.
- *Weapon Break*: Your weapon is treated as a B-Rank or a +2, whichever is higher in the given scenario.
- *Earth Breaker*: Increase the saving throw damage die to a d10, and instead make two melee taijutsu attacks against a prone target.
- *Reapers Swing*: The Jutsu's casting cannot be reacted to.
- *Triple Windmill Blades*: The jutsu's range is increased to 90 feet.
- *Ichimonji*: Make one additional attack.
- *Judgement Cut*: Reduce the additional cost to target the same space to 4 chakra.

OWLS TEACHINGS

Also at 10th level, you have begun to also learn from another creed of Hunters, known as the Owls. Their teachings guide you down the road of a shinobi, deeper than most others would dare travel.

While observing a creature, you can as an action, make an Insight check vs the targets Passive Deception ($10 + Charisma (Deception) Bonus$). On a success, you can see through them, almost as if looking into their spirits directly. You can select one of the following, granting you this boon for the next minute. You cannot use this feature on the same creature no more than once, every hour.

- A creature who would even attempt to lie, makes you instantly aware of their trickery.
- A creature who would have hostile intentions towards you or anyone near them, makes you instantly aware of their malice.
- A creature who would have romantic or admiration-based feelings towards you or anyone near them, makes you instantly aware of their feelings.

SHINOBI'S KARMA: WILL

Beginning at 14th level, your strength of will has reached levels incomparable to other Hunters of your caliber. You gain proficiency in Charisma saving throws.

Additionally, saving throws you make against a Genjutsu that would Restrain, incapacitate, slow or stun you are made at advantage.

DEVOTION TO THE CREED

Also at 14th level, your devotion to your creed has exceeded all others. When you would complete a rest, select one Adversary Class (*Caster*, *Controller*, *Defender*, *Lurker*, *Generalist*, *Striker* or *Supporter*). You become aware whenever an adversary with that class is within 120 feet of you and where they are.

If you would engage them socially, your training has led to you researching as much as possible in regards to interacting with them. You can choose to use your Wisdom in place of Charisma when making a Charisma based skill check. Additionally, you gain a 1d6 bonus to all such checks made to interact with them.

KAGES DIE TWICE

At 17th level, your sheer spirit and resolve to keep fighting allows you to defy even death itself. Once per long rest, when your hit points are reduced to 0, you can choose to slowly stand back up, regaining hit points equal to twice your hunter-nin level, and gaining resistance to all damage until the end of your next turn.

Additionally, when you are revived this way, you immediately gain 2 failed death saving throws, which cannot be removed by any means until you complete a long rest.

Alternatively, if you would die, prior to using this ability, once per full rest, you can choose to rise from the ether, ignoring effects that would prevent you from being revived rising with half of your maximum hit points. If you do, you gain 5 failed death saves, which cannot be removed by any means until you complete a full rest.



HUNTERS EXPLOITS

Choose from the following exploits. In order to choose an exploit, you must be proficient in the associated skill.

AIM

Skill: Perception

When you make an attack, you attempt to line it up against a creature you can see. Make a Perception check vs the targets AC. If you have Mastery in perception, you instead add a +1d4 bonus in place of Mastery. On a success, attacks attack made against the target creature is made at advantage. If multiple attacks are made as a part of the same action or as the result of a jutsu cast, the first attack made is at advantage. Additionally, if your check beats the opposing creatures by 10 or more, you also increase your first attack made after using this exploits, critical threat range by +1.

ANALYZE

Skill: Investigation

As a Bonus Action, you attempt to figure out who your enemy is and what they are about. Make an Investigation check contested by the target's Charisma Saving throw. If you have Mastery in investigation, you instead add a +1d4 bonus in place of Mastery. On a success, you become aware of the targets Adversary role or Clan (your choice).

ANGLE

Skill: Perception

You attempt to predict the behavior of a creature you can see within 30 feet of you. Make a Perception check contested by the target's Dexterity saving throw. If you have Mastery in perception, you instead add a +1d4 bonus in place of Mastery. If your check succeeds, the first attack roll the target makes before the start of your next turn has disadvantage, and the first saving throw the creature makes before the start of your next turn has disadvantage.

BATTLE CRY

Skill: Intimidation

You attempt to demoralize one creature you can see within 30 feet of you that can see and hear you. Make an Intimidation check contested by the target's Charisma saving throw. If you have Mastery in intimidation, you instead add a +1d4 bonus in place of Mastery. On a success, the target becomes demoralized, suffering a -2 penalty to all attack rolls, skill checks, saving throws and even their AC. A creature immune to fear cannot be affected by this exploit. A demoralized creature can attempt to repeat their saving throw vs your Highest save DC at the end of each of their turns, ending the demoralized effect on a success. A creature who is demoralized, can be demoralized no more than twice at any single time.

BRUTE

Skill: Athletics

When you would score a hit with a melee attack, you attempt to overwhelm them. Make an Athletics check contested by the target's Strength saving throw. If you have Mastery in athletics, you instead add a +1d4 bonus in place of Mastery. On a success, the target gains 1 rank of weakened.

CHAKRA RECOIL

Skill: Chakra Control

You attempt to recover chakra for yourself after casting a jutsu. When you would cast a jutsu, Make a Chakra Control check vs a DC 8 + Rank of jutsu cast (D-Rank: 5, C-Rank: 9, B-Rank: 13, A-Rank: 17, S-Rank: 21). If you have Mastery in chakra control, you instead add a +1d4 bonus in place of Mastery. On a success, you reduce the cost of the jutsu by 1d6, down to a minimum of 0. If you beat the DC by 5 or more, you instead reduce the cost by 2d6.

CHARMING

Skill: Persuasion

As an action, you attempt to influence one creature you can see within 30 feet that can hear and understand you. Make a Persuasion check contested by the target's Wisdom saving throw. If you have Mastery in persuasion, you instead add a +1d4 bonus in place of Mastery. If you have dealt damage to the creature in the last hour, it has advantage on its save. On a success, the target gains 1 rank of the charmed condition in regards to you, until combat would begin.

CONFUSE BEAST

Skill: Animal Handling

You attempt to confuse one beast on the battlefield. Make an Animal Handling check contested by the target's Wisdom saving throw. If you have Mastery in animal handling, you instead add a +1d4 bonus in place of Mastery. If your check succeeds, the beast cannot take Actions or Reactions until the end of your next turn.

DEFLECTION

Skill: Martial Arts

Requirements: Wolves Legacy

When you would take damage from a melee attack you can deflect the attack weakening the posture of your assailant, weakening their stance to allow you to strike them in response. While this does not cost an action to use, if you cannot gain the benefit of a Reaction, you cannot use this exploit. Until the end of the current turn each time a creature would target you with an attack or deal damage to you as a result of an attack, you make a Martial arts check contested by the targets attacking ability scores, saving throw. If you have Mastery in Martial Arts, you instead add a +1d4 bonus in place of Mastery. On a success, roll your *Lethal Attack* dice, reducing damage by the result. If the deflected attack was a melee one, reduce the triggering creatures AC by 1d4, until the end of your next turn. If a creatures AC would be reduced by 10 or more as a result of this exploit, the next attack targeting them automatically scores a critical hit.

DIPLOMACY

Skill: Persuasion

As an action, you attempt to convince one creature you can see within 30 feet that can hear and understand you. Make a Persuasion check contested by the target's Charisma saving throw. If you have Mastery in persuasion, you instead add a +1d4 bonus in place of Mastery. If you have dealt damage to the creature in the last hour, it has advantage on its save. On a success, you are able to convince them to increase their disposition towards you. They may feel more willing to assist you and your allies towards accomplishing a goal against their better judgement.

DISTRACTION

Skill: Deception

As a Bonus Action or a Reaction when an allied creature would make an attack targeting a creature range, you attempt to distract one creature you can see within 30 feet of you that can see and hear you. Make a Deception check contested by the target's Wisdom saving throw. If you have Mastery in deception, you instead add a +1d4 bonus in place of Mastery. On a success, the target becomes surprised until the end of the current turn against the chosen allied creature.

EMULATE PREDATOR

Skill: Nature

You attempt to emulate the sounds of a natural predator of a creature you can see within 30 feet, that cannot see you. Make a nature check contested by the target's Wisdom saving throw. If you have Mastery in persuasion, you instead add a +1d4 bonus in place of Mastery. On a success, the target is spooked and must take the Dash action and move away from you, using the safest available route on its turn, unless there is nowhere to move.

FEINT

Skill: Deception

As a Bonus Action, you attempt to divert the attention of a target you can see within 30 feet. Make a Deception check contested by the target's Wisdom saving throw. If you have Mastery in deception, you instead add a +1d4 bonus in place of Mastery. On a success, the target is incapacitated until the end of your current turn.

FESTERING SIPHONAGE

Skill: Medicine

Requirements: Necrotic Hand Subclass

When you would deal damage with the *Necrosis* ninjutsu, you are able to siphon off a portion of your targets strength. Select one ability score between; *Strength, Dexterity, Intelligence or Wisdom*.

Make a Medicine check contested by the targets Constitution saving throw. If you have Mastery in medicine, you instead add a +1d4 bonus in place of Mastery. On a success, you reduce the targets chosen ability score by $1d6+1$. You gain a bonus to the same ability score equal to the value they lost. This drain lasts until the end of your next turn or until they die, whichever comes first.



FOX'S SIN

Skill: Persuasion

Requirements: Vice Agent Subclass

When you would deal damage with your *Shadow Bite* jutsu, you can entice the target to give you any bonuses, boosts, or boons they are benefiting from. Make a Persuasion check contested by the targets Wisdom saving throw. If you have Mastery in Persuasion, you instead add a +1d4 bonus in place of Mastery. On a success, any one jutsu, feature or trait (excluding Class mod or Clan Traits) that are granting the target a bonus, boost or boon, you steal it, gaining its benefit for the remaining duration. If the jutsu stolen required concentration, you begin to maintain concentration in place of the original target spending 0 chakra at the beginning of each of your turns. The target loses the jutsu as if it were dispelled. If the benefit stolen was from an Adversary trait, they lose the traits benefit until the end of your next turn as you gain its benefit for the same duration. If you are not aware of all of the jutsu, features or traits currents affecting a creature you randomly steal one, becoming aware of its effects. (Ex. *Bless, Wind Release: Wind Friction Shatter*, or even *Crushing thoughts*)

HINDER

Skill: Sleight of Hand

As a Reaction to a creature attempting to make an attack or cast a jutsu, you attempt to blind it, if it is within 30 feet of you. Make a Sleight of Hand check contested by the target's Constitution saving throw. If you have Mastery in Sleight of Hand, you instead add a +1d4 bonus in place of Mastery. On a success, the target is blinded until the start of its next turn.

INCURABLE AFFLICTION

Skill: Deception

Requirements: Undertaker Subclass

When a creature would take poison damage as a result of an attack you make, jutsu you cast, or envenomed condition you inflicted, you are able to reveal that the poison isn't any normal poison. It is virtually incurable. Make a Deception check contested by the targets Constitution saving throw. If you have Mastery in Deception, you instead add a +1d4 bonus in place of Mastery. On a success, the target gains 1 rank of envenomed for the next minute and cannot have any ranks of the envenomed condition removed by any means until the end of your next turn.

INSTRUCT

Skill: Investigation

As an action, you attempt to find a weakness in your target. Make an Investigation check contested by the target's Wisdom saving throw. If you have Mastery in investigation, you instead add a +1d4 bonus in place of Mastery. If your check succeeds, all friendly creatures next attack roll against the target is made at advantage.

INTUIT

Skill: Insight

You attempt to determine the motivations of one creature you can see within 30 feet. As an action, make an Insight check contested by the target's Charisma saving throw. If you have Mastery in insight, you instead add a +1d4 bonus in place of Mastery. On a success, the target cannot gain any bonuses to their next skill checks made against you or an allied creature.

SHADOW STEP

Skill: Stealth

Requirements: Grave Stalker Subclass

When you are in a space counted as Dim, Light, Darkness or gaining the benefit of being Lightly or Heavily obscured, you can use this exploit. Select another space that would grant you any of the aforementioned environmental circumstances. You teleport to that space.

When you do teleport, make a Stealth check contested by all hostile creatures passive perception. If you have Mastery in stealth, you instead add a +1d4 bonus in place of Mastery. On a success, you becomes undetectable by jutsu with the sensory keyword until the end of your next turn, and your first attack with *Weapons of Darkness* from stealth, automatically hits a creature.

SHARP RAIN

Skill: Crafting

Requirements: Arsenalist Subclass

When you would deal damage using a weapon, jutsu or tool that is a part of your *Arsenal*, you are able to manifest a storm of needle like chakra in an attempt to hinder the target. Make a Crafting check contested by the targets Strength Saving throw. If you have Mastery in crafting, you instead add a +1d4 bonus in place of Mastery. On a success, you aggressively restrict the mobility of the target creature, reducing their movement speed to 10 feet, preventing them from forming handseals or taking the Dash, Disengage or Dodge actions until the end of your next turn.

STUDY

Skill: History

You attempt to anticipate your target's action. As a Reaction to a creature attempting to cast a jutsu or make an attack against you, make a History check contested by the target's Charisma saving throw. If you have Mastery in history, you instead add a +1d4 bonus in place of Mastery. On a success, you have advantage on the first of each, your skill check, attack roll and saving throw you make against that creature before the end of your next turn.

SUNDER

Skill: Craft

You attempt to make a creatures armor virtually pointless. As a Bonus Action, make a Craft check contested by Strength saving throw. If you have Mastery in the craft skill, you instead add a +1d4 bonus in place of Mastery. On a success, you ignore the bonus its armor grants to its AC until the end of the current turn.

TUMBLE

Skill: Acrobatics

As a part of your movement, you attempt to make a quick tumble. Make an Acrobatics check and record the result. If you have Mastery in the acrobatics skill, you instead add a +1d4 bonus in place of Mastery. Your AC becomes the result of your check. This only lasts against the first attack made against you before the beginning of your next turn, after which your AC goes back to normal.

VANISH

Skill: Stealth

You attempt to make your presence disappear. While you are being observed by creatures. You can as an action, make a Stealth check contested by the creature with the highest wisdom ability score, Wisdom saving throw. If you have Mastery, you instead add a +1d4 bonus in place of Mastery. On a success, you are able to move up to your movement speed into a space that would grant you partial or total concealment. When you do, you treat your stealth check as if you attempted to Hide. The image the observing creature(s) were seeing begins to vanish into thin air revealing that you were never there in the first place.

VOID ASSAULT

Skill: Ninshou

Requirements: Void Hunter

When you would trigger *Lethal Attack* on a creature marked as your *Primary Target* or marked by your *Chakra Mark* ninjutsu you begin to blink around targeting all other creatures marked by your *Chakra Mark* dealing significant damage to everyone. Make a Ninshou check and record the result. If you have Mastery in Ninshou, you instead add a +1d4 bonus in place of Mastery. Compare the result of your check to the AC of all other creatures marked by your *Chakra Mark*. You quickly teleport and strike each of them in the blink of an eye dealing half of the triggering attack's damage to all marked creatures. This ends the *Chakra Mark* jutsu on all affected creatures. Regardless, choose a space within 5 feet of a marked creature that can hold you, as you teleport to that space after this exploit's use.

WARDENS ASSAULT

Skill: Athletics

Requirements: Blade Warden Subclass

As a part of the same action used to make a weapon attack or taijutsu attack, You attempt a flurry of strikes that are impossible to track with your *Warden Weapon*. Make an Athletics check vs the targets AC. If you have Mastery in Athletics, you instead add a +1d4, in place of the Mastery bonus. On a success, you strike fast enough and with enough force to manifest multiple afterimages of the same attack. You can trigger *Lethal Attack* twice on the target creature the turn you use this Exploit.

TERRIFYING

Skill: Intimidation

You attempt to demoralize a creature, so as to give you a feeling of superiority over them. The reaction is instant, and the effects positive. Make an Intimidation check contested by the target's Charisma saving throw. If you have Mastery in intimidation, you instead add a +1d4 bonus in place of Mastery. On a success, the target gain 1 rank of fear against you for the next minute. Additionally, until the end of your next turn, you gain a +1 bonus to all saving throws for each rank of fear the target has against you.

HUNTERS PATTERNS

Patterns are the fully realized manifestations of the multitude of trainers, teachers, peers and even rivals. These manifestations take shape in the form of patterns you have picked up. These patterns are things you do throughout your day, when you are resting or even when fighting.

BACK-UP PLANS, BACK-UP

Your teacher, master or rival seems to always have a plan A, B, C, D and E. You will never be caught without an answer again. Once per rest, you can select one tool, kit, or weapon of greater quality, that you are able to pull from a Back-up scroll that you *always* had this entire time.

The tool, Kit or weapon can only be used once, regardless of the circumstance. Once used the Tool, kit or weapon breaks or becomes inert.

BOTANY

You have taken to caring for plants of any or all types. It calms you and grants you a deeper understanding of the biomes the plants come from. Select two of the following locations; *Land of Fire*, *Land of Earth*, *Land of Lightning*, *Land of Water*, *Land of Wind*, *Land of Snow*, *Minor Lands* (any 3). You gain a +1d6 bonus to all Nature and Survival checks made within the chosen lands.

You can select this Pattern multiple times, selecting different locations.

DRINKER

You have taken up the unhealthy pastime of drinking alcohol. The drink burns your throat and has a bitter aftertaste, but you find it oddly liberating. This drinking habit has granted you the ability to convert your Hit die into additional uses of any *Hunter-Nin* class feature that has a use limit.

For every 2 Hit dice spent, you gain 1 additional use of any one *Hunter-Nin* class feature.

HABITUAL RESEARCHER

You research the most remedial things. The number of useless facts and tidbits of knowledge has become unbearable. But you never stop learning, no matter how much time it takes out of your personal life. Select two skills. You gain proficiency in the given skills.

You can select this Pattern multiple times, selecting different skills.

HORROR FILMS

After your first fright film, you have become absurdly addicted to them, finding ways to watch or read horror related content. This gives you a multitude of ways to deal with the fear of being afraid. You gain immunity to the Fear condition and Fear based effects.

HYPER CRITICAL EYE

You have always been super critical of the quality of the tools you are working with. Whenever you see weapons, armors or tools within 60 feet of you, you can, as an object interact action, inspect them more closely when you do, you become aware of the quality, special effects, features, or even seals placed upon them and what they can do.

ILLICIT LITERATURE

You have become an avid reader of illicit and inappropriate texts meant for only the most refined of tastes. While reading you learn to deal with your desires unlike most of the uncultured swine who are ignorant to your holy texts. You gain Immunity to the Charmed condition and charm-based effects.

KLEPTOMANIAC

The shiny things in life were always too much to just ignore. Plus, they'd shine better with you. Years of petty theft has taught you how to do it correctly. You gain proficiency in Sleight of Hand or Security Kits. When you would make a check to pickpocket or pick a lock, You can mark the lock as your Primary Target, reducing the DC 2. Doing this keeps the lock as your Target until you open it or an hour has passed.

MARTIAL STUDENT

Ninjutsu or Genjutsu could fail you, but your own limbs or weapons could not. You can use Dexterity as the casting modifier the jutsu type you did not pick with the *Lethal Precision* class feature.

NINJA INFO CARD ADDICT

You read Ninja info cards to bed every night and while bathing. You have an unhealthy obsession with memorizing what an enemy might be able to do. Select one of the following Adversary types; *Caster*, *Controller*, *Defender*, *Lurker*, *Generalist*, *Striker* or *Supporter*. When you would become aware of an adversaries type, you become aware of all Role traits they have.

You can select this Pattern multiple times, selecting a different adversary type.

OVERPREPARED

You always over prepare. So much so that you over pack, bring too much of the same thing, or are always more prepared than the next person. When you would complete a rest of any type. Roll one d20. Record the results. Whenever you or another creature would make a skill check using Dexterity, Wisdom or Charisma you can replace their original d20 result with the d20 you previously rolled, spending that roll.

PRACTICED COMBATANT

You have practiced the martial arts all of your life, studying new forms, techniques and skills. Even when others would ask you to be a bit more social, you focused on the practical applications of your martial prowess. You gain one Taijutsu or Weapon stance from Chapter 13.

PRE-PLANNED ROUTE

You have learned the value of always knowing how to, and when to escape or run. You practice your escape routes the night before and in your dreams in order to avoid wasting time. When you would take the dash action, you instead are able to increase your movement speed by twice your base speed. Once you do this, you cannot gain the benefit of this pattern again until you choose to reduce your speed to 0 at the beginning of your turn or finish a rest.

REVIEWING TACTICS

You have taken up the teachings of the Samurai in how they surround their enemies in combat. When you and an allied creature are on opposite sides of a hostile creature, the hostile creature suffers a -2 penalty to their AC against your attack.

SMOKER

You have taken up the unhealthy pastime of smoking tobacco sticks. The taste is horrible and the smoke chokes your lungs, but you find it oddly calming. This smoking habit has granted you the ability to convert your chakra die into bonuses to skill checks once per turn. You can spend 1 chakra die in this way adding the result to a given check.

INTELLIGENCE OPERATIVE

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



INTELLIGENCE OPERATIVE

An Aburame directs his allies to take very specific positions and tells them how to win this upcoming battle. After they take a position, they act according to his plans, each event happening in sequence like he planned, all culminating into the confrontation with the Warlord. With a trained eye for detail, Sarutobi looks over the room he and his allies are trapped in. After a few seconds he figures it out. He walks directly through the wall after figuring out that they were trapped within a Genjutsu and noticing the smallest off-center details. These shinobi, different as they might be, are connected by one common factor, they are geniuses in their own right, able to read the room, see the way it's built and figure out that the room isn't a room, but a cage or trap. The Intelligence operatives are the team leaders, planners, and the brains behind the greatest teams in the shinobi world.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to harness and feel like masters of strategy through the use of the mechanics presented in this class. The Mechanics presented in this class were made to imitate the tactical plans of characters such as: Shimamura Nara, Kakashi Hatake, Tobirama Senju, Itachi Uchiha, Kabuto Yakushi & Orochimaru.

CREATING AN INTELLIGENCE OPERATIVE

When creating an Intelligence Operative consider a few things about how the character thinks and acts. Do they plan ahead or do they plan in the moment? How are their relationships with their allies and how do they interact with them both on and off of missions? Do they actively take charge or do they only act when it's a last resort? What made the character so bound to strategy? Did they train under another very skilled tactician and never beat them in a game of chess (Shogi)? Or did you never lose a game and followed this path in order to get a real challenge?

QUICK BUILD

You can make an Intelligence Operative quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Dexterity or Charisma. Second, choose the Nara, Yamanaka or Non-Clan, Clans.

CLASS FEATURES

As an Intelligence Operative, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Intelligence Operative level

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

CHAKRA POINTS

Chakra Dice: 1d10 per Intelligence Operative level

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

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple Weapons, Fuma Shuriken, Knuckle Blades

Ninja Tools: Pick four

Saving Throws: Dexterity, Intelligence, Charisma

Skills: Investigation, Choose three from Chakra Control, Crafting, Ninshou, Persuasion, Illusions, Insight, Intimidation, History, Perception, Martial Arts

EQUIPMENT

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

- (a) Padded Cloth or (b) Combat Jacket
- (a) 1 Simple weapon or (b) 2 Knuckle Blades
- (a) One Kunai Stack or (b) 1 Fuma Shuriken
- One Tool Kit of your choice.
- 1 Paper Bomb

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

STRATEGIC TIMING

Starting at 1st level, you may use your Intelligence Modifier in place of your Dexterity Modifier to roll Initiative.

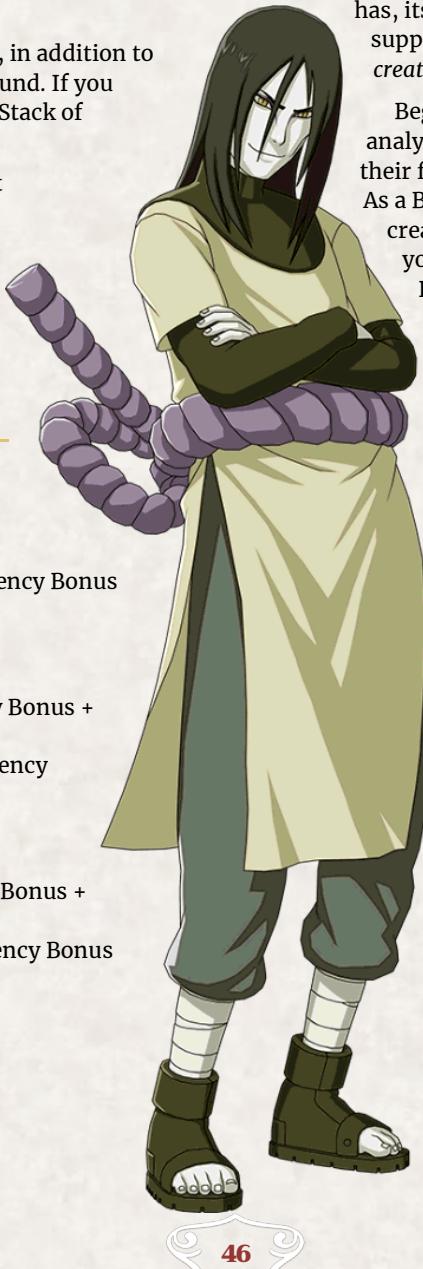
Additionally, when taking the *Read the Enemy* action, you may make an *Investigation* check in place of any previously listed skill checks.

EXPLOIT WEAKNESS

Also 1st level, you are able to analyze a target, develop a plan on how to best overcome any potential obstacles and execute that plan with ruthless efficiency. As a Bonus Action on your turn, you can study a target you can see within 60 feet of you. For the next minute, or until you study another target, you gain the following benefits against your studied target;

- **Intelligent Strikes.** While wielding a weapon you are proficient with either any of the following weapon properties, you can use Intelligence in place of Strength or Dexterity for attack and damage rolls when targeting an analyzed target; (Melee: *Light* or *Finesse*, Ranged: *Thrown* or *Returning*)
- **Analyze.** Once, on each of your turns, you can attempt to *Analyze* at no action cost. When you do, you make an *Investigation* check vs the targets Level DC. On a success you become aware of one trait the adversary has, its effects and if it can be dispelled or suppressed in some way. (*Level DC* = 8 + target creatures Level.)

Beginning at 7th level, you learn how to analyze a friendly creature, informing them of their faults and assisting them in covering those. As a Bonus Action, you can analyze an allied creature for the next minute. While analyzed, you can select one Statistic; Attack Roll, Damage roll, Skill Checks, Saving Throws or Armor class. They ignore any penalties they have as the result of a Jutsu, Trait or condition while you are analyzing them. You can only analyze one allied creature at a time.



MASTER PLANNER

Starting at 2nd level, you have become adept at planning and learn Plans that can be used freely but are also enhanced by a special resource called **Brave Orders**.

Plans: You learn two plans of your choice, which are detailed in the plans Section at the end of this class. You earn more at higher levels as shown in the “Plans Known” Column of the Intelligence Operative Class table. Many Plans may enhance attacks in some way, provide you with a unique action or reaction and each has a duration, listed in the Plans effect text. You may activate a plan by spending one Brave Order as an Action, Bonus Action or Reaction. If you would activate a plan while another plan is currently active, the previously active plan immediately ends. You may enhance an active plan by spending a Brave order (no additional action needed). You can end an active plan at any time in the same manner you could end concentration on a Jutsu. When you would gain the benefits of a long rest you may switch the plans you know with another plan. You can only have one plan active at a time, unless otherwise stated.

Brave Orders: You can spend up to two brave orders per turn. You gain more brave orders at later levels, as shown in the Brave Order column of the Intelligence Operative class table. A Brave Order is expended when you use it. You regain all of your Brave Orders when you finish a short or long rest.

MASTERY

Starting at 2nd level, select one skill or toolkit. You gain Mastery in the chosen skill or toolkit. You gain 1 additional Mastery beginning at 9th and 16th levels.

MASTER STRATEGIST

Also, at 3rd Level you dedicate your tactics towards a Type of Strategy which is detailed in the following section. The Strategy you choose grants you features at 3rd, 6th, 9th, 13th and 17th levels.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

TACTICAL SCHEME

Beginning at 5th level, you can begin to design a scheme intended to defeat any of your enemies.

Whenever you would spend a *Brave Order* or activate a *Plan*, you can gain a special d20 called a *Scheme Die* which remains until the end of your next turn. Before the end of your next turn, you can replace the result of any allied creature's d20 roll, with your *Scheme Die*. You roll your *Scheme Die*, and use that in place of the allied creature's d20 result.

Beginning at 10th level, you gain two d20s, and can roll both and pick the dice you want to use for this feature.

Starting at 15th level, you can use this feature to replace the d20 roll of a hostile creature marked with your *Exploit Weakness*. Once you use this feature, to

replace a hostile creature's d20 roll twice, you cannot do so again until you complete a long rest.

HELPFUL OPERATIVE

Also, at 5th level, the Intelligence Operative can use the help action as a Bonus Action, even with skills they are not proficient in. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

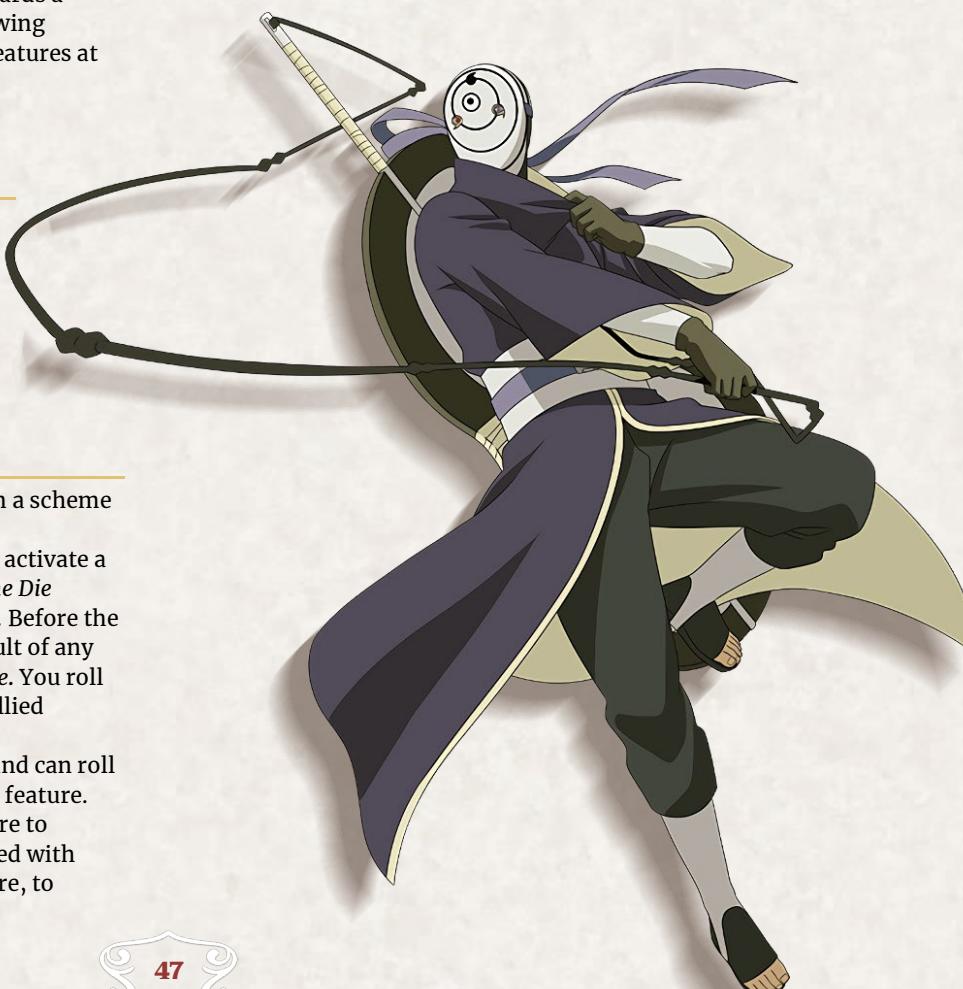
Additionally, when you would roll initiative, you can choose to activate a *Plan* by spending a brave order, as a part of the initiative roll.

SABAKI

Starting at 7th level, the Intelligence Operative begins to learn to incorporate the game of Shogi into their strategies, including the technique of Sabaki in how they approach both Combat and Social encounters.

Combat: When you would roll initiative, you can spend 1 *Brave Order*. If you do, you can select one allied creature (Excluding yourself) within 30 feet of you that can hear you. That creature gains the benefits of one plan you know, as if you had activated it. They retain this plans benefits for the remainder of the initiative, unless you end this feature on your turn, at no additional action cost.

Social: At the beginning of each social encounters' initiative count or round, you take notice of all points and focuses asserted during the last round. All allied creatures gain a +2 bonus to the first check they make using a skill each round. If an allied creature would beat an opposing DC or contested check by 5 or more while benefiting from this effect, you gain a *Scheme Die* which you can use during this Social encounter.



You can spend a *Brave Order* to activate this feature twice per long rest.

DECLARATION OF WAR

Starting at 11th level you may select 1 hostile creature you can see or hear. While you are within 60 feet of the target, you may, spend one *Brave Order* to give that creature disadvantage on any single Skill Check, Attack Roll or Saving throw. At 18th Level you may select a number of creatures equal to your Intelligence Modifier.

TSUME

Starting at 14th level you have reached the pinnacle of tactical planning and choice-based tactics. When you would gain the benefit of a *Plan* while you have a hostile creature marked with *Exploit Weakness*, you begin to move into end game.

By spending 1 *Brave Order*, all allied creatures, excluding yourself become marked with your *Exploit Weakness* for up to 1 minute, gaining the benefit of being analyzed and gain a special action called *Tsume*.

Tsume. This special action, can be taken to fulfil the action cost of any Jutsu cast that has a casting time of at least 1 Action, 1 Bonus Action or 1 Reaction or it can be used to Dash, Disengage or Hide. Once used this special action comes back at the beginning of the affected creatures next turn. Once this action has been used twice by a creature, they lose it and it cannot be regained until this feature is used again.

CHECKMATE

Starting at 20th level, after many battles and conflicts, you have mastered when to, and when not to reveal your hand. As a Bonus Action, all allies gain the *Checkmate* condition. This condition cannot be cleansed and has a number of charges equal to your Proficiency Bonus. A charge is expended when an affected creature fails a saving throw or you end your turn. Once all charges are expended, they lose this condition. Once you use this feature, you cannot do so again until you complete a long rest.

Checkmate. Creatures with the *Checkmate* condition gain the following benefits for its duration.

- While you are *Checkmated* plans you activate does not cost *Brave Orders*.
- A *Checkmated* creature gains immunity to Conditions inflicted by hostile creatures.
- A *Checkmated* creature treats critical hits as regular hits.
- A *Checkmated* creature cannot gain disadvantage or penalties to any d20 roll it makes.
- A *Checkmated* creature gains double the benefit from currently active plans. If a plan provides any bonuses, those values are doubled. If the plan provides additional special actions, they can be used an



additional time before ending. If the plan has a use limit, that use limit is increased by +1.

MASTER STRATEGIES

AZURE ANALYST

Some Intelligence Operatives find that knowing what your enemies know and use is far more critical than having any high-powered techniques of your own. They believe that using your enemies strengths against them is a far less dangerous path than fighting fire with fire. These Intelligence Operatives are known as Azure Analyst's

AZURE RESEARCH

When you choose this Strategy at 3rd level, you learn to use your incredible insight to learn your enemies' skills, jutsu and abilities. You gain proficiency in Insight, if you weren't previously. If you already proficient, you instead gain Proficiency in another Wisdom based Skill. When you would make an Insight check, you can choose to instead use Intelligence in place of Wisdom

Once per turn, when you would take the *Analyze* action as a result of your *Exploit Weakness* class feature, you can choose to instead make an Intelligence (Insight) Check. Regardless of the skill used, on a success, you become aware of one random non-clan trait it has and its effects. Beginning at 10th level, you can choose one random **Passive** and its effects.

You can use this feature on the same hostile creature twice per long rest.

Beginning at 13th level, you can use this feature on the same hostile creature twice per short rest. This increases to three times at 17th level.

AZURE HYPOTHESIS

Also, at 3rd level, you learn how to take the knowledge you've gained and record it into a special Scroll, named the *Azure Scroll*. When you successfully become aware of a creature's trait, as a result of your *Azure Research* class feature, you can choose to seal it of them into your *Azure Scroll*.

When you do, it occupies the Scroll in one of the Azure Scrolls slots. You begin with one slot. You gain an additional Slot that you can store a named trait into at 6th, 13th and 20th levels. When you would attempt to seal a named trait into your Azure scroll while you have all of your slots filled, select one named trait currently sealed within your Azure Scroll and replace it with the newly sealed named trait.

By spending 1 Brave order, you can infuse yourself with one trait currently sealed within your *Azure Scroll*. You retain the benefits of this trait for up to 1 minute. You can only gain the benefits of a sealed trait once per long rest, per trait. Beginning at 7th level, when you would use your *Exploit Weakness* to analyze a friendly creature, you can choose to infuse that friendly creature with a sealed trait. When you do, they retain the benefit of the trait for the duration of your *Exploit Weakness*, but at the end of the duration, the trait dissipates and it vanishes from your *Azure Scroll*.

AZURE LOCKOUT

Starting at 6th level, you learn to lock your enemies out of their special traits and tactics.

While a hostile creature is marked with your *Exploit Weakness* and you have a trait it has access to, sealed into your *Azure Scroll*, as an Action, you can bind the chosen trait. For the next minute, the marked creature cannot gain the benefits of the bound trait. You can only have one trait bound this way at a time. Yourself or allied creatures cannot gain the benefit of traits bound in this way as a result of *Azure Hypothesis*. Additionally, at the end of the duration, the bound traits vanishes from your *Azure Scroll*.

This binding ability increases in strength as you grow in knowledge. Beginning at 13th level, you can bind up to two traits. Starting at 17th level, you can bind up to three.

SAPPHIRE INSIGHTS

Starting at 9th level, you learn how to spread the knowledge of an analyzed trait and grant your allies its power.

As an action, you can spend 1 Brave order. When you do, select one trait in your *Azure Scroll*. All allies within 30 feet of you gain the benefit of this Trait. This activation is treated as a plan, and ends any plans you currently have active if any, and ends if you activate any plans while this is active. This feature, when activated lasts a number of your turns, equal to your proficiency bonus. Once you use this feature you cannot do so again until you complete a rest and the trait vanishes from your *Azure Scroll*.

SAPPHIRE THEORY

Beginning at 13th level, when you would succeed on a *Read the Enemy* action, you can choose to also become aware of all Jutsu types and Jutsu Ranks that they have on their known Jutsu list. (Ex. B-Rank Ninjutsu, D-Rank Taijutsu. You do not become aware of the Jutsu they know, only if they know jutsu of a certain Rank and Category).

When you do, you can then choose to bind a select rank and category combination. (Ex. B-Rank Taijutsu, or C-Rank Genjutsu). Jutsu bound this way, cannot be cast for the duration of the binding. While binding jutsu in this way, you must maintain concentration on the binding as if concentrating on a jutsu of the corresponding type.

AZURE CONCLUSION

Beginning at 17th level, you have learned to take what you've learned and apply it with intriguing results and potency.

When you would use your *Exploit Weakness* to mark a hostile creature, you can choose mark one additional hostile creature and when you would gain the benefit of your *Azure Research* class feature it can now affect clan traits.

CALCULATED STRATEGIST

Some Intelligence Operatives are much more calculated than others. Their Plans are made both before and during combat. But requires much more information than others to make much more fool proof plans making use of Ninja Info cards to figure out the full capabilities of an enemy before they take direct action.

CONFLICT BOOK

Starting at 3rd Level, you have created your own version of the Bingo Book. Within the pages of this book, you have created specialized Ninja info cards, etching details you surmise from those you analyze. You gain proficiency in Perception, if you weren't previously. If you already proficient, you instead gain Proficiency in another Wisdom based Skill. When you would make a Perception check, you can choose to instead use Intelligence in place of Wisdom.

When you would attempt to *Analyze* as a result of your *Exploit Weakness* class feature, you can choose to instead make an Intelligence (Perception) Check. Additionally, you can choose to take the *Analyze* action, as a Bonus Action on your turn. On a success, you learn one of the following statistics as it is etched on a new page on a new Ninja info card. Starting at 9th Level, you may learn up to two statistics and three statistics at 17th.

- Adversary Affiliation
- Adversary Clan
- Adversary Role

CALCULATED INSIGHT

Also, at 3rd level, your calculated assessments allow you to see through a creature's option's. As a Bonus Action, Make an Intelligence (Perception) check vs a creature marked with your *Exploit Weakness*'s passive Deception, that you can see within 60 feet. On a success, you can see through their tactics, granting you one of the following effects. You can use this feature twice per initiative. You gain an additional use at 9th, 13th and 17th levels.

- **Determine Attack:** You can cause them to have disadvantage on their next attack against a creature that can see or hear you.
- **Predict Movement:** You deduce where they are planning to move on their next turn. If they move before the end of their next turn, you can command an allied creature to move up to their full movement plus 20 additional feet. You can only command one ally to move in this way as a result of this feature.
- **Outwit Response:** You find an opening in their defenses negating any they may have. The target cannot gain Jutsu based bonuses to their AC as a Reaction until the start of your next turn.
- **Expose Weakness:** The targets weakness is exposed. The next instance of damage they take is increased by three times your Proficiency Bonus.

CALCULATED TACTICS

Starting at 6th Level, you are able to utilize information you have access to, in a far superior way compared to others, capable of creature new and unique plans and tactics based around the known information.

When you have an Adversary whom you have marked with your *Exploit Weakness* class features; **Affiliation**, **Clan** or **Role**, recorded in your Conflict book, you can use the known information to develop a new tactic based on the information gathered. You can only gain the benefit of one Tactic at a time.

- **Affiliation:** You become aware of the tactics of the enemy if they have any, such as how they normally plan to engage in combat or social encounters and their highest attack bonus (Ninjutsu, Genjutsu, Taijutsu, Weapon).
- **Clan:** You become aware of up to three random Hijutsu the creature has on their known list as you correctly deduce what they possibly know or don't know and what you should look out for.
- **Role:** You become aware of the creatures AC and highest Saving throw bonus.

ACCORDING TO PLAN

Also, at 9th Level, you are able to enable an ally to push the plan you've put together to success. As a Bonus Action, you are able to spend one Brave Order to give one ally, who can see & hear you, within 60 feet an additional action on their turn, which they can use to take the Attack, cast a Jutsu, Dodge, Dash, Disengage, Help or Hide Actions. An allied creature can only gain the benefit of this feature, twice per long rest.

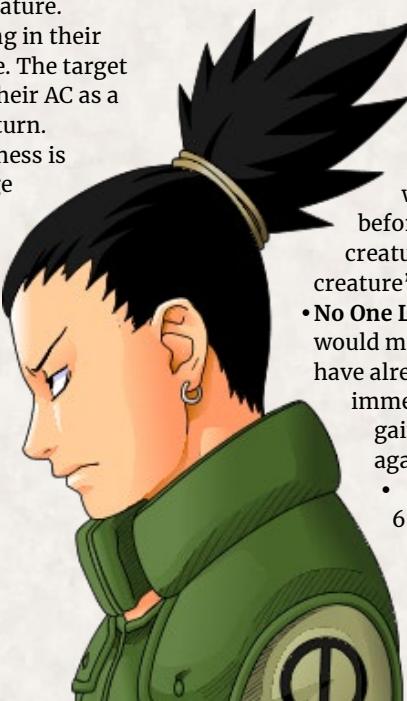
NOTHING IS A SURPRISE

Beginning at 13th Level, you have truly planned for just about every eventual outcome. While you are conscious, you and allied creatures within 30 feet of you cannot be surprised and hostile creatures cannot gain advantage against you or allied creatures within 30 feet of you as a result of being hidden.

Finally, creatures attacks that would target you cannot benefit from a bonus to hit as the result of a Jutsu. (Such as Advantage or any flat +X based bonus)

4-D CHESS

Also, at 17th Level, you are already looking 20 moves ahead while planning for the next battle two weeks from now. As a Bonus Action, by expending one *Brave Order* you gain, one of the following effects:

- 
- **Shift the Field:** Up to 5 allied creatures that can see or hear you can move their full movement speed without provoking attacks of opportunities.
 - **Bloody Victory:** When you or an ally would reduce a hostile creature to 0 hit points before the end of your next turn, up to 5 allied creatures regain Hit Points equal to the dead creature's level.
 - **No One Left Behind:** Allies within 60 feet of you, who would make a Death saving throw on their turn, or who have already died within the last minute, are instead immediately stabilized at 1 Hit Point. Creatures who gain this features benefits cannot benefit from it again for 24 Hours.
 - **Absolution:** All allied creatures within 60 feet of you gain a +1d4 bonus to attacks, saving throws, skill and ability checks until the end of your next turn.

GRAVE CONTROLLER

Some Intelligence Operatives seek mastery over each creature on the battlefield. Their plans seek to manipulate the bodies of their foes using Forbidden Techniques, while also demoralizing and breaking the morale of their opponents.

TWISTED ANATOMY

When you choose this Strategy at 3rd level, you gain proficiency in Medicine, if you weren't previously. If you already proficient, you instead gain Proficiency in another Wisdom based Skill. When you would make a Medicine check, you can choose to instead use Intelligence in place of Wisdom.

DEAD SOUL TECHNIQUE [CHANGED]

Starting, at 3rd level, you begin to walk down a dark path, paved in failure and regret. When a creature you are currently analyzing with your *Exploit Weakness* class feature, dies within 60 feet of you, and are of a level equal to or less than your Intelligence Operative Class levels and is classed as a *Standard Adversary*, you can use your Reaction to bind their essence to yourself in the form of a blackened scroll named the *Dead Soul Scroll*.

While you have at least one creatures essence bound to you in this way, as an Action you can spend 1 Brave Order to summon that creatures corpse to a space that can hold it, within 60 feet of you. It remains summoned for the next minute, and is hereby referred to as a **Bound Corpse**.

While you control a **Bound Corpse**, you can only concentrate on one jutsu at a time, regardless of what other features state. You can only have one creatures essence bound to you through your *Dead Soul Scroll*. As you get stronger, you gain additional slot for creatures essences to be bound to you. Beginning at 9th and 17th levels, you gain 1 additional slot for this purpose within your *Dead Soul Scroll*.

The corpse has the statistics of a **Bound Corpse** ($X = \text{the creature's original Ability scores in life.}$)

Bound Corpses summoned this way have two **Corpse Traits**. **Bound Corpses** can be commanded as a Bonus Action. When you do, they can move up to their original base speed and can take 1 Action. Corpses can only use a number of jutsu equal to your Proficiency bonus that you are aware that they know of the highest rank you can cast based on your class table. When they cast a jutsu that requires chakra, they must spend your chakra.

All corpses turn to dust when they cannot mold chakra or run out of temporary hit points. Corpses turned to dust are immediately unbound from you.

Jutsu your corpse casts uses your Ninjutsu attack bonus or Save DC for their rolls and Save DC calculation.



CORPSE COLLECTOR

Starting at 6th level, you learn how to capture the essences of Adversaries that are classed as Minions. You can capture up to 4 Minions in this way using your *Dead Soul Technique* class feature, with the 4 Minion classed creatures all occupying a unique slot, that only *Minion* classed adversaries can occupy.

When you do, they become known as *Bound Minions*, gaining the *Bound Minion* stat block found at the end of this class. You can control up to 2 *Bound Minions* at a time, commanding both at the same time with a Bonus Action. They each get 30 feet of movement, and 1 Action, which they can use to cast 1 Jutsu they knew in life, up to twice per summoning.

UNDEAD FORTITUDE

Starting at 9th level, when you summon a **Bound Corpse** using the *Dead Soul Technique* class feature, you can spend 1 Brave Order to manipulate the bodies of foes near your Bound Corpse. All creatures of your choice within 30 feet of your Bound Corpse must make a Wisdom Saving throw vs your Ninjutsu save DC. On a failure, each creature gains 2 ranks of Fear, originating from the *Bound Corpse*.

Additionally, when the Bound corpse reaches 0 temporary hit points, you can spend 1 Brave order. When you do, it regains Temporary HP equal to your Intelligence Operative level. You can use this feature twice per long rest.

DARK MODIFICATION [CHANGED]

Beginning at 13th level, you learn to capture the essences of far more powerful creatures, becoming able to bind the essence of a hostile creature classed as an *Elite Adversary*.

Elite Adversaries, whose essence is bound to you gain 1 additional *False Trait* and additional hit points equal to twice your Intelligence Operative Level.

Additionally, you learn to enhance your *Bound corpses* to better interact with your Plans. When you would complete a long rest, you can begin modifying a *Bound Corpse* in your possession. Make an Intelligence (Medicine) check vs a DC 20. On a success, you find out what proficiencies the corpse had, up to 3 jutsu it knew in life, at random and it gains two of the following effects the next time it is summoned. You can complete this check, once per *Bound Corpse*:

- Increased Temporary Hit Points Equal to your Ninjutsu Save DC.
- It can cast one C-Rank or lower jutsu that you know.
 - The corpse gains an additional attack when it makes a melee weapon attack.
 - The corpse gains a Bonus Action, and can benefit from your *Exploit Weakness* class feature.
 - Select one ability score the Corpse has. The Corpse becomes proficient in that saving throw using your proficiency, and that ability score is increased to 20.

IMPURE REANIMATION

Beginning at 17th level, you have learned to make your Undead Corpses act more independently. All Bound Corpses take their turns immediately after you, and no longer require a Bonus Action to command, as long as you are conscious.

BOUND CORPSE

Medium Undead

Armor Class 10 + Your Proficiency Bonus + Your Intelligence Modifier

Temporary Hit Points 10 + Two times your Ninjutsu Save DC.

Speed Creatures original Speed

STR	DEX	CON	INT	WIS	CHA
X (+X)	X (+X)	X (+X)	1 (-5)	1 (-5)	1 (-5)

Damage Immunity Psychic

Condition Immunities All Mental, Poisoned

Senses passive Perception 5

False Traits. You can select 1 False Trait from the list next to this stat block

False Traits. You can select 1 False Trait from the list next to this stat block

False Traits (Elite). You can select 1 False Trait from the list next to this stat block

False Traits (Elite). You can select 1 False Trait from the list next to this stat block

ATTACKS/JUTSU

Dead Soul Weapon. Any Weapon Attack: This Adversary has a false version of the weapon it had in life. It uses the statistics of a basic version of that weapon type.

Cast a Jutsu. The Corpse retains a number of jutsu that you know it knew in life, up to your proficiency bonus. When it casts them, it spends your chakra.

BOUND MINION

Medium Undead

Armor Class 10 + Your Proficiency Bonus

Temporary Hit Points Your Ninjutsu Save DC.

Speed Creatures original Speed

STR	DEX	CON	INT	WIS	CHA
X (+X)	X (+X)	X (+X)	1 (-5)	1 (-5)	1 (-5)

Damage Immunity Psychic

Condition Immunities All Mental, Poisoned

Senses passive Perception 5

Bound Minions. This Minion, as its reaction, when it sees that you would take damage, while it is within 10 feet of you, will intercept the damage on your behalf.

ATTACKS/JUTSU

Dead Soul Weapon. One Simple Weapon.

Jutsu in Death. One Jutsu the Minion knew in life.

FALSE TRAITS TABLE

Trait	Effect
Zombie	Once per turn, when a creature would be hit by a melee attack from this Corpse, they must make a Constitution Saving Throw. On a failure they gain a rank of Envenomed.
Ghoul	Weapon damage this Corpse deals is converted to Necrotic damage,
Skinwalker	This Corpse looks like a living person on first glance. A creature needs to succeed a Investigation or Perception check against your Ninjutsu Save DC+5 to tell it is a Corpse.
Detachable Limbs	All melee attacks this Corpse makes have a extended reach of 5 feet.
Enhanced Techniques	Select keyword from the following: Ninjutsu, Genjutsu, Taijutsu, Bukijutsu. This Corpse gains a +1 to attack rolls when making attacks with jutsu with the chosen keyword.
Heightened Techniques	Select keyword from the following: Ninjutsu, Genjutsu, Taijutsu, Bukijutsu. This Corpse gains a +1 to Save DCs when forcing saving throw with jutsu with the chosen keyword.
Undying Fortitude	When this Corpse would lose all its THP, it can instead spend a reaction and make a Constitution saving throw, with a DC of half the damage taken. If it succeeds it instead remains at 1 THP.
Plague Spores	Hostile creatures who start their turn within 10 feet of the Corpse must make a Constitution Saving throw versus your Ninjutsu Save DC. On a failed save they make their next attack roll with a d4 penalty.
Death Parade	When this Corpse falls to 0 THP, you can spend a Brave Order to make it explode, forcing all creatures within 10 feet of it to make a Dexterity saving throw, taking $xd6(X=\text{Proficiency bonus})$ necrotic damage on a failure and half on a success.
Rigor Mortis	Once per turn, when this Corpse lands a melee attack, the target must succeed on a Strength saving throw against your Ninjutsu save DC or have their movement speed reduced by half until the end of their next turn.



INTERROGATIONIST

Some Intelligence Operatives seek to gain all knowledge available to them by any means. Their plans seek to capture and extract information from their targets, while also demoralizing and breaking the morale of their opponents.

INFO WARS

When you choose this Strategy at 3rd level, your words become a viable weapon in the heat of battle. You gain proficiency in Intimidation, if you weren't previously. If you already proficient, you instead gain Proficiency in another Charisma based skill. When you would make an Intimidation check, you can choose to instead use Intelligence in place of Charisma.

Additionally, you leverage your words to hold higher influence over those in distress. You gain advantage on Charisma based skill checks against a creature with any condition.

SYSTEMATIC BREAKDOWN

Also, at 3rd level, Genjutsu you cast targeting a creature marked by your Exploit Weakness, can use your Charisma Modifier instead of Wisdom.

Additionally, you gain proficiency with weapons with the **grapple** property and when you would attempt to grapple a creature marked by your *Exploit Weakness*, you can use Intelligence (Intimidation) in place of Strength (Athletics) for any grapple checks. A creature grappled this way is also restrained and makes checks to escape at disadvantage.

Finally, you learn the **Bane** Genjutsu, if you do not know it already. If you already know **Bane** then you instead learn another Genjutsu of equal rank for which you qualify for. When you would cast **Bane**, the Jutsu's effects are altered in the following ways;

Success: Affected Creatures suffers a $1d4$ penalty to all attack roll, saving throw, skill and ability checks it makes until the beginning of your next turn.

Failure: Affected creatures suffers a $1d6$ penalty to all attack roll, saving throw, skill and ability checks it makes for the duration. Additionally, it cannot gain the benefit of the **Bless** jutsu for the duration. This creature is treated as if they were under the effect of a *Mental* and *Sensory* condition.

Critical Failure: Same as failure, but the affected creature can now not gain the benefit of Jutsu that would grant it a bonus to attack rolls, damage rolls, saving throws, skill or ability checks.

CRYPTIC BREAKDOWN

Starting at 6th level, your pursuit of information broadens your horizons. You learn 2 additional dialects or languages, can read lips so long as you can see them and understand the language spoken, and can create written ciphers. Creatures other than you cannot decipher a code you create, unless you tell them the code to the cipher over a 10-minute period, or they succeed an Intelligence Check vs your Ninjutsu (or Genjutsu) save DC (Your choice).

Additionally, when a creature currently under the effect of either a *Mental* or *Sensory* condition inflicted by you would then fall under the effects of a *physical* condition, you can choose to break an enemy down further, by spending 1 *Brave Order*. When you, all hostile creatures within 15 feet of the affected creature gains 1 condition currently affecting the original target. This feature cannot trigger itself.

MORALE BURST/BREAK

Starting at 9th level, your words and plans can make or break any situation. When you enhance a plan, you can add your words to hinder your enemies or buffer your allies. Select one effect when you would enhance your plan. You can only use this feature once per initiative.

Morale Burse: All allied creatures within 30 feet of you become analyzed by *Exploit Weakness*.

Morale Break: All hostile creatures within 30 feet of you make a contested Wisdom saving throw vs your Intimidation check. A creature whose save result is less than your check result, gains 2 ranks of Fear against you for 1 minute.

UNERRING EYE

Beginning at 13th level, your senses are impossible to fool. You gain a $1d4$ bonus on any skill check or saving throw made against Genjutsu with the Visual and/or Auditory Keyword(s).

Additionally, as an action, you can sense the presence of Genjutsu within 30 feet of you, if you are not blinded or deafened.

If the Genjutsu is of a rank you can cast or lower, you learn what it is and if the caster is within 120 feet of you. If the Genjutsu you sensed as a result of this feature is on your known jutsu list you can as a Reaction spend one Brave Order to Cast *Genjutsu Break* at the highest rank you can cast based on your class table, without expending chakra, as if you know it.

PERFECT MIND

Beginning at 17th level, your mind becomes an impregnable fortress. You gain proficiency in Wisdom or Charisma Saving throws (Pick one). If you already have proficiency in both, choose one. You instead add twice your Proficiency Bonus to the chosen Saving throw.

Additionally, when a creature you can see within 60 feet of you would be targeted by a Genjutsu, you can, as a Reaction, spend one Brave Order to cast *Chakra Shatter* and automatically mark the triggering creature with your *Exploit Weakness* class feature.



MASTERMIND STRATEGIST

Some Intelligence Operatives are masterminds in their own right focusing on themselves as the key parts of their strategies. When they are prepared, they focus on singling out a single target and controlling all aspects of the conflict.

CORE STRATEGY

When you choose this Strategy at 3rd level, you decide that you, yourself are the most important part of all of your plans, and you focus on one target at a time to whittle down the opposition. All attacks you make or Jutsu you cast that would deal damage to a creature marked by your **Exploit Weakness**, deals additional damage equal to your Intelligence Modifier, up to twice per turn.

Additionally, by Spending 1 *Brave Order* the next Jutsu you cast that has a range of self, that only affects you and grants you any bonuses or boosts to your ability scores, attack bonus or damage rolls, is automatically upcast to the next appropriate rank where there would be a change to the jutsu's effect, damage, range or otherwise (Advantage counts as such a bonus).

WEAKNESS ABUSE

Also, at 3rd Level, you are able to further capitalize on the weakness an enemy shows. By spending 1 *Brave Order* when you would force a creature to make a saving throw, to resist a Jutsu you cast that inflicts a condition, you force one affected creature to make their saving throw at disadvantage. If they would've originally had advantage on the saving throw, you can spend an additional *Brave Order* to negate their advantage.

At 9th level your fixation on abusing one's weakness grows. When you would cast a Jutsu that causes one of the following conditions, the condition gains additional effects based on the **Weakness Abuse Table** found at the end of this class section..

CENTER OF ATTENTION

Starting at 6th Level, you learn how to master the art of misdirection. As a Reaction to an ally being targeted by an attack, you may spend a *Brave Order* to make all hostile creatures attacks targeting creatures other than you, be made at disadvantage until the start of your next turn.

CONTROL THE FLOW

Starting at 9th level, you learn how to manipulate an enemy's Reactions preventing them from interrupting your master plan. Whenever you hit a creature with a Jutsu. You can spend a *Brave Order* to force the creature to make a Wisdom save vs the attacks Save DC (Taijutsu, Ninjutsu, Genjutsu) On a failure, they cannot make any Reactions until the end of their next turn.

WAR CRY

Starting at 13th Level, you become far more embroiled into the conflicts you are a part of. When you would spend a *Brave order* to activate or enhance a plan you can choose to do one of the following;

- You gain a number of Temporary hit points equal to the Highest Ranked hostile creature within 60 feet of you using the following; (*E-Rank: 10, D-Rank: 20, C-Rank: 30, B-Rank: 40, A-Rank: 50, S-Rank: 75*). Temporary hit points gained this way last for 1 minute.
- You gain the benefits of the **Weakness Abuse** 3rd level Class feature, but instead you force all hostile creatures affected by your jutsu to make their saving throw against it at disadvantage.

Regardless of the choice, you can only use this feature twice per long rest.

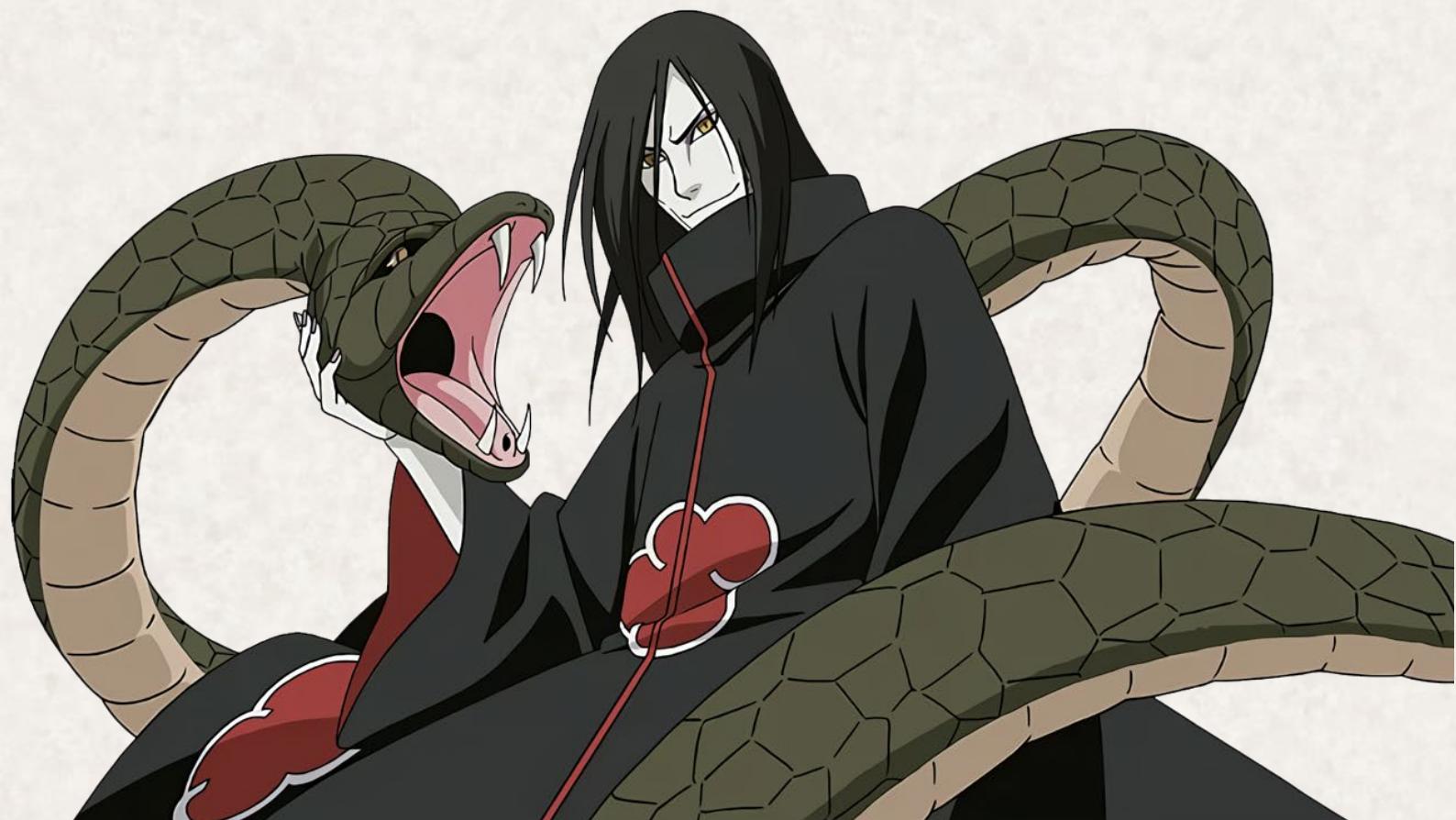
SELF-DECLARATION

Starting at 17th Level you have arisen to become legendary in planning for the defeat of your enemies. So much so that when you declare a victory others rarely see you suffer any wounds. When you activate a plan by spending a *Brave Order*, you may spend an additional *Brave Order*. When you do, the first time you would take damage you instead gain Immunity to the triggering Damage type for a number of rounds equal to your Intelligence Modifier.



WEAKNESS ABUSE TABLE

Condition	Bonus Effect	Condition	Bonus Effect
Berserk	No longer removes 1 rank at end of turn. Now must make a DC 20 Intelligence Saving throw at end of each turn to remove 1 rank on success	Dazed	No longer ends at the end of following turn. Affected creature must make a DC 13 Strength Saving throw to end condition.
Bleeding/ Lacerated	Increase Damage die by 1 step. Increase DC to end condition by +5	Dazzled	Increase Dazzled max rank by +5.
Blinded	Cannot cast jutsu with the Hand seal (HS) component.	Deafened	Can concentrate on one less jutsu, for the duration.
Bruised/ Staggered	Bonus damage triggers twice per turn.	Envenomed	Cannot regain hit points with ranks of this condition.
Burned	Triggers at the end of turn, in addition to beginning of turn.	Shocked	Increase the damage die by 1 step.
Charmed	When the affected creature would attempt to cast a jutsu or use an effect to heal or supporting themselves or allies, they must prioritize healing or supporting the source of their infatuations	Fear	No longer an Ability check, and instead a Flat Check.
Chilled	Melee attacks trigger condition damage once per turn.	Slowed	Disadvantage on Dexterity saving throws.
Confused	Increase Flat Check DC by +2 and Ability check DC to end the condition by +5.	Weakened	Disadvantage on Constitution saving throws.
Corroded	Cannot regain chakra points with ranks of this condition.	Sealed	Instead increases cost by +3 per rank.



PRECOGNITIVE

Some Intelligence Operatives are of keener mind than most, able to plan and strategize in the heat of battle. Able to predict the movement of both friend and foe without much difficulty, some might even say they can see glimpses into the future.

PRECOGNITION

When you choose this Strategy at 3rd level, you have learned to use your chakra to see brief glimpses into the future. You and allied creatures within 30 feet of you are immune to being Surprised.

Additionally, as an action you may spend 1 Brave Order while looking at a creature within 60 feet of you. You gain far more detailed glimpse into their own future. For the next hour, you have advantage on Investigation, Insight, and History checks made to track them or learn about them. You may use your Intelligence Modifier for Insight checks made against them.

You also ignore half of AC bonuses as a result of Jutsu cast as a Reaction to your attack and bonuses to AC from Jutsu cast as an Action or Bonus Action on a creature's last turn, but not a change in calculation.

MOMENTARY PAUSE

Also, at 3rd level, as a Bonus Action, by spending 1 Brave Order, you may use your ability to perceive possible futures into a manifestation and manipulation of time. At the end of your turn, you may take another turn. You can use this feature once per long rest.

Beginning at 9th level, you may instead use this feature on an allied creature analyzed by your **Exploit Weakness**.

CONVERGING TIMELINES

Starting at 6th level, you can perceive multiple possible outcomes and futures in a but a moment, and make a gamble on which is the most likely. At the start of your turn, you may roll 1d6, gaining an effect based on the result as shown below.

You may spend 1 Brave order when you use this feature to give an allied creature within 30 feet of you the effect of this feature as well.

Regardless, you can use either effect of this feature a number of times per long rest, equal to your Proficiency Bonus.

EXPECTED ASSAULT

Starting at 9th level, you have become an expert at reading a creature's next movement. You and allied creatures within 20 feet of you that can hear you cannot lose their Reaction due to a jutsu or feature and when a creature within 20 feet of you makes an attack, you may use your Reaction and spend 1 Brave Order to give them advantage or disadvantage on their next attack before the end of the current turn.

DAY AHEAD

Beginning at 13th level, when you finish a long rest, roll three d20s and record the numbers rolled. You can replace any attack roll, saving throw, skill check or ability check made by you or a creature that you can see with one of these precognitive rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each precognitive roll can be used only once. When you finish a long rest, you lose any unused precognitive rolls.

OMNISCIENT CLAIRVOYANCE

Beginning at 17th level, you may expend 1 Brave Order to enter into a trance of sorts, calling upon all of your chakra to see into the future of the battle currently playing out. All attacks, ability checks, skill checks and saving throws you make are at advantage. When you would roll on the **Converging Timelines Table**, you instead roll twice and take either result.

Attacks against you are made at disadvantage. This lasts for 1 minute, but requires concentration as if you were concentrating on an S-Rank jutsu. You may only do this once per Long Rest.

CONVERGING TIMELINES TABLE

Result	Effects
1	You perceive the worst possible outcome, and unfortunately, it seems likely. However, you prepare for it. You gain a +2 Bonus to AC and your next Saving throw made, until the beginning of your next turn.
2	You glimpse momentarily into the future, seeing an assault upcoming, but you are able to react in more than enough time. You gain 1 Additional reaction which you can use before the beginning of your next turn.
3	In the next few moments, you see a future where your opponent's strike with renewed power and vigor, but are desperate to strike. Hostile attacks made against you from a creature marked with your Exploit Weakness are made at disadvantage until the beginning of your next turn.
4	Your sight is occupied by a pool of swirling chakra and you prepare to stop it. Once, if a creature within range is casting a jutsu, you may cast Jutsu you know of C-Rank or lower without spending a reaction.
5	The future you perceive is one of domination. Twice per action taken, you gain a bonus to the damage of attacks you make or jutsu you cast equal to your Proficiency Bonus, until the end of the turn.
6	You perceive a future of greatness, and you know just how to make it happen. You gain advantage on all attack rolls and ability checks until the end of the turn.

SENSORY

Some Intelligence Operatives find that knowing your enemies positions and locations relative to the party, will make for a much more compelling combat strategy and help support their team in both combat and investigating Situations.

PRETERNATURAL AWARENESS [CHANGED]

When you choose this Strategy at 3rd level, you realize the innate ability to maintain awareness on things that would normally be out of scope for your normal senses.

You learn the **Sensing Technique** D-Rank Ninjutsu if you don't already know it. You can cast this jutsu even when it is not your turn by spending 1 Brave order. When cast this way, the sensing range of the jutsu is doubled. At 13th Level, you instead triple the range of the jutsu when cast this way.

Regardless of when or how you cast the **Sensing Technique** Ninjutsu, when you do, due to your extended knowledge of how it functions, you gain additional benefits from its casting. The *Sense Chakra* special action granted by this jutsu, once per casting can be taken on your turn as a Free action. You can substitute the skill check with an Intelligence (Investigation) in its place.

Additionally, creatures whom chakra you can sense you can tell what nature release a creature has, if any, if a creature is concentrating on a jutsu, if they are affected by a jutsu and even the highest rank of jutsu they have access to.

This level of awareness grows as you become more adept at sensory skills. Beginning at 9th level, you may select one of the following preternatural ability that the **Sensing Technique** Ninjutsu grants you when you cast it. You may select another effect at 17th level.

- Creatures whose chakra you can sense, who are currently marked by your *Exploit Weakness* class feature cannot gain the benefits of jutsu based bonuses to attack or damage rolls against you.
- Creatures whose chakra you can sense, who are currently marked by your *Exploit Weakness* class feature suffer a -5 penalty to contested skill checks vs you.
- Creatures whose chakra you can sense, who are currently marked by your *Exploit Weakness* class feature cannot gain advantage on attacks against any creatures allied to you that can hear you (*excluding yourself*), that are under the effects of your currently active plans.

SENSORY SEALS

Starting at 3rd level, you bind your extra sensory capabilities to a special sealing tag of your creation. You have a number of Sensory Tags equal to your Proficiency Bonus. You regain spent sensory seals at the end of a long rest.

As a Bonus Action or when you would analyze a creature with *Exploit Weakness*, you can select a willing creature you can see within 60 feet of you and mark them with it, for the next minute.

When you and a creature marked with this seal would roll initiative or are within 30 feet of each other, you both gain one of the following benefits. (You must choose which benefit when you activate this feature as this cannot change later.) If you would attempt to use this feature on a second creature while you currently have another creature marked, the previous creature loses all benefits of this feature and the newly marked creature gains them in its place.

- **Allied Casting:** When you and an ally are adjacent to the same creature, you gain a +1 bonus to Ninjutsu, Genjutsu and Taijutsu attack rolls against them.

- **Allied Combination:** When you and an ally cast a Jutsu with the Combination keyword, you reduce the original cost of the jutsu by -5 (Min 1.)
- **Allied Defense:** When you and an ally are adjacent to the same creature, you gain a +1 Bonus to AC against that creature.
- **Allied Harmony:** You gain a +3 bonus to either all Physical (Strength, Dexterity, Constitution) or all Mental (Intelligence, Wisdom and Charisma) Skill Checks. Select one set at activation.
- **Allied Offence:** When you and an ally are adjacent to the same creature, you gain a +4 bonus damage rolls against that creature.
- **Allied Perceptions:** Creatures cannot gain advantage against you as a result of being Grappled or Restrained. Additionally, creatures' features, jutsu or traits grant them no benefits as a result of being adjacent to you or any of their allies while within 5 feet of you.

ENHANCED SENSORY SEALS

Beginning at 6th level, when you would use your *Sensory Seals* feature, you can choose to spend an additional use of your Sensory seals to either target a second willing creature within range, or to amplify a single creatures sensory seal granting you both with enhanced effects. If you select another creature this features bonuses are in effect when you and another creature with the mark are within 30 feet or when two creatures with the mark are within 30 feet. The following are enhanced effects;

- **Allied Casting:** Bonus increased to +2.
- **Allied Combination:** Reduction increased to -10.
- **Allied Defense:** Bonus increased to +2.
- **Allied Harmony:** Bonus increased to +5.
- **Allied Offence:** Bonus increased to +6.
- **Allied Perceptions:** Additionally, creatures cannot gain a bonus to hit you as a result of a jutsu.

SQUAD AWARENESS

Starting at 9th level, you learn to enable your team to become more aware of their surroundings and their enemies while working together.

While an ally is marked with your *Exploit Weakness* feature, they become aware of all creatures whom chakra you can sense as a result of the *Sense Chakra* special action.

Also, when you would activate a *Plan*, you may treat your marked ally as if you were in their space when you activated it.



SITUATIONAL AWARENESS [CHANGED]

Beginning at 13th level, you have learned to augment your sensory seals to work on foes. When you mark a creature with your Exploit Weakness, or as a bonus action while a creature is marked with your Exploit Weakness, you make a Perception or Insight check using Intelligence or Wisdom vs a DC $8 + \text{The target's level}$. On a success, you plant a sensory seal on the target. Choose one of the following effects. This effect lasts for a number of rounds equal to your Intelligence modifier. If you would attempt to use this feature on a second creature while you currently have another creature marked, the previous creature loses all effects of this feature and the newly marked creature gains them in its place. You have a number of seals equal to your proficiency bonus. You regain uses of your seals when you complete a short or long rest.

- **Dampening:** The target takes a -5 penalty to all rolls made to sense or determine the location of another creature. Any special senses such as Tremorsense or blindsight are disabled for the duration.
- **Hypersensitivity:** The target loses resistance to all Sensory conditions. The target takes additional damage equal to your Intelligence modifier (this effect occurs up to twice per turn).
- **Vertigo:** The target cannot ignore the use of Hand Signs (HS) when casting jutsu. Increase the cost of jutsu the target casts by +5.

NOTHING ESCAPES US [CHANGED]

Beginning at 17th level, your sensory techniques are unparalleled. You are always under the effects of the *Sensing Technique* jutsu. The effects of this jutsu cannot be negated or dispelled. If a creature would enter the area of your Sensing Technique jutsu, you may take the *Sense Chakra* special action as a free action. A creature cannot avoid detection from your Sense Chakra special action as long as they have one or more Chakra. You may spend a Brave Order at no action cost. Until the end of your next turn, all allies within 90 feet of you gain the same benefits of the Sensing Technique jutsu as you do, as if they had cast the jutsu.



SHADOWHAND

Some Intelligence Operatives find that their outward persona doesn't carry enough authority or weight to execute or take hold of the things they want. So, they craft a Chakra Based Construct known as their Shadowhand, to act alongside them giving credence and authority to their orders in battle.

SHADOWHAND MANIFESTATION

When you choose this Strategy at 3rd Level, you create a Shadowhand, a chakra construct formed from complex Fuinjutsu of your description that you can call upon for support, in both battle and outside of it. You can name this construct if you wish as it will always abide by your command regardless of the title you give it.

The Shadowhand can be summoned or called upon for aid as a Bonus Action. When summoned, it occupies your space alongside you and becomes visible to everyone who can use Chakra. Also, while summoned you can calculate your own AC using your Charisma instead of your Dexterity for the duration. Once summoned, you can command it as a Free Action. When you do, it uses your Actions, Bonus Actions and Reactions as needed to accomplish the given task. Your Shadowhand uses the following statistics and follows the following rules:

- Your Shadow hand can cast any Jutsu you know using its own statistics and can use any Intelligence Operative class features you can as if you used them. Any detriments your Shadowhand gains as a result of a Jutsu it casts are transferred to you.
- Can exist no further than 120 feet away from you before it vanishes.
- Shares your Chakra Points.
- If you and your Shadow hand would make a saving throw against the same effect, you only make one save, using the higher bonus, instead of two saves and suffer the effects only once, not twice.
- When the Shadowhand would make a saving throw it calculates its save bonus as follows; Half your Proficiency Bonus + Its own ability score.

Finally, your Shadow Hands Ability Scores increase the stronger your personality becomes. For every +1 bonus you have to your Charisma Modifier, you can increase two of your shadow Hands Ability scores by +2, up to a maximum of 20.

Beginning at 6th level you select two **Shadowhand Sigils** located at the end of this class section for it to gain. It gains another one at 9th, 13th, and 17th levels.

COMMANDING PRESENCE

Also, at 3rd Level, you have learned to exemplify your Shadowhands presence through yourself and vice versa. You can spend a Brave order as a Bonus Action, when you do, you and all creatures of your choice within 30 feet of you gains one of the following until the beginning of your next turn;

- +2 bonus to Attack Rolls
- +2 bonus to Damage Rolls
- +2 bonus to Skill Checks
- +2 bonus to Saving throws

The number of bonuses you can choose increases to two beginning at 9th level. Creatures who have gained a bonus this way who accomplishes one of the following, immediately refunds the Brave order spent on this feature. A creature can only gain the benefits of this feature twice per long rest.

- Their attack roll is 5 or higher than the targets AC
- Their skill check result is 5 or higher than the target DC
- Their Saving throw result is 5 or greater than the Save DC.

SHADOWHAND

Medium Construct, unaligned

Armor Class 10 + Dex Mod + Con Mod + Half Prof

Hit Points 10 + Your Class level + (10 x Con Mod) + (10 x Your Cha Mod)

Speed Equal to yours

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities. Charmed

Senses Darkvision 30 ft., passive Perception 10

Immutable Form. The Shadowhand's is immune to any Jutsu or effect that would alter its form.

Inexhaustible. The Shadowhand cannot cast jutsu or use effects that would increase its own ranks of exhaustion or result in the Shadowhand's death.

From the Ashes. If the Shadowhands HP falls to 0, it is unsummoned. You can spend 10 Chakra and a Brave Order to resummon it with half of its maximum HP. Half of its Hit Points are otherwise restored when you complete a Short Rest and all of its Hit Points when you complete a long rest.

ATTACKS

Unarmed Strike. Melee Weapon Attack: Str + Prof to hit, reach 5 ft., one creature. Hit: 1d8 + Str bludgeoning damage.

REVEAL YOURSELF

Starting at 6th Level, you learn to see through the deceptions of man. When you engage in conversation with a creature in or out of battle, you are able to quickly figure what it is they are aiming to achieve. You can use Charisma in place of Wisdom for insight checks and when you would make a Charisma (Insight) check against a creature you are speaking to, you do so at advantage.

Alternatively, when you are in combat with a hostile creature, you may as a Bonus Action, select one creature you can see within 60 feet of you. When you do, you make a Charisma (Insight) check vs their Charisma (Deception). On a success, you become aware of all active jutsu, features or effects the creature is currently under, when you do, you can spend 1 Brave Order to immediately end of these effects, regardless if the effect was the result of a jutsu or feature as if you had cast the *Sealing Art: Chakra Dispel* on it, using your Charisma Modifier in place of your Ninjutsu Ability Modifier.

SHOWING GROWTH

Beginning at 9th Level, you have begun to adapt more of your Shadowhands qualities, revealing more of your true self. You gain one of your Shadowhands, **Shadowhand Sigils** and can gain the benefits it would provide to your Shadowhand. You can switch which sigil you have when you complete a short or long rest.

WILDCARD

Beginning at 13th Level, when your Shadowhand or an allied creature within 30 of your Shadowhand would cast a jutsu, you may as a part of the same action it uses to cast that jutsu or make an attack roll, spend a Brave Order. When you do, the jutsu cast rerolls all 1's, 2's and 3's. Taking the second result even if the new roll is a 1, 2 or 3.

SHADOWHAND EVOLUTION

Starting at 17th Level, you have learned to conjure the best version of your Shadow Hand which, by extension is the physical manifestation of your best self. Your Shadowhand calculates its saving throws using your full Proficiency Bonus. Also, you can now summon your Shadowhand at the start of your turn, at no action cost and when using its *From the Ashes* ability, it is resummoned with its full Hit Points.

SHADOWHAND SIGILS

STRIKING SIGIL

- Your Shadowhand gains the Multiattack feature, allowing them to make two unarmed strikes.
- Your Shadowhands Unarmed strikes can deal either bludgeoning or slashing damage. (Pick one before declaring its attacks.).
- Your Shadowhands unarmed Strikes count as weapons for the purpose of casting Bukijutsu.

PIERCING SIGIL

- Your Shadowhands unarmed strikes use Dexterity instead of Strength for attack and damage rolls.
- Your Shadowhands Unarmed strikes can deal either bludgeoning or piercing damage. (Pick one before declaring its attacks.).
- Your Shadowhands unarmed Strikes count as weapons for the purpose of casting Bukijutsu.

SIGIL OF ELEMENTS

- Your Shadowhand Becomes Resistant to one of the following damage types; Earth, Wind, Fire, Cold, Lightning.
- When it casts a jutsu that has a nature release keyword, it gains the nature release keyword matching its damage resistance granted by this sigil, replacing any nature release keyword it previously had.
 - Earth Resistance: Earth Release
 - Wind Resistance: Wind Release
 - Fire Resistance: Fire Release
 - Cold Resistance: Water Release
 - Lightning Resistance: Lightning Release
- If a jutsu is cast that deals damage of any type other than the damage type it is resistant to as a result of this feature, it instead deals the damage type it is resistant to.
- Its unarmed strikes deal an additional 1d4 of damage of the same type it is resistant to as a result of this feature.

SIGIL OF ILLUSIONS

- Your Shadowhand becomes resistant to psychic damage.
- When it casts a jutsu that does not have the Genjutsu Keyword, it gains the Genjutsu, Tactile, Auditory and Visual Keywords and loses any other keywords it previously had.
- All damage that a jutsu cast by your Shadowhand deals, becomes Psychic Damage.
- Its unarmed strikes deal an additional 1d4 psychic damage.

SIGIL OF PSYCHOSIS

- Your Shadowhand gains advantage on Intelligence or Wisdom Saving throws as a result of Genjutsu. Pick one.
- A creature under the effect of a Genjutsu your shadow hand casts that doesn't deal damage, must make a concentration check at the beginning of each of its turns to maintain concentrating on any jutsu it is currently concentrating on. On a failed check, it loses concentration of all jutsu it is concentrating on. Additionally, that creature cannot cast jutsu that require concentration.

SIGIL OF FOCUS

- Ninjutsu your Shadowhand casts have a -2 to its cost and have a -1 cost to maintain concentration.
- Ninjutsu your Shadowhand casts increases its range by the rank of the jutsu cast (D-Rank: 5, C-Rank: 10, B-Rank: 15, A-Rank 20, S-Rank: 25).

SIGIL OF COMMAND

- Taijutsu your Shadowhand casts have a +2 bonus to hit.
- Taijutsu your Shadowhand casts increases its damage by 2 x the rank of the jutsu cast once per casting (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank 4, S-Rank: 5).

SIGIL OF BROKEN SEALS

- Jutsu your Shadowhand casts that have the Fuinjutsu Keyword, that causes a condition, increases their save DC by 1.
- Jutsu your Shadowhand casts that have the Fuinjutsu Keyword, that deals damage ignores resistance.

SIGIL OF SKILL

- Your Shadowhand gains proficiency in all skills you are proficient in.
- You gain proficiency in one skill of your choice.
- Skill Checks your Shadowhand makes, using a skill you are proficient in, cannot be made at disadvantage.

SIGIL OF POWER

- Your Shadowhand adds its Charisma Modifier to Damage rolls it makes using Ninjutsu and Genjutsu twice per turn.
- Your Shadowhand gains a +2 to two saving throws. Select which two, this cannot be changed later.
- Constructs, Demons and Monstrosities are treated as Vulnerable to your Shadowhand's damage.

SIGIL OF SPEED

- Your Shadowhand has a movement speed equal to your own speed +15.
- Your Shadowhand increases your Initiative by your Charisma Modifier when it's summoned, moving you to the appropriate initiative count when appropriate.
- Your Shadowhand can be summoned as a Reaction, when any creature makes takes action.
- Once per short rest, your Shadowhand can cast a jutsu with the casting time of 1 Action, as a Bonus Action.

SIGIL OF EFFORT

- Your Shadowhand cannot make Saving Throws or Skill Checks at disadvantage.
- Select one ability score. Your Shadowhand adds its Charisma Modifier to all Skill Checks made using that ability score.

TACTICAL STRATEGIST

Some Intelligence Operatives pride themselves on their tactical approach to their Plans, focusing on playing the long game, setting both basic and advanced traps to aid their allies and destabilize their enemies.

FAVORED PLAN

You've learned that equipment can tell you quite a lot about a foe. When taking the *Read The Enemy* Skill Action you may use Crafting or a Trapper's Kit Check. Additionally, while outside of combat, when attempting to detect a hidden object or creature, your study of trapping techniques allows you to make a Crafting or Trapper's Kit Check. You may also calculate your Passive Perception using these bonuses outside of combat..

TRAP SETTER

Also, at 3rd Level, you master the art of Setting traps while on the battlefield. Select 2 *Operative Traps* that you have mastered from the tactical trap section at the end of this class section. You learn one more trap at 6th Level, and another at 9th Level.

You can set a number of *Operative Traps* equal to your Proficiency Bonus before you run out of resources and need to take a rest to prepare more. Traps require a Bonus Action to set and you can designate who can or can't activate the trap, preventing your allies from activating the trap. *Operative Traps* use your Ninjutsu (or Taijutsu) Save DC for all saving throws (Your choice).

Traps are hidden from normal view requiring a Wisdom (Perception) check contested by your traps save DC to be seen.

Also, when creating and setting traps using a Trappers Kit, reduce the DC to set the Trap by -2 across all traps and ranks.

SQUAD TACTICS

Starting at 6th Level, you learn to enable your team to act with more unity and combine their efforts together. You may spend a Brave Order granting up to two allies within 60 feet of you, 1d6 to add to their next skill check, Attack Roll, or Saving throw so long as they can both see and hear you.

Creatures you originally targeted with this feature, can use the help action as a Bonus Action until the end of their turns. If an affected creature uses the Help Action on another creature, they gain the benefit of *Squad Tactics* as if they had the feature, as well as pass the bonus onto the creature they Helped. If a creature gains the benefits of this feature in this way, they instead gain 2d6.

ADEPT TRAPS

Beginning at 9th Level, traps you set as a result of a Trappers Kit are treated as B-Rank, gaining their B-Rank effects. Additionally, Traps you set using a Trappers Kit, can use your Ninjutsu or Taijutsu Save DC in place of their listed Save DC, if you choose.

ADVANCED TRAPS

Beginning at 13th Level, learn how to upgrade the efficiency of your Traps. Traps Gain their upgraded effect.

IN PERFECT SYNC

Starting at 17th Level, you have learned to play off of any other person's strengths and weaknesses, covering for one another forming the perfect team. By Spending a Brave Order, all allied creatures of your choice within 30 feet of you, for the next minute, gain an additional 1d6 to one of the following; Attack Rolls, Skill Checks, Ability Checks and Saving throws. You can use this feature twice per long rest.



OPERATIVE TRAPS

CHAKRA SEALING TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger Creature moves onto the ground or the floor within 5 feet. When this trap is triggered, the creature must succeed a Constitution Saving Throw, having their chakra heavily restricted on a failed save.

A Chakra Sealed creature increases the cost of the jutsu it casts by three times your Proficiency Bonus until the seal is removed. As an action on the affected creatures turn, they can make a Strength Saving Throw vs your save DC to remove the chakra sealing trap from themselves, after which the chakra sealing effect ends.

When this Trap is Upgraded, the Chakra seal prevents chakra molding until removed.

EXPLOSIVE TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger creature moves onto the ground or the floor within 5 feet. When this trap is triggered, all creatures in a 15 foot radius must succeed a Dexterity saving throw, taking $xd8$ fire damage on a failed save and half as much on a successful one. ($X=your\ Proficiency\ Bonus$)

When this Trap is Upgraded, increase the damage die size to a d12.

KUNAI TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, All creatures in a 10 Foot Radius must succeed a Dexterity saving throw, taking $xd6$ Piercing damage and 2 ranks of Bleeding on a failed save and half as much on a successful one. ($X=your\ Proficiency\ Bonus$)

When this Trap is upgraded, the trap ignores Resistance and inflicts an additional rank of Bleeding on a failed save.

NEUTRALIZING TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, the triggering creature must succeed a Constitution Saving Throw, being Stunned until the end of their next turn on a failed save.

When this Trap is upgraded, all creatures in a 15-foot cube must make the saving throw.

POISONOUS TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger creature moves onto the ground or the floor within 5 Feet. The creature must succeed a Dexterity Saving Throw or gain 2 ranks of Poisoned for 1 minute from the poisonous darts that fire upward. A Poisoned creature makes a Constitution Saving Throw at the end of its turns to remove the condition.

When this Trap is Upgraded, a Poisoned creature also gains 2 ranks of Corroded for the same duration they are Poisoned.

SLEEPING GAS TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, all creatures in a 15 foot radius must succeed a Constitution Saving Throw or be Slowed on a failed save as the gas disorients them.

When this Trap is upgraded, creatures that fail their saving throw are also Weakened.

SMOKE TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger Creature moves onto the ground or the floor within 5 Feet. When this trap is triggered, it releases a thick cloud of black soot. All creatures in a 15 foot cube centering on the Trap are Blinded until the end of their next turn.

When this Trap is upgraded, The Smoke persists for 1 minute, and creatures are Blinded whenever they would enter the cloud for the duration. Also, a creature only loses the Blinded condition at the end of their next turn after they leave the cloud.

SNARING TRAP

After laying this Trap it sits unmoving in a singular spot. This trap triggers when a small, or larger creature moves onto the ground or the floor within 5 feet. The creature must succeed a Dexterity Saving Throw or be immediately bound by metal wires. The creature is Restrained for up to one minute.

A Restrained creature or a creature that is touching them can make Strength (Athletics) checks as an Action to end the effect.

When this Trap is Upgraded, all creatures within 10 feet of the trap must succeed the Dexterity Saving Throw or be Restrained together. Creatures Restrained together have disadvantage on checks to escape the wires.

PLANS

BATTLE OF ATTRITION

Base Plan: All allied creatures within 30 feet of you gain Temporary hit points equal to half your Ninjutsu (or Genjutsu) ability score at the end of each of their turns. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan allied creatures instead gain Temporary Hit points equal to your full Ninjutsu or Genjutsu ability score. When this plan is enhanced, you retain the effects of the base plan. You do not lose Temporary Hit points gained from this Plan when ending its effects. Temporary Hit Points are lost after 1 minute.

BISHOPS PLAN

Base Plan: All hostile creatures within 60 feet of you have a 1d4 penalty when attacking a creature, you are allied with. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: By spending a Brave order to enhance this plan, they also gain disadvantage on all attacks until the end of your next turn. When this plan is enhanced, you retain the effects of the base plan.

BREAKING BAD

Base Plan: Hostile creatures within 30 feet of you, cannot make attacks at advantage. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, allies within 30 feet of you also, cannot gain disadvantage. This lasts for the remaining time this plan is active.

CAUTION TO THE WIND

Base Plan: Allies within 30 feet of you have their AC reduced by 1, but increase their first damage roll, each turn by your Proficiency Bonus. This lasts for a number of rounds equal to your Ninjutsu (or Genjutsu) ability modifier.

Enhanced Plan: If a Brave Order is used to enhance this plan, allies instead have their AC reduced by 3, but their first damage roll each turn is increased by three times your Proficiency Bonus for the remaining time this plan is active.

CONDITIONAL AWARENESS

Base Plan: Hostile creatures within 60 feet of you cannot gain the benefits of being hidden. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, they also do not gain the benefits of cover. This lasts for the remaining time this plan is active.

CONDITIONAL CONFLICTS

Base Plan: All hostile creatures within 60 feet of you that make an attack or cast a jutsu has their AC reduced by 2, until the start of their next turn. This reduction can stack, up to a maximum of -5. This lasts a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan the triggering creature instead reduces their AC by 5.

CONTROLLED AGGRESSION

Base Plan: Allied creatures within 60 feet of you treats all critical hits they take as normal hits. This lasts a number of rounds, equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan you can make the next attack one allied creature makes within 60 feet of you a critical hit if they hit.

CRIPPLING ENVIRONMENT

Base Plan: Hostile creatures within 60 feet of you who are suffering from any *Physical* or *Sensory* condition has their movement speed reduced by 5 feet for the total number of ranks of conditions they have. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, they also gain one rank of Weakened for each *Physical* or *Sensory* condition with a different name they have. This lasts for the remaining time this plan is active.

DETRIMENTAL RETREAT

Base Plan: Hostile creatures within 90 feet of you cannot take or gain the benefit of the disengage or dodge actions and cannot gain boosts to their speed in any way, while they are within 5 feet of a creature you are allied with. This lasts a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, if a hostile creature is hit by an attack of opportunity, their movement speed is reduced to 0 and they cannot take Reactions until the beginning of their next turn. This brave order enhancement lasts for the remaining time this plan is active.

EASY ESCAPE

Base Plan: Allied creatures within 90 feet of you, increase their movement speed by +20 feet when they are moving away from hostile creatures. Hostile creatures within 90 feet of you have disadvantage on attacks of opportunities against you and allied creatures. This lasts a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, you and allied creatures can use the Dash action as a Bonus Action and a Reaction. This brave order enhancement lasts for the remaining time this plan is active.



FLOW OF BATTLE

Base Plan: You may select one allied creature, who can both see and hear you. You may move them up or down in the initiative order, by one spot, until the end of combat. This plan immediately ends unless enhanced. A creature affected by this enhancement cannot be affected again until the end of their next turn.

Enhanced Plan: If a Brave order is used to enhance this plan you also select 1 hostile creature and move them up or down in the initiative order, by one spot, until the end of combat. This plan then immediately ends. A creature affected by this enhancement cannot be affected again until the end of their next turn.

KICK THEM WHILE THEY'RE DOWN

Base Plan: All allied creatures within 60 feet of you that would deal damage to a Prone creature deal additional damage equal to twice your Proficiency Bonus. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan hostile creatures within 60 feet of you need to spend their full movement speed standing up from Prone. This brave order enhancement lasts for the remaining time this plan is active.

KNIGHTS PLAN

Base Plan: All hostile creatures within 30 feet of you have a -2 penalty to saving throws. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: By spending a Brave Order to enhance this plan, they also gain disadvantage. This brave order enhancement lasts until the end of your next turn. When this plan is enhanced, you retain the effects of the base plan.

MOBILITY ADVANTAGE

Base Plan: All allied creatures within 60 feet of you ignore difficult terrain, increase their movement speed by 15 feet and can move across water and walls without a movement penalty. This lasts a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, allies also cannot have their speed reduced by conditions or effects. This brave order enhancement lasts for the remaining time this plan is active.

PAWNS PLAN

Base Plan: Hostile creatures within 90 feet of you have their movement speed reduced by 15 feet, for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: By spending a Brave Order to enhance this plan, they instead have their speed reduced by 30 feet. This brave order enhancement lasts for the remaining time this plan is active.

QUEEN PLAN

Base Plan: Select one allied creature that can both see and hear you within 60 feet. The selected creature adds your Proficiency Bonus to their damage rolls, for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: By spending a Brave Order to enhance this plan, they also add this bonus to their skill checks and saving throws. This brave order enhancement ends at the end of your next turn, this does not end the base plans effect.

RANGED OPPRESSION

Base Plan: Allied creatures within 90 feet of you, that are targeted by Ranged attacks are treated as if they have partial cover. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, ranged attack rolls gain disadvantage. This lasts for the remaining time this plan is active.

ROOKS PLAN

Base Plan: All hostile creatures within 60 feet of you roll their damage dice twice, taking the lower result against creatures you are allied with. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: By spending a Brave Order to enhance this plan, they also suffer a penalty to damage rolls equal to your Proficiency Bonus. This lasts for the remaining time this plan is active.

SUPPORTIVE CONFLICTS

Base Plan: Once per turn, if a hostile creature within 60 feet of you makes an attack against one of your allies, an allied creature within 30 feet of them can make a weapon attack against them at no action cost. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave order is used to enhance this plan, allied creatures making an attack as a result of this plan can use melee weapons regardless of their reach.

WAR OF INFORMATION[CHANGED]

Base Plan: Select one hostile creature within 30 feet of you, all attacks against that creature made by your allies are made with an additional two damage die added to their damage rolls while they are within 30 feet of you. This lasts for a number of rounds equal to your Proficiency Bonus and this damage can only trigger twice per turn.

Enhanced Plan: If a Brave Order is used to enhance this plan, your allies also add 1d4 to their attack roll while the target creature is within 30 feet of you. This lasts for the remaining time this plan is active.

VICTORY THROUGH KNOWLEDGE

Base Plan: Select one hostile creature within 60 feet of you, you and all allied creatures become aware of their highest ability score and are able to maintain knowledge on the % value of their Hit points. If their highest ability scores are shared between two abilities, you becomes aware of both. This lasts for a number of rounds equal to your Proficiency Bonus.

Enhanced Plan: If a Brave Order is used to enhance this plan, you also become aware of their lowest ability score and maintain knowledge on the % value of their Chakra points. If their lowest ability scores are shared between two abilities, you becomes aware of both. This lasts for the remaining time this plan is active.

MEDICAL-NIN

Proficiency			Channeled Healing	Chakra Scalpel Charges	Chakra Scalpel damage	Jutsu Known	Highest Rank Jutsu Known
Level	Bonus	Features					
1st	+3	Medical Ninjutsu, Rejuvenating Rest	-	-	-	6	D-Rank
2nd	+3	Channelled Healing, Tenets of Medicine	+2	-	-	7	D-Rank
3rd	+3	Chakra Scalpel, Medical Doctrine	+2	3	1d4	8	D-Rank
4th	+4	Ability Score Improvement/Feat	+2	4	1d4	9	D-Rank
5th	+4	Tenets of Medicine (2), Preserve/Take Life	+2	4	1d4	10	C-Rank
6th	+4	Advanced Medical Research	+4	4	2d4	11	C-Rank
7th	+5	Chakra Scalpel (2)	+4	5	2d4	12	C-Rank
8th	+5	Ability Score Improvement/Feat	+4	5	2d4	13	C-Rank
9th	+5	Tenets of Medicine (3)	+4	5	2d4	14	B-Rank
10th	+6	Gifted Healer	+4	6	3d4	15	B-Rank
11th	+6	Chakra Scalpel (3)	+8	6	3d4	16	B-Rank
12th	+6	Ability Score Improvement/Feat	+8	6	3d4	17	B-Rank
13th	+7	Medical Doctrine (2), Tenets of Medicine (4)	+8	7	3d4	18	A-Rank
14th	+7	Gifted Healer (2)	+8	7	4d4	19	A-Rank
15th	+7	-	+8	7	4d4	20	A-Rank
16th	+8	Ability Score Improvement/Feat	+12	8	4d4	21	A-Rank
17th	+8	Tenets of Medicine (4)	+12	8	4d4	22	S-Rank
18th	+8	Chakra Scalpel (4)	+12	8	5d4	23	S-Rank
19th	+9	Ability Score Improvement/Feat	+12	9	5d4	24	S-Rank
20th	+9	Supreme Healer	+12	9	5d4	25	S-Rank

MEDICAL-NIN

A clanless girl with pink hair grips the heart of one of her allies while it's still in his chest, and begins to massage it to keep the blood artificially flowing in his body. Keeping him alive long enough to remove him from the battle field.

A Sarutobi clashes blades with her longtime rival. The battle intensifies as the rival is getting the upper hand, leaving Sarutobi more wounded than she thought normal. As the rival proclaims his victory, the Sarutobi begins to giggle to herself as her wounds have closed, and her rival's skin has turned purple from the poison she's infected him with.

These shinobi, different as they might be, are connected by one common factor, they are prodigies in the field of Medical ninjutsu. While others are able to use the techniques to some degree, they are the masters of the art, able to take the teachings they have and accelerate it to new heights and unmatched levels.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to both heal their allies but also protect them in the front lines. This class features a fine line between both support and combat in its 3 subclasses. The intent was to capture the varied techniques shown by the few medical ninja in the series, such as: Sakura Haruno, Tsunade, Kabuto Yakushi, Orochimaru & Shizune

CREATING A MEDICAL-NIN

When creating a Medical-Nin consider a few things about how the character approaches situations. Are they proactive or Reactive? How do they prioritize their allies in dangerous situations? Do they actively take charge or do they only take orders in high pressure situations?

What made the character so bound to assisting their party vs taking a primarily combat role? Did they train under another very skilled Doctor and took in their drive to save lives? Or did they lose someone right in front of them unable to help & vowed to never let that happen again?

QUICK BUILD

You can make a Medical-Nin quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the Uzumaki, Nara or Non-Clan, Clans.



CLASS FEATURES

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

HIT POINTS

Hit Dice: 1d8 per Medical-Nin level

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

CHAKRA POINTS

Chakra Dice: 1d10 per Medical-Nin level

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

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: All Simple Weapons

Ninja Tools: Medicine Kit, Poison Kit

Saving Throws: Strength, Wisdom, Charisma

Skills: Medicine, Chakra Control, Choose two from History, Insight, Perception, Illusions, Ninshou

EQUIPMENT

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

- (a) Padded Cloth or (b) Combat Jacket
- One Simple Weapon
- (a) One Kunai Stack or (b) One Senbon Stack
- 1 Flash tags, 1 Medicine Kit

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

MEDICAL NINJUTSU

Beginning at 1st level, as a Medical Ninja you gain the ability to learn any jutsu with the **Medical Keyword**.

Jutsu you cast with the **Medical Keyword** may use Wisdom for their attack and damage rolls, as well as Save DC calculation. If a jutsu with the Medical Keyword mentions Intelligence you may instead use Wisdom.

Finally, Medicine checks you make can use Intelligence or Wisdom.

REJUVENATING REST

Also, at Level 1 you use your medical skills to revitalize wounded allies during a short rest. When you or any friendly creatures who you can touch regain Hit points at the end of a short or long rest, they regain an extra 1d6 Hit points. This amount of extra healing increases to 2d6 at 7th level, 3d6 at 11th, and 4d6 at 17th Level.

CHANNELED HEALING

Starting at 2nd level you learn to passively enhance your Medical Jutsu to greater Lengths. Whenever you use a Jutsu with the Medical Keyword of D-Rank or higher to restore hit points, the affected creature regains +2 additional hit points. The bonus healing this feature provides increases as you grow in level, as seen in the *Channeled Healing* column of the class table. This healing bonus can only be applied once per turn.

Additionally, jutsu with the **Medical Keyword** you cast that restores hit points or ends conditions, remove one failed death saving throw from an affected creature, if any. You can remove failed death saving throws in this way a number of times equal to your Proficiency Bonus per long rest.

TENETS OF MEDICINE

Starting at 2nd Level, you begin to focus on a Specific Tenet of Medicine that will enhance your abilities to support your allies. These Tenets will provide you additional features at 2nd Level, and again at 5th, 9th, 13th and 17th Levels.

CHAKRA SCALPEL

Beginning at 3rd Level, you have learned to manifest a medical ninja's signature technique, the Chakra Scalpel.

As a Bonus Action you coat your hands in highly condensed blades of Chakra, designed to slice muscle and flesh with surgical efficiency, for one minute while in combat or 1 hour while not in combat. Regardless of which duration is applied, while you have Chakra Scalpel active, you can add your Wisdom Modifier to all healing done as a result of a Jutsu with the Medical Keyword. You can only activate this feature a 3 times per Long Rest, you gain additional uses as you gain levels in this class as seen in the Chakra Scalpel charges column of the Medical-Nin class table.

While in Combat. For the duration, when you take the attack action, you can replace attacks granted with said action with a Melee Ninjutsu Attack, as if casting a Medical Ninjutsu. This attack deals 1d4 + your Wisdom Ability Modifier in Slashing damage. This damage increases by an amount listed in the Chakra Scalpel column of the Medical-Nin class table.

- Beginning at 7th Level, when you deal damage with Chakra Scalpel, the target creature must make a Constitution Saving Throw, as if you had cast a Ninjutsu with the Medical Keyword. On a failed save, the creature gains one rank of the Weakened and Bleed conditions.
- Beginning at 11th level, when you would deal damage to a creature with Temporary Hit Points with Chakra scalpel, you bypass the Temporary Hit Points instead directly reducing their Hit Points.
- Finally, at 18th Level, on a failed save the target also gains the Lacerated condition.

While out of Combat. For the duration when you would make a Medicine check to stabilize a creature, you gain a +5 bonus to the result.

- Beginning at 7th level you can spend one use of your Chakra Scalpel to automatically end one Non-Jutsu based Condition.
- Beginning at 11th level, the +5 bonus is increased to a +10-bonus made to stabilize a creature.
- Finally, at 18th level, you can spend a use of your Chakra Scalpel to end any condition a creature is suffering from regardless of its origin.

MEDICAL DOCTRINE

Starting at 3rd Level your experience in medical based jutsu has ascended to a point where your jutsu has begun to slowly become infused with those beliefs, making them stronger and vice versa. Select one of the following doctrines in which you gain the doctrines effects or abilities listed. You can select a second Doctrine when you would reach 13th level. You cannot change this choice once made.

LONG LIFE, SHORT DEATH

You believe that your patients should benefit from a much longer life span, but when they are dying, they should not delay the process longer than it needs to be. You've seen what agony looks like and you want no parts of it. When you would heal a creatures hit points, by any amount they gain temporary hit points by an amount equal to the rank of the jutsu cast. A creature can only gain temporary hit points in this way twice per rest.

(D-Rank: 5, C-Rank: 10, B-Rank: 15, A-Rank: 20, S-Rank: 25.)

NEVER ON THE FRONT LINES

You believe deeply that medical ninja do not belong on the front lines and so did your master or mentor. You embody this philosophy and do everything in your power to live this truth. Whenever you are within 10 feet of a hostile creature, you can take the dash or disengage actions as a Bonus Action.

NOT ALLOWED TO DIE

You believe that medical shinobi deaths should be the absolute last thing to happen on the battlefield. Beyond all other circumstances, you are not allowed to die before your team does. So long as another allied creature is initiative and they have 1 or more hit points, once per rest, you ignore effects of jutsu, features or traits from hostile creatures that would automatically kill you or reduce you to 0 hit points, instead being reduced to 1 hit point.

UNTIL THEIR HEART STOPS

You believe deeply that medical ninja should continue to administer healing to all members of their party, no matter how dire or how hopeless it is, until they stop breathing, even against their allies wishes. Twice per rest, a creature other than yourself, who regains hit points as a result of a jutsu you cast, who are currently under the effects of a hostile inflicted condition, makes their next saving throw or skill check to end said condition at advantage.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

PRESERVE/TAKE LIFE

Starting at 5th Level you have gained the experience needed to save lives, even those in mortal danger or take them, even the ones who are furthest from death's door. You learn both **Preserve Life** and **Take Life**. Some Tenets grant you additional effect as you advance in this class. Regardless, you can use **Preserve Life** or **Take Life** twice between rests. You gain an additional use at 9th, 13th and 17th levels.

PRESERVE LIFE

As an action you release a pulse of medical release Chakra, designed to safeguard creatures around you with healing energies. This energy can restore a total number of hit points equal to 5 times your Medical Nin Level and resets the count of all failed death saving throws. Choose any number of creatures within 30 feet of you and divide those hit points amongst them. This feature can restore no more than half of its hit point maximum. You cannot use this feature on an undead or construct.

TAKE LIFE

When you deal damage to a creature using a Jutsu with the medical keyword, you release corroding energies, meant to inflict gruesome damage. Select one affected creature. That creature takes additional damage equal to 5 + twice your Medical-Nin level.

ADVANCED MEDICAL RESEARCH

Starting at 6th Level, your medical knowledge is one of a select few. You can learn and create jutsu with the **Medical** keyword in half the time and without spending Ryo to support your lifestyle.

Additionally, you can reduce the final Chakra cost of a newly created jutsu with the medical keyword by an amount equal to its rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)

GIFTED HEALER

Starting at 10th Level, your Healing Jutsu are more effective. Whenever you use a jutsu of C-Rank or lower to restore hit points to a creature, you may select up to two healing die rolled, and reroll them, taking the higher result. At 14th Level, you may select up to four healing die.

SUPREME HEALER

At 20th Level you have reached perfection in the healing arts. When you would restore hit points, by casting a jutsu with the **Medical** Keyword of B-Rank or lower at its base rank, you can select up to 4 healing dice rolled and treat it as its maximum result.

TENETS OF MEDICINE

ADEPT MEDIC

Medical-Nin who follow the path of the Adept Medic pledge their service to keeping everyone alive, by healing all of the injured ninja on the field. By far the most numerous of Medical Nin, but they are not to be underestimated on the battlefield.

BREATH OF LIFE

Starting at 2nd Level, when you would cast a jutsu with the *Medical* keyword that restores hit points or provides temporary hit points you add your Ninjutsu ability modifier to the result.

TALENTED HEALER

Also, at 2nd Level, the healing jutsu you cast on others heal you as well. When you cast a jutsu of D-Rank or higher that restores hit points to a creature other than you, you regain hit points equal to $4 + \text{the Jutsu's Rank}$. (*D-Rank = 1, C-Rank = 2, B-Rank = 3, A-Rank = 4, S-Rank = 5*).

Starting at 5th level, you can spend a use of *Chakra Scalpel*, to perform a *Surgery* over the course of the next minute. When you do, the target creature regains $x\text{d}6$ where $x = \text{your Proficiency Bonus}$. A creature which you've performed surgery on cannot have a surgery performed on them more than twice per full rest.

Beginning at 9th level, when you would restore a creatures hit points, they gain temporary hit points equal to half the hit points they've regained.

ADEPT MEDICINE

Starting at 5th level, you learn the techniques required to keep your allies alive at all costs. You Learn the following jutsu as you gain levels in the class according to the Adept Medic Chart at the end of this class section. Each Jutsu Learned also grants you an additional feature pertaining to the jutsu learned. Learned Jutsu do not count against your Jutsu known as seen on your Medical Nin Class Chart.

HEALING TOUCH

Also, at 5th level, when you would cast a Jutsu with the Medical Keyword, Reduce the cost of the jutsu cast by the rank of the jutsu. (*D-Rank = 1, C-Rank = 2, B-Rank = 3, A-Rank = 4, S-Rank = 5*).

PRESERVE LIFE: MENDING PRESENCE

Beginning at 6th level, you can use the *Preserve Life* Feature a number of additional times equal to half of your Proficiency Bonus, per long rest.

UNMATCHED MEDICAL RELEASE

Starting, at 9th Level, creatures who would recover hit points from a Jutsu you cast with the Medical Keyword or from the *Rejuvenating Rest, Channeled Healing* or *Talented Healer* class feature, you automatically end any conditions of B-Rank or lower. You can use this feature twice per short rest.

HEALING ASCENSION

Starting, at 13th Level, when you would regain hit points or would restore hit points to another creature using a jutsu or class feature, you enter a state of *Ascension*. This state lasts until the end of your next turn.

The next time you would take damage, you recover a number of hit points equal to your level, and then the ascension state ends. You can enter the *Ascension state*, a number of times equal to your Ninjutsu ability modifier per long rest.

OVER HEAL

At 17th Level, when you restore Hit Points to a creature and they reach full Hit Points and there are still left-over points of restoration, the creature gains Temporary Hit Points equal to half of the left-over Hit Points that would be restored. Temporary Hit Points gained this way are in addition to any Temporary Hit Points they currently have that are granted by you. A creature who gains additional Temporary Hit Points as a result of this feature cannot gain additional Temporary Hit Points from this feature for the next minute.



ADEPT MEDIC CHART

Level	Jutsu Learned	Jutsu Feature
5th	Aid	Target creatures also gain 10 Temporary Hit Points. This increases by 5 for each rank above C-Rank.
9th	Revival	You gain a $1\text{d}6$ bonus to the check made to revive a creature using this jutsu.
13th	Healing Wave	Add twice your Proficiency Bonus to the hit points Healed to each creature.
17th	Medical Release: Heal	This jutsu can be used twice per Short Rest.

BLACK MEDICINE

Medical-Nin who follow the path of Black Medicine, focus on the disastrous aspect of how Poison and toxins can break down an enemy

TAINTED HANDS

At 2nd level, when you would deal acid or poison damage as a result of a jutsu you cast, feature you use or attack you make, you may reroll all 1's and 2's. You must take the new roll, even if it is a 1 or 2.

TOUCH OF TERROR

Also, at 2nd Level when a creature you can see within 30 feet of you is making a saving throw to resist an effect that deals poison damage or inflicts the envenomed condition, you can give them disadvantage on their save. You can do this twice per rest.

Starting at 5th level you can spend a use of *Chakra Scalpel* to increase your poisons potency. The next jutsu you cast or item you use, such a poison or acid vial that deals poison or acid damage inflicts 1 rank of the Corroded condition.

BLACK MEDICINE

Starting at 5th level, you learn the techniques required to utilize poisons as your tool of combat. You learn the following jutsu as you gain levels in the class according to the *Black Medicine* chart at the end of this class section. Each Jutsu learned also grants you an additional feature pertaining to the jutsu learned. Learned jutsu do not count against your jutsu known as seen on your medical-nin class chart.

POISONOUS TOUCH

Also, at 5th level, when making an attack with Chakra scalpel you instead deal poison damage and can make a second attack as a Bonus Action. Creature's you hit with this attack must make a constitution saving throw vs your ninjutsu save DC becoming envenomed for 1 minute. with each consecutive Chakra scalpel attack that hits, against the same creature, you increase this effects save dc by +1 for the next minute and increase the envenomed rank by 1. An envenomed creature makes another save at the end of each of their turns to end this effect.

TAKE LIFE: PLAGUE DOCTOR

Starting at 6th level, as an action, you release a green mist in one of the following areas originating from you; **15-foot Cone, 20-foot cube, 30-foot long (5 foot wide) line.**

When you do, all creatures in the target area must succeed a constitution saving throw as if you cast a ninjutsu with the medical keyword. On a failed save creatures take poison damage equal to $Xd8 +$ your medical nin level and gains 2 ranks of the envenomed or corroded condition for the next minute, where X equals your Proficiency Bonus or half as much on a success and no additional effects.

TOXIC TONGUE

Starting, at 9th Level, poison and acid damage you deal ignores resistance. You also, always know where poisonous plants are and how to formulate poisons from them in half the time and cost.

Additionally, you gain resistance to Poison damage and immunity to the Poisoned condition.

CHILD OF VENOM

Starting at 13th level, you add your Ninjutsu ability Modifier to all Poison and Acid Damage you deal with medical Jutsu.

Also, when dealing Poison or Acid Damage, you can spend a use of your *Chakra Scalpel*. When you do, you can maximize its damage.

VENOMOUS STING

Starting at 17th level, when you would inflict a rank of the Envenomed or Corroded condition, the target gains 1 additional rank. Also, creatures have disadvantage to remove the listed conditions when they are inflicted by you.



BLACK MEDICINE CHART

Level	Jutsu Learned	Jutsu Feature
5th	Medical Release: Spore Caller	A creature who fails this saving throw also becomes deafened and envenomed.
9th	Medical Release: Spores of Ruin	When you cast this jutsu, select additional creatures who would regain a number of hit points equal to the damage dealt.
13th	Corrosive Plume	This jutsu now also inflicts 2 ranks of Envenomed on a failed save.
17th	Medical Release: Supreme Poison Deity	This summon gains Damage reduction vs all sources of damage, equal to your Proficiency Bonus plus your Ninjutsu ability modifier.

COMBAT MEDIC

Medical-Nin who become Combat Medics, pledge themselves to always be present on the battlefield as one of the front lines, helping their Allies wade through the chaos of the battlefield keeping themselves and their allies alive until the last man falls.

MARTIAL COMPETENCY

Beginning at 2nd Level, you learn how to fight with the best of them. You gain proficiency with Combat Bracers and heavy armor. You also adopt a particular fighting stance.

Choose one of the Taijutsu Stance located in Chapter 13: Customization Options; You can't take a stance more than once even if you gain a stance choice again.

Also, you can make one unarmed attack as a Bonus Action.

COMPETENT COMBATANT

Also 2nd Level, you may use your Wisdom in place of Dexterity when calculating Armor Class. (AC).

Additionally, your Chakra scalpel's damage die becomes a d6 and you can choose to make a melee taijutsu attack, in place of a ninjutsu attack.

When you would deal damage with an unarmed attack, you may spend 5 Chakra. When you do, you instead, double the relevant modifier when calculating damage dealt. You may do this twice per rest. Increase the number of uses by one at 5th, 9th, 13th and 17th levels.

Starting at 5th level, you can spend a use of *Chakra Scalpel* to increase your striking power. Your unarmed, weapon and all taijutsu attacks have their critical threat range increased by +1 until the end of your turn. This becomes +2 at 13th level.

Beginning at 9th level when you would use this feature, you may instead triple your relevant modifier applied to the damage dealt.

COMBAT MEDIC

Starting at 5th level, you learn the techniques required to fight on the front lines next to your allies. You learn jutsu as you gain levels in this class according to the Combat Medic Chart at the end of this class section. Each Jutsu Learned also grants you an additional feature pertaining to the jutsu learned. Learned Jutsu do not count against your Jutsu known as seen on your Medical Nin Class Chart.



COMBAT MEDIC CHART

Level	Jutsu Learned	Jutsu Feature
5th	Pressure Point Barrage	This jutsu gains the Medical Keyword. You can choose to make a second taijutsu attacks, but if you do, this jutsu does not force any saving throw or inflict conditions.
9th	Strength of 100 Technique	Add your Strength ability modifier to unarmed attacks for the duration. At the end of this jutsu's duration, you do not gain disadvantage on any Saves or ability checks and you retain your movement speed. Finally, you cannot lose concentration of this jutsu as a result of damage.
13th	True Rakshasa's Palm	This Jutsu gains the Medical keyword. You do not need Rakshasa's Palm or Rakshasa's Sole to cast this jutsu.
17th	Creation Rebirth: Strength of 1000	At the end of this jutsu's duration, you do not experience this shock and instead only gain 1 rank of Exhaustion. If you are benefiting from this jutsu, while you have ranks of Exhaustion, you ignore the effects of exhaustion on you for the duration. Finally, you cannot lose concentration of this jutsu as a result of damage.

YIN SEAL: CHARGE

Also, at 5th level, you have begun to store medical release Chakra into your muscles, prepping them for when it is time for you to release it in a single bout. This stored power has the potential to unleash massive shockwaves from the strength of your punches alone.

This stored power is manifested as *Yin Motes*. You have a number of *Yin Motes*, equal to your Proficiency Bonus per rest. You can spend these motes to do the following;

- When you cast a jutsu with the medical keyword, you may spend 1 mote. When you do, as a Bonus Action, you can cast a Taijutsu of C-Rank or lower with a casting time of 1 action.
- When you take the attack action, you can spend 2 motes to double your unarmed damage die.
- When you cast a Taijutsu that deals unarmed damage, you can spend 3 motes to upcast the jutsu by 1 rank, at no additional cost, ignoring upcast limitations.

TAKE LIFE: COMBAT PROWESS

Starting at 6th level, you may use the *Take Life* feature with your unarmed attacks and Taijutsu that deal unarmed damage. Additionally, a creature that you use your *Take Life* feature on, becomes vulnerable to the next instance of damage they take until the beginning of their next turn.

EXPERT COMBATANT

Starting at 9th level, select one taijutsu or bukijutsu you know. The selected jutsu gains the *Medical* Keyword. You may select an additional taijutsu or bukijutsu at 13th and 17th level to gain the Medical Keyword this way. You may switch which jutsu this feature affects when you would complete a Long Rest.

Also, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PASSIVE REGENERATION

At 13th Level, your constant focus on enhancing your technique to supplement your allies on the battlefield has led you to learn to passively increase your survivability in combat. As a Bonus Action, you can choose to spend 1 *Yin Mote* to regain $5d8+$ your Ninjutsu ability modifier in hit points to a willing creature you touch. You can only use this feature a number of times equal to your Proficiency Bonus per long rest.

YIN SEAL: RELEASE

Beginning at 17th Level, you learn to unleash all of your strength into one magnificent punch. When you would spend a use of your *Competent Combatant*, you can spend an additional 7 *Yin Motes*. When you do, quadruple your relevant modifier and triple your unarmed damage die. If you do, you do not gain the benefits of *Competent combatant* or *Yin Seal: Charges* effects.

NATURAL MEDICINE

Medical-Nin who follow the path of Natural Medicine, learn to supplement modern medical techniques with natural cures and energy, learned from patient observation and sage creatures. In the process, they become closer to the natural world around them, even learning to shift their own bodies into the form of their animal partners.

SUMMONING APPRENTICE

Beginning at 2nd level, you have contacted a tribe of animals that are willing to help you in your studies, and will even fight by your side in defense of you, your comrades and your pursuit of knowledge and wisdom.

You learn the *Summoning Technique* Ninjutsu. This does not count against your Jutsu known limit. Creatures you summon using this jutsu become able to cast Ninjutsu with the Medical Keyword as well.

NATURAL HEALING

Also, at 2nd level, you learn to use the natural veins of Chakra found in the Earth itself and all through nature to heal yourself and your allies at range, though this method is less potent than direct healing.

You have stored a pool of this healing energy represented by a number of d6's equal to your Medical-Nin level. As a Bonus Action, you can choose one creature within 60 feet of you and spend a number of those dice. Roll the spent dice and add them together. The target regains a number of Hit Points equal to the total. The target also gains 3 temporary Hit Point per die spent. You regain all expended dice when you finish a long rest.

Beginning at 5th level, while you are gaining the benefits of your Chakra Scalpel Class feature, each time you would deal damage with your Chakra Scalpel, you regain hit points equal to your Chakra Scalpels damage + Your Ninjutsu ability Modifier. You can only regain hit points this way once per turn.

NATURAL TALENT

Starting at 5th level, you learn the techniques required to play a powerful role in the throes of battle. You learn the following jutsu as you gain levels in this class according to the Natural Medicine Chart at the end of this class section. Each jutsu learned also grants you an additional feature pertaining to the jutsu. Learned jutsu do not count against your jutsu known as seen on your Medical-Nin Class Chart.

Additionally, you have learned to take on the qualities of a member of the tribe you selected from your *Summoning Apprentice* class feature for short periods of time. As an Action, you may assume the form of a D-Rank Summon of your Tribe, replacing your own Strength, Dexterity, Constitution, HP and AC with the summoned creatures. (Your Jutsu List, Chakra Point Maximum, and current Chakra point total does not change.)

You also gain any traits the summoned creature you transform into would have at the appropriate rank. You may remain in this form for a number of hours equal to half of

NATURAL MEDICINE CHART

Level	Jutsu Learned	Jutsu Feature
5 th	Chakra Transfer	Add half of your Medical-Nin level to the maximum amount of Chakra your target gains.
9 th	Gift of the Apex	This jutsu gains the medical keyword. You may select a second effect, gaining half of the attribute boost from it, in addition to your first selection.
13 th	Bestial Art Predator	This jutsu gains the medical keyword. You may select a second target for this jutsu to effect, in addition to yourself.
17 th	Supreme Water Lion	This jutsu gains the Medical Keyword and loses the Water Release Keyword, deals Force instead of the listed damage types, the casting time becomes an Action, and you can merge with it as part of the casting.

your Medical-Nin level. If your new forms hit points are reduced to 0, you immediately revert back to your normal form retaining your original hit points. You may assume the form of a C-Rank Summon at 9th level, B-Rank at 13th level, and A-Rank at 17th. You may transform using this feature twice per long rest.

PRESERVE LIFE: DAMPEN PAIN

Starting at 6th level, as an action, you release a greenish aura of medical Chakra, targeting one willing creature you can reach.

For the next minute, each time the affected creature takes damage it regains 4d6 hit points. Once one minute has passed or the creature has had this feature trigger on them 5 times, this feature ends.

GUARDIAN SUMMONER

Starting at 9th level your summoned creature embodies the entirety of their tribe to the fullest to further support you. You summon gains a second *Role*, unique to them.

Guardian: Twice per Short Rest, this summon can grant all allied creatures within 20 feet of it, a number of temporary hit points equal to its rank. (*D-Rank*: 5, *C-Rank*: 10, *B-Rank*: 15, *A-Rank*: 20, *S-Rank*: 25)

PROTECTOR OF NATURE

Starting at 13th level, your connection to your summons have become so powerful that they stand ready to defend you even when separated by an infinite distance.

If you are reduced to 0 Hit points or are Incapacitated against your will, you can, immediately as a Reaction, before the effects of reaching 0 Hit points or becoming incapacitated take effect, use your *Summoning Technique* to summon an S-Rank Creature ignoring normal restrictions. If you do, reduce your Chakra to 0, if you have 30 or less Chakra, otherwise spend Chakra as per usual.

Once summoned, the summoned creature acts in your defense, protecting you and your allies from harm, prioritizing your survival over your allies. The creature summoned this way unsummons itself 10 minutes after being summoned or when the danger has passed. Once you use this feature, you cannot use it again until you complete a long rest.

NATURES AVATAR

Beginning at 17th Level, you learn to embody all of your sage beasts power in your base form. You can spend a use of *Natural Talent*. When you do, you gain the benefit of all of your sage beast transformation features and you gain your chosen transformations ability scores if your ability scores are lower. This transformation lasts for 1 minute.

NATURAL TALENT TRANSFORMATION

At later levels, when you transform into a C-Rank or Higher summon of your select Tribe, you will take your creatures D-Rank Ability scores and instead of applying +6 Ability score increases, you apply +4 Ability score increases, up to a maximum of 20.

SHAMAN

Medical-Nin who follow the path of the Shaman, focus on draining the life from their enemies, and transferring them to their allies, controlling the flow of battle through Hex like Genjutsu, and life draining Medical Ninjutsu.

SHAMAN'S HEX

Beginning at 2nd level, you learn the secrets of psychosomatic Genjutsu, allowing you to place a hex on someone. As a Bonus Action, choose one creature you can see within 30 feet of you. The target is hexed for 1 minute. The hex ends early if you die or are Incapacitated. You can transfer this hex as a Bonus Action on your turn. Until the hex ends, you gain the following benefits:

- Once during each of your turns when you hit the hexed target with a melee attack, using a Jutsu with the Medical Keyword, your *Spiritual Weapons* or with your *Chakra Scalpel* you can deal extra Necrotic damage to the hexed target equal to your Proficiency Bonus.
- As a Reaction when a creature you can see within 30 feet of you and the hexed target suffers a critical hit, you can turn that hit into a normal hit. Any effects triggered by a critical hit do not trigger.

You can mark a creature using this feature a number of times equal to your Proficiency Bonus per rest.

SPIRITUAL WEAPONS

Also, at 2nd level, you learn to combine Genjutsu with your Precise Chakra control. As a Bonus Action, you can conjure a Spiritual Weapon of your Design and description. You are always proficient with your Spiritual Weapon. Your Spiritual Weapon can manifest as any Simple or Martial melee weapon of your choice. You can dismiss the weapon as a Bonus Action, dispersing your Chakra.

When you attack with that weapon, you can use your Wisdom, in place of Strength, for the attack and damage rolls.

Starting at 5th level, you can spend a use of *Chakra Scalpel* to grant your *Spiritual Weapon* two weapon properties of your choice from the following, that it does not already have: *Blocking*, *Critical*, *Deadly*, *Disarm*, *Finesse*, *Multiattack*, *Reach*, *Trip*, *Versatile* (dX) where X is one step higher than its base damage die.

When you do, your *Spiritual Weapon* retains these weapon qualities for 10 minutes or until you spend another use of *Chakra Scalpel* to change the properties.

BATTLE SHAMAN

Starting at 5th level, you learn the techniques required to play a powerful role in the throes of battle. You learn the following jutsu as you gain levels in this class according to the Shaman Chart at the end of this class section. Each jutsu learned also grants you an additional feature pertaining to the jutsu. Learned jutsu do not count against your jutsu known as seen on your Medical-Nin Class Chart.

Additionally, when a creature hexed by you dies, you can command it to move up to its speed and make one melee or ranged weapon attack against a creature within their normal range. When you command a creature with this feature, the hex immediately ends.

TAKE LIFE: HEXING SMITE

Starting at 6th level, you can enchant your *Spiritual Weapon* or *Chakra Scalpel* with your hexes, enhancing its potency when striking. Once per turn, when you score a hit with either your *Spiritual Weapon* or *Chakra Scalpel*, you can spend a use of your *Take Life* feature, you can cast one Ninjutsu or Genjutsu that you know that requires a saving throw when cast and can target only one creature, with a casting time of an Action or Bonus Action at no action cost, targeting the creature you hit forcing them to make their saving throw at disadvantage.

WARRIOR OF THE HEX

Starting at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn to attack with your *Spiritual Weapon*.

Additionally, when you use your *Preserve Life* feature, choose a creature within 30 feet of you. That creature gains Temporary Hit Points equal to your Medical-Nin level + your Wisdom Modifier.

Finally, when you use your *Take Life* feature, if the creature is benefiting from any bonuses such as additional damage or Temporary Hit Points, they lose those benefits.

DRAINING HEXES

Starting at 13th level, when a creature hexed by you dies, you or another creature you can see within 30 feet of you regains hit points equal to your Medical-Nin level + your Proficiency Bonus. When a creature regains hit points with this feature, the hex immediately ends.

Finally, when you fall to 0 hit points due to a melee attack, you may immediately spend 10 Chakra, doing so allows you to take make one attack with your *Spiritual Weapon* on a creature within range. Any damage you deal to a target, grants you Hit Points equal to the damage dealt. You can use this feature a twice per rest.

MASTER OF HEXES

Beginning at 17th level, Shaman's Hex damage increases to your Medical-Nin Level and triggers twice per turn.

SHAMAN CHART

Level	Jutsu Learned	Jutsu Feature
5 th	Vampiric Touch	When you would regain hit points from Vampiric Touch, you can instead give those hit points to another creature within 30 feet of you.
9 th	Phantasmal killer	This jutsu gains the Medical Keyword. You may select a Creature within 30 feet of you to regain hit points equal to half the damage dealt to the affected creature.
13 th	Aura of Power	This jutsu gains the Medical Keyword. When a creature would attack an affected creature with an attack, reduce the damage the affected creature takes by an amount equal to your Wisdom Modifier.
17th	Mental Prison	This jutsu gains the Medical keyword. A creature that is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, also becomes weakened and frightened of you for the next minute.

TRANSMUTER

Medical-Nin who follow the path of the Transmuter learn to heal and fight with surgical precision, altering the very fabric of the creature, be it friend, foe, or themselves.

TRANSFIGURED TECHNIQUE

Beginning at 2nd level, you begin to learn to alter other creatures cellular structure to their benefit or detriment. When you would deal Acid, Poison or Necrotic damage to a creature with a Jutsu with the *Medical* Keyword, you may force them to make a constitution saving throw vs your Jutsu's save DC. On a failed save, they gain 1 rank of Weakened.

Once per casting, when you would heal a creature or grant them temporary hit points with a Medical-Nin class feature or Jutsu with the *Medical* keyword, you may end one rank of any condition currently affecting them caused by a jutsu of D-Rank or lower. This increases to C-Rank at 7th level, B-Rank at 11th, A-Rank at 15th, S-Rank at 20th. You can remove conditions in this way, a number of times equal to your Proficiency Bonus per long rest.

ALTERED STRENGTH

Also, at 2nd level, you may alter a creatures physiology to strengthen them in a number of ways. As an action, you may touch a creature, giving them one of the following benefits for the next minute;

- Once per turn, add your Ninjutsu ability Modifier to their damage roll.
- Gain 10 Temporary Hit points at the beginning of each of your turns. While they have temporary hit points granted by this feature, they gain resistance to one damage type of your choice.
- Gain a $1d4$ bonus to one saving throws they don't have proficiency in.
- Gain a $1d4$ bonus to skill checks they don't have proficiency in.

A creature can only gain one benefit from this feature at a time. You can only have two instances of this feature active on creature(s) at any given time. If you would try to use this feature a third time, while two other instances are currently active, one of the previous two instances stop at your choice.

Beginning at 5th level, you can spend 1 Chakra die. When you do, you use an enhanced version of this feature. An affected creature can gain up to two benefits of this feature this way.

A creature other than you can gain the benefits of this feature twice per long rest.

TRANSMUTER

Starting at 5th level, you learn the techniques required to play a powerful role in the throes of battle. You learn the following jutsu as you gain levels in this class according to the Transmuter Chart at the end of this class section. Each jutsu learned also grants you an additional feature pertaining to the jutsu. Learned jutsu do not count against your jutsu known as seen on your Medical-Nin Class Chart.

TRANSMUTER

Also at 5th level, your *Chakra Scalpel* deals necrotic damage and you may tear them apart at the molecular level. Once per turn, when you deal damage with your Chakra Scalpel, you deal additional Necrotic damage equal to your Proficiency Bonus.

PRESERVE LIFE: TRANSMUTED

Starting at 6th level, you can, as a Bonus Action touch one willing creature within range. When you do, you temporarily change their biological make up into another creature type of your choice for the next minute. When you do, they gain a passive benefit based on the type chosen for the duration, but they lose the humanoid descriptor as well;

- Construct:** resistance to B/P/S damage.
- Demon:** resistance to Fire damage and Immunity to the Charmed and Fear Conditions.
- Plant:** Gains Temporary Hit points equal to Constitution Modifier each start of turn (Min 1.)
- Monstrosity:** Advantage on Strength and Constitution Saving throws.
- Mutant:** You gain advantage on Intelligence and Wisdom saving throws.

REBUILT FORTITUDE

Starting at 9th Level your ability to reinforce your allies has heightened even more. When you use your *Altered Strength* class feature on a creature other than yourself, they gain an additional benefit. Select one;

- Once per turn, add your Ninjutsu ability modifier to their attack roll.
- Once per turn, when they cast a Jutsu that deals damage they roll 2 additional damage dice.
- +2 bonus to their AC for the duration.

TRANSMUTED SELF

Starting at 13th level, your body can better handle your Chakra scalpels, allowing you to use them more aggressively. Your Chakra Scalpel's damage die increases to a d8.

When a creature makes a constitution save against your *Transfigured Technique* class feature, they make it at disadvantage.

Finally, you may also use your *Altered Strength* class feature as a Bonus Action, but when you do, you can only use it on yourself.

TRANSMOGRIFIED BIOLOGY

Starting at 17th level, you have transmuted your own body into one near perfection. When you would gain the benefit of your *Altered Strength* class feature, you can gain 3 benefits without spending any additional Chakra.

TRANSMUTER CHART

Level	Jutsu Learned	Jutsu Feature
5 th	Restorative	The creature also regains hit points equal to your Medical-Nin Class level.
9 th	Curse of Prey	This jutsu gains the Medical Keyword. Increase the Penalty to -6.
13 th	Reconstructive Hand	When you deal damage with this jutsu, the damage die becomes d12.
17th	Impending End	This Jutsu's range becomes 60 feet and can now either target two creatures within range or have all creatures who failed the initial saving throw take 12d8 Necrotic damage.

NINJUTSU SPECIALIST

Level	Proficiency Bonus	Features	Refined Ninjutsu	Efficient Moldings	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Chakra Recovery, Refined Ninjutsu	2	-	6	D-Rank
2nd	+3	Ninjutsu Tradition	2	-	7	D-Rank
3rd	+3	Efficient Molding	2	2	8	D-Rank
4th	+4	Ability Score Improvement/Feat	3	2	9	D-Rank
5th	+4	Jutsu Breaker, Efficient Molding (2)	3	3	10	C-Rank
6th	+4	Ninjutsu Tradition (2), Chakra Recovery (2)	3	3	11	C-Rank
7th	+5	-	4	3	12	C-Rank
8th	+5	Ability Score Improvement/Feat	4	3	13	C-Rank
9th	+5	Refined Ninjutsu (2), Efficient Molding (3)	4	4	14	B-Rank
10th	+6	Ninjutsu Tradition (3)	5	4	15	B-Rank
11th	+6	Chakra Recovery (3), Jutsu Breaker (2)	5	4	16	B-Rank
12th	+6	Ability Score Improvement/Feat	5	4	17	B-Rank
13th	+7	Efficient Molding (4)	6	5	18	A-Rank
14th	+7	Ninjutsu Tradition (4)	6	5	19	A-Rank
15th	+7	Efficient Molding (5)	6	5	20	A-Rank
16th	+8	Ability Score Improvement/Feat	7	5	21	A-Rank
17th	+8	Chakra Recovery (4), Refined Ninjutsu (3), Jutsu Breaker (3)	7	5	22	S-Rank
18th	+8	Ninjutsu Tradition (5), Efficient Molding (6)	7	6	23	S-Rank
19th	+9	Ability Score Improvement/Feat	8	6	24	S-Rank
20th	+9	Ninjutsu Master	8	6	25	S-Rank



NINJUTSU SPECIALIST

A clanless boy quickly weaves handseals and places his hands onto a large chakra seal, igniting the seals as the door begins to open. The boy walks through the open doors and after weaving a few seals with one hand he conjures orbs of fire creating light for him to see.

An Uzumaki in the heat of battle creates a single hand seal and conjures 10 Shadow Clones as they all surround a single enemy. The Clones and the Uzumaki all weave handseals and each create a super dense blade of wind chakra that all converge on their target leaving him no room to dodge or evade.

These shinobi, different as they might be, are connected by one common factor, they are masters in the field of Ninjutsu. While others are able to use the techniques, they learn with some level of mastery, the Ninjutsu Specialists are able to draw out the true essence of the Ninjutsu arts. They are able to take the concepts of the Ninjutsu they have and accelerate it to new heights and unmatched levels.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize ninjutsu in a variety of ways and allows for a mastery of the techniques they have that

surpass others. Players would be able to have a larger variety of ninjutsu at their disposal and in some cases have access to different forms of ninjutsu before others such as Elemental ninjutsu. Players should be able to exemplify characters who embody this style of rapid fire ninjutsu such as: Kakashi Hatake, Sasuke Uchiha, Orochimaru, Hiruzen Sarutobi (3rd Hokage), Hashirama Senju, Tobirama Senju, Jiraiya and Madara Uchiha.

CREATING A NINJUTSU SPECIALIST

When creating a Ninjutsu-Specialist consider a few things about the character on a personal level? Think of Ninjutsu as a tool? Do they use ninjutsu as a ring of keys, a way through every door or a sledge hammer, a way to pass through any obstacle? What made the character so bound to learning so many powerful ninjutsu and what drives them to learn more? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques?

QUICK BUILD

You can make a Ninjutsu Specialist quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the Sarutobi, Uchiha, Uzumaki or Non-Clan, Clans.

CLASS FEATURES

As a Ninjutsu Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Ninjutsu Specialist level

Hit Points at 1st Level and beyond: 6 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d12 per Ninjutsu Specialist level

Chakra Points at 1st Level: 12 + your constitution modifier

Chakra Points at Higher Levels: 1d12 (or 7) + your Constitution Modifier per Ninjutsu Specialist level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: All Simple Weapons

Ninja Tools: Alchemist Kits, Hackers Kit

Saving Throws: Intelligence, Wisdom, Charisma

Skills: Ninshou, Choose four from Insight, Investigation, History, Stealth, Perception, Chakra Control.

EQUIPMENT

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

- Padded Cloth.
- 1 Simple Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- Ninjutsu Scroll (D-Rank)

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier.

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

CHAKRA RECOVERY

Starting at 1st level, you have learned to retain some spent chakra from casting Ninjutsu. Once per short rest, you may half the cost of any one Ninjutsu without the **Combination** keyword that you cast. You gain an additional use of this feature at 6th, 11th & 17th levels of Ninjutsu Specialist.

REFINED NINJUTSU

Also, at 1st level, you can select an amount of Ninjutsu that you know without the **Combination** keyword, equal to the number shown for Refined Jutsu in the class table above, increasing the Save DC or the amount of either damage done by the chosen jutsu by 1 die. This feature happens once per casting of the Refined Jutsu. You choose which benefit you gain each time you cast the jutsu, but before the jutsu would affect a creature. You can change your Refined Ninjutsu when you would take a long rest. At 9th level, you increase the Save DC or die by 2 instead of 1, and at 17th level, you increase Save DC or die by 3 instead of 2.

NINJUTSU TRADITION

Starting at 2nd level, you begin to Specialize in a Tradition that enhances the style of ninjutsu that you focus on. The Tradition that you choose grants you features at 2nd, 6th, 10th, 14th & 18th Levels.

EFFICIENT MOLDING

Starting at 3rd Level, you learn how to bend your chakra to suit your needs while casting Ninjutsu, without the **Combination** keyword. You gain two of the following Efficient Molding options of your choice. You gain another one at 5th, 9th, 13th and 18th Ninjutsu specialist levels. You can only use one Efficient Molding option on a Ninjutsu without the **Combination** keyword when you cast it, unless otherwise noted. You can use any mix of efficient moldings you have 2 times per rest. You gain an additional use of your moldings at 9th, and 15th levels. If you would use a molding any additional times more than your listed limitation, you must spend chakra listed as the Alternate cost. When you would level up in this class, you may swap your current Moldings.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

JUTSU BREAKER

Beginning at 5th Level, you learn how to overwhelm your opponent's jutsu with pure force. When you would see a creature within 90 feet of you cast a Ninjutsu that would deal damage of any type, you may as a Reaction cast a Ninjutsu you know with a casting time of 1 action.

When you do, if the jutsu you cast doesn't have the clash keyword it gains the clash keyword. You automatically initiate a clash with the triggering creatures jutsu even if their jutsu doesn't have the clash keyword.

You may use this feature twice per rest. You gain an additional use of this feature at 11th and 17th level.

NINJUTSU MASTER

Starting at 20th level, select one Ninjutsu of C-Rank or lower. You always deal maximum damage with the chosen Jutsu.

NINJUTSU FOCUS

BLAZE WALKER

The Ninjutsu Specialist who chooses to become a Blaze Walker, becomes a primal engine of destruction, feared and revered since man's earliest days when using Fire Release Ninjutsu.

FIRE RELEASE

When you choose this tradition at 2nd Level, you gain the ability to learn ninjutsu with the Fire Release Keyword. If you can already do this you learn 2 additional Fire Release Ninjutsu that you qualify for, one of which can be C-Rank or lower.

You also gain a +1d6 bonus on all Ninshou Checks related to Ninjutsu with the Fire Release Keyword and you can learn and create Ninjutsu with the Fire Release Keyword in half the required time.

Finally, when you cast a Ninjutsu with the Fire Release Keyword, you can do one of the following:

- Once per casting, increase the damage dealt by 1d6. This increases to 2d6 at 10th level and 3d6 at 18th level.
- Once per casting, knock an affected creature 10 feet away from the origin point of the Jutsu.

FIRE ADEPT

Also, at 2nd level, you have adapted to fire release chakra in such a way that others who would tap into this nature would come to you for teachings.

Once per turn, when you would deal damage with a Jutsu with the Fire Release keyword, you may mark one damaged creature. This creature is *Ember Marked*. This mark lasts for up to 1 minute or until triggered. A creature marked by you in this way can have up to 5 Ember Marks at a time. Once per turn, when you would deal Fire Damage to an Ember Marked creature you can trigger any number of marks, causing them to erupt. If you trigger an Ember Mark, you cannot gain one during the same turn. Select one of the following when triggering an Ember Mark:

- Deal 1d12 Fire damage for each Ember Mark triggered.
- Trigger one Ember Mark to reduce a target's Damage Reduction by 4 until the end of the current turn.

FLASH FIRE

Starting at 6th Level, you learn to unleash powerful streams of flame with the potential to burn anything while conjuring your Jutsu. When you would cast a Ninjutsu with the Fire Release Keyword, your Jutsu deals additional damage equal to your Ninjutsu Ability Modifier + your Ninjutsu Specialist Level. You can enhance a Ninjutsu in this way twice per rest.

CRIMSON MOLDING

Also at 6th level, you learn a new and unique efficient molding technique called **Crimson Molding**. When you cast a Ninjutsu with the *Fire Release* keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All affected creatures within this jutsu's range must make a constitution saving throw being burned on a failed save. If the jutsu cast would already force a saving throw then on a failed save creatures gain 1 rank of the burned condition.

Additionally, if a creature who is within this jutsu's range is a Plant, Beast or Construct (made of organic material such as wood), then they make all saving throws against the jutsu cast and this moldings effect at disadvantage.

INFERNO FURY

Starting at 10th level, Ninjutsu you cast with the *Fire Release* keyword that are currently benefiting from your *Refined Ninjutsu* class feature gain additional benefits, you can use only one of these features once per casting.

- As a part of the same action used to cast the selected Ninjutsu you can increase the heat of your jutsu dealing double damage to Plants adversaries. If an adversary would already have vulnerability, you do not double the damage a second time.
- As a part of the same action used to cast the selected Ninjutsu, you can increase the damage dealt by your Proficiency Bonus.
- When you initiate a clash with a Jutsu with the *Water Release* Keyword, the user of the Water Release Jutsu does not roll at advantage.

FIRE RELEASE MASTER

Starting at 14th level, when you use *Flash Fire* to deal additional damage, you may instead double the bonus damage dealt.

Additionally, when you would cast a Fire Release Jutsu that is currently benefiting from your *Refined Ninjutsu* class feature, you can double the cost of your jutsu to increase the damage dealt by twice the Jutsu's original damage dice for a single creature affected by your Jutsu. This damage happens once per turn. You may use this feature twice per long rest.

Finally, Ninjutsu you cast with the Fire Release keyword that inflicts the burned condition, saving throws are made at disadvantage.

BLAZE WALKER TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for fire release ninjutsu called *Blaze Walker*. When you cast a ninjutsu with the *Fire Release* keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other efficient molding you are using.

This jutsu is automatically upcast to S-Rank at no additional cost, ignores immunity and resistance and increases the damage die of all fire damage dealt by this jutsu and **ember marks** by 1 step.

(D4>D6>D8>D10>D12)



HIJUTSU ELITIST

The Ninjutsu Specialist who chose to specialize in their Hijutsu techniques provided by their clans are those who become living embodiments of their Families or clans' techniques in such a way that those who stand in their way will feel hesitation towards confronting them.

HIJUTSU SPECIALIZATION

When you choose this Tradition at 2nd level, you learn the secrets behind your clans techniques beyond what is taught to most other members. You learn an additional **Hijutsu** with the **Ninjutsu Keyword** that you qualify for.

You also gain a +1d6 bonus on Ninshou checks related to **Hijutsu** with the **Ninjutsu** keyword and can learn and create **Hijutsu** with the **Hijutsu Keyword** in half the required time.

Finally, when you cast a **Ninjutsu** with the **Hijutsu Keyword**, you can do one of the following:

- **Hijutsu** you cast with a range of at-least 5ft, has its range increased based on the rank it is cast at. (*D-Rank: +5, C-Rank: +10, B-Rank: +15, A-Rank: +20, S-Rank: +25*)
- **Hijutsu** you cast has its cost reduced by an amount equal to its rank when cast. (*D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5*)

HIJUTSU ADEPT

Also at 2nd Level, your skill with your clan techniques are far superior to other shinobi of equal caliber to you. This skill manifests itself in the following way.

Second, once per turn, when you would cast a **ninjutsu** with the **Hijutsu Keyword**, you can store part of the energy used within yourself as **Traditional Inertia**. This inertia can be maintained within you for up to 1 minute or until spent. You can have up to 5 inertia stored at once. When you would cast a **ninjutsu** with the **Hijutsu Keyword**, you can spend any number of inertia. If you spend inertia, you cannot gain any during the same turn. For each inertia you use, you increase the potency of your jutsu cast. Its damage type is changed to the normal damage type of your other **Hijutsu** if it is not already that damage type (*if you have **Hijutsu** that deal multiple types of damage, choose one type*). You also select one from the following options, of which you can only use one when using inertia:

- Reduce the cost to maintain the jutsu by 1 (to a minimum of 1) for every 2-inertia spent.
- Immediately use one of your clan resources that have a limited use as part of casting the **Hijutsu**.
- Ignore one component needed to cast the jutsu for every 2-inertia spent.

DEADLY TRADITION

Starting at 6th level, you learn to magnify the lethality and power behind your Clans **Hijutsu**. When you cast a **Hijutsu** with the **Ninjutsu Keyword**, you can enact your clans secret traditions, making the jutsu cast far more efficient and lethal to deal with.

Hijutsu with the **Ninjutsu Keyword** that you cast, cannot have their damage reduced by more than half.

Additionally, twice per rest, you can choose to change the casting time of a **Hijutsu** with the **Ninjutsu Keyword** with the casting time of one Action, to a Reaction, which you can take when you or an allied creature in range would take damage.

GENERATIONAL MOLDING

Also at 6th level, you learn a new and unique efficient molding technique called **Generational Molding**. When you cast a **Hijutsu** with the **Ninjutsu Keyword**, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

The jutsu cast cannot be Interrupted, Negated or Dispersed until the end of your next turn.

GENERATIONAL GREATNESS

Starting at 10th level, Jutsu you cast with both the **Ninjutsu & Hijutsu Keywords**, that are currently benefiting from your **Refined Ninjutsu** class feature gains additional benefits. You can use only one of these features once per casting.

- As a part of the same action used to cast the selected **Jutsu**, you can empower the jutsu cast. If a creature fails their saving throw against your jutsu by 5 or more, regain 1 **Traditional Inertia**. You can gain no more than 2 **Traditional Inertia** per round this way.
- When you would upcast your selected **jutsu**, you may treat your upcast as if you had upcasted the **jutsu** twice, up to your maximum rank known as detailed in the **Ninjutsu Specialist Class table**.
- When you initiate a clash with the chosen **jutsu**, you make your check at advantage.

HIJUTSU MASTER

Starting at 14th Level, when you would use the **Deadly Tradition** class feature, you may also cast **Hijutsu** with the **Ninjutsu Keyword** with a casting time of a Bonus Action as a Reaction using that feature.

Additionally, when you would cast a **Hijutsu** with the **Ninjutsu Keyword** that is currently benefiting from your **Refined Ninjutsu** class feature, you may ignore Resistance to any damage dealt by the chosen **Jutsu** and double its range or its area of effect size. You may only use this feature twice per Long Rest.

ELITIST TECHNIQUE

Starting at 18th Level, you learn the ultimate molding technique for **Hijutsu** called the Elitist Technique. When you cast a **Hijutsu** with the **Ninjutsu Keyword**, you can embolden the **Jutsu** cast. You can only use this molding by spending 10 Chakra. You can use this molding in addition to any other efficient molding you are using.

If this **Jutsu** requires an attack roll, all attacks made with it for its duration are made at advantage. If this **Jutsu** requires a saving throw, all saving throws made to resist its effects are made at disadvantage. In addition, the **Jutsu** is automatically upcast to S-Rank at no additional cost.



LIGHTNING BREAKER

The Ninjutsu Specialist who chooses to become a Lightning Breaker, becomes an unmatched force of unstoppable power greater than that of a Lightning storm when using Lightning Release Ninjutsu.

LIGHTNING RELEASE

When you choose this tradition at 2nd Level, you gain the ability to learn Ninjutsu with the Lightning Release Keyword. If you can already do this you learn 2 additional Lightning Release Ninjutsu that you qualify for, one of which can be C-Rank or lower.

You also gain a +1d6 bonus on all Ninshou Checks related to Ninjutsu with the Lightning Release Keyword and you can learn and create Ninjutsu with the Lightning Release Keyword in half the required time.

Finally, when you cast a Ninjutsu with the Lightning Release Keyword, you can do one of the following:

- Twice per casting, when making an attack targeting a creature with ranks of Shocked, gain a +1 bonus to Ninjutsu Attack Rolls. This bonus increases to +2 at 10th Level and +3 at 18th Level.
- Once per casting, when you would Overcharge a Ninjutsu you cast, reduce its cost by an amount equal to its rank when cast. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)

LIGHTNING ADEPT

Also, at 2nd Level, you have adapted to lightning release chakra in such a way that others who would tap into this nature would come to you for teachings.

Once per turn, when you would cast a jutsu with the Lightning Release keyword, you can charge yourself with a *Lightning Mote*. A lightning mote remains charged for up to 1 minute, or until spent. You can have up to 5 motes charged at once. When you would cast a jutsu with the Lightning Release keyword you can spend any number of motes. If you do you cannot gain a mote the turn you do. For each mote spent, you increase the potency of your jutsu cast. Select from one of the following, of which you can only use one of when spending motes:

- Increase the damage dealt by +3 for each mote spent. This bonus damage doubles on a critical hit.
- If a jutsu would normally not deal damage when cast, you add 1d8 lightning damage for each mote spent.
- Reduce the cost to maintain the jutsu by 1 for every 2 motes spent.

LIGHTNING TAMER

Starting at 6th Level, you learn to bend Lightning to your will forcing it to do things beyond its normal limits. When you would cast a Ninjutsu with the *Lightning Release* keyword, you can activate its Overcharge effects as a part of the same action used to cast the jutsu. You can Overcharge a jutsu in this way twice per rest. If you would attempt to Overcharge a jutsu in this way an additional time past these two, you can do so by spending 1 Chakra die.

GIGAWATT MOLDING

Also at 6th level, you learn a new and unique efficient molding technique called *Gigawatt Molding*. When you cast a Ninjutsu with the *Lightning Release* keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All affected creatures within this jutsu's range must make a constitution saving throw being shocked on a failed save. If the jutsu cast would already force a saving

throw then on a failed save creatures gain 1 rank of the shocked condition.

Additionally, if a creature who is within this jutsu's range is an Aberration, Celestial or Mutant, they cannot take a Reaction to this jutsu casting, the damage dealt or conditions inflicted and increase the damage the jutsu deals by 1 damage die.

WRATHFUL JOLTS

Starting at 10th Level, Ninjutsu you cast with the Lightning Release Keyword, that are currently benefiting from your *Refined Ninjutsu* class feature gain additional benefits. You can use only one of these features once per casting.

- As a part of the same action used to cast the selected Ninjutsu, the Jutsu scores a critical hit on an attack roll of 18 through 20.
- As a part of the same action used to cast the selected Ninjutsu, the Jutsu treats each damage dice rolled as the maximum possible result against creatures who fail their saving throws by 5 or more.
- When you initiate a Clash with a Jutsu with the Wind Release Keyword, the user of the Wind Release Jutsu does not roll at advantage.

LIGHTNING RELEASE MASTER

Starting at 14th Level, when you use *Lightning Tamer* to overcharge a jutsu, you gain 2 *Lightning Motes* with the chosen jutsu's casting.

Additionally, when you would cast a Lightning Release Jutsu that is currently benefiting from your *Refined Ninjutsu* class feature, targeting a shocked creature, you make your attacks at advantage. If your jutsu requires a saving throw, they make their saving throw at disadvantage. You can only use this feature twice per long rest.

Finally, ninjutsu you cast with the Lightning Release Keyword that inflicts the shocked condition, saving throws suffers a -1d4 penalty to all affect creatures saves.

LIGHTNING BREAKER TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for lightning release ninjutsu called *Lightning Breaker*. When you cast a ninjutsu with the *Lightning Release* keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other efficient molding you are using.

This jutsu ignores immunity and resistance, and ignores structures or constructs that would intercept the damage it deals.



SANGUINE MASTER

The Ninjutsu Specialist who chose to specialize in the Hemomantic Traditions, learn to use the chakra inherent in a creatures blood, even their own, and often look upon with distrusting eyes. Practitioners of it know that the potential of this form of Ninjutsu can become disastrous in the wrong hands, but it's also extremely helpful. It requires a stringent eye and adequate focus.

HEMOMANTIC SPECIALIZATION

When you choose this Tradition at 2nd level, you learn the secrets behind blood and the alchemical properties behind it. You gain the ability to learn ninjutsu with the Medical Keyword, but only those that deal acid, necrotic or poison damage. You learn one such jutsu with the described limitation that you qualify for, which may be C-Rank or lower.

You gain a +1d6 bonus on Ninshou checks relating to Ninshou with the Medical Keyword, and can learn and create ninjutsu that deal Acid, Necrotic or Poison Damage in half the time.

Finally, when you would cast a Ninjutsu that deals Acid, Necrotic or Poison Damage you can do one of the following:

- Once per casting, gain Temporary Hit Points equal to the rank of the jutsu cast. These Temporary Hit Points last until the beginning of your next turn. (D-Rank/ C-Rank: 5, B-Rank/A-Rank: 10, S-Rank: 15)
- Once per turn, when you inflict a rank of *Corroded*, the creature receives an additional rank.

LIFEFORCE CASTING

Also, at 2nd Level, you learn to extract chakra from blood and it as fuel for your ninjutsu, empowering them or making them simpler to cast.

Once per turn, when you would cast a ninjutsu that deals acid, necrotic, or poison damage, you can siphon some of the energy from the jutsu's damage, placing it into a *Blood Vial*. This vial can be of any shape of your description. A blood vial maintains its potency for up to 1 minute or until spent. You can have up to 5 vials at once. When you would cast a ninjutsu that deals acid necrotic or poison damage you can spend any number of blood vials. If you spend a blood vial spent, increase the potency of your jutsu cast. Select from one of the following, of which you can only use one when spending vials;

- Increase the damage dealt by 1d8 for every vial spent.
- Gain a +1 bonus to the jutsu DC for every two vials spent.
- Reduce the cost of the jutsu by 1, for every two vials spent.

BLOODY EVOCATION

Starting at 6th level, you have learned to use the blood of your enemies to harm them further. When you would cast a jutsu that deals Acid, Necrotic or Poison Damage to a creature currently affected by any Elemental or Physical Condition, you can change the damage type of your jutsu to Necrotic, and change any condition ranks the creature has to ranks of Corroded. You can use this feature twice per rest.

MACABRE TECHNIQUES

Also at 6th level, you learn a new and unique efficient molding technique called **Macabre Technique**. When you cast a Ninjutsu, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

The ninjutsu now deals Acid, necrotic or poison damage (your choice), and ignores half of a creatures damage reduction.

DESTRUCTIVE ICHOR

Starting at 10th level, Ninjutsu you cast without a Nature Release Keyword, that are currently benefiting from your **Refined Ninjutsu** class feature gains additional benefits. You can only use one of these features, once per casting.

- As a part of the same action used to cast the selected Jutsu, you may add your ninjutsu ability modifier to one damage roll of the jutsu.
- As part of the same action used to cast the jutsu, if the jutsu would force a saving throw to resist the bleed, envenomed or corroded conditions, all creatures with said conditions that are making a saving throw vs the jutsu cast, gains +1 rank of the condition they are making a saving throw against on a failure.
- When you would initiate a clash, you can spend 1 blood vial to make your check at advantage.

SANGUINE ELITE

Starting at 14th level, your master of Hemomantic ninjutsu is nearing its peak. When you cast a ninjutsu that deals acid, necrotic, or poison damage that is benefitting from your **Refined Ninjutsu** class feature and targets only 1 creature, you can double the cost of the jutsu to instead target a number of creatures equal to the number of *Blood Vials* you currently have. The jutsu cast in this way cannot have its cost reduced as a result of your **Chakra Recovery** class feature.

SANGUINE MASTER TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for Hemomantic techniques called Sanguine Master. When you cast a ninjutsu that deals Acid, Necrotic or Poison Damage, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other **Efficient Molding** you are using.

This jutsu ignores Immunity, Resistance and Damage Reduction. Additionally, damage this jutsu deals reduces the target creature's Maximum Hit Points by the same amount for the next minute.



SCRIBE MASTER

The Ninjutsu Specialist who chose to specialize in the art of Storing and using Jutsu Scrolls, come to be known as Scroll Masters, Chakra weavers known for always having the right Jutsu on hand at any given time. Sealing Jutsu into your Scrolls and releasing them when the time is right.

FUINJUTSU SPECIALIZATION

When you choose this tradition at 2nd level, you learn 2 Ninjutsu with the Fuinjutsu keyword that you qualify for.

You also gain a +1d6 bonus on all Ninshou checks related to ninjutsu with the Fuinjutsu Keyword and you can learn and create Ninjutsu with the Fuinjutsu Keyword in half the required time.

Finally, when you cast a Ninjutsu with the Fuinjutsu Keyword, you can do one of the following:

- Once per casting, you can ignore the jutsu's Chakra Seal (CS) & Chakra molding (CM) components.
- Once per casting, you can deal chakra damage to a creature with ranks of the Sealed Condition equal to the number of ranks of the *Sealed* condition it has.
(1-Rank: 4 Damage, 2-Ranks: 8 Damage,
3-Ranks: 12 Damage, 4-Ranks: 16 Damage,
5-Ranks: 20 Damage.)

AWAKENED SCROLL

Also, at 2nd level, you have bonded with a Ninjutsu scroll of your description and design. This scroll may hold significance to you or may have been created by you. This scroll has so much of your chakra poured into it, it has become semi-sentient. While unable to speak or communicate, it reacts to your thoughts, feelings, and intents.

Additionally, your scroll has two open jutsu seals, which can be used to store a ninjutsu you know or from another source, such as a ninjutsu scroll or a willing creature. Jutsu stored from another source are limited to 1 rank higher than your highest jutsu rank known. You learn to create two additional jutsu seals at 6th and 10th levels.

Jutsu you cast from your awakened scroll are cast as if you casted them, using your Ninjutsu attack bonus and Save DC when appropriate. You do not need to have a Nature Release Affinity or any additional Keyword requirements to cast a Jutsu sealed inside your Awakened scroll. Once a Jutsu has been cast from your awakened scroll, it vanishes from your Jutsu seal.

Sealing a jutsu inside your Awakened scroll requires 1 hour of copying the jutsu from a Scroll or 1 minute of casting the jutsu into the scroll while simultaneously capturing it within the sealing formula. If you are the one casting a jutsu into the scroll it only takes 1 action and costs you no chakra to seal it.

While holding this scroll in one of your hands, it grants you the following benefits;

- While casting Ninjutsu with the Fuinjutsu Keyword, you ignore Chakra Seal (CS) & Chakra Molding (CM) component requirements.
- All Jutsu currently stored in your Awakened Scroll gains the Fuinjutsu keyword
- You gain Advantage on Concentration checks made to maintain concentration on a Ninjutsu casted using your *Awakened Scroll* class feature.

SEAL CONSUMPTION

Beginning at 6th level, you learn to capture and scribe jutsu mid combat.

First, when you would take damage or are forced to make a saving throw from a Ninjutsu a hostile creature cast, you may as a Reaction tear open your Awakened Scroll. Make an Ability Check using your Ninjutsu ability modifier. The DC equals 13 + (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5). On a success your Awakened Scroll consumes the jutsu sealing it into one of your empty Jutsu seals and preventing the damage you would take. This jutsu consumption acts as if you countered the casting. You may do this twice per rest.

Also, jutsu Scrolls you have that contain Ninjutsu can be immediately consumed and transferred to a jutsu seal, a Bonus Action.

(If you have no empty Jutsu compartments, one of the previous jutsu sealed vanishes as it's replaced with the new consumed Jutsu.)

SEAL BREAK

Also at 6th level, you learn a new and unique efficient molding technique called **Seal Break**. When you cast a Ninjutsu with the Fuinjutsu Keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All creatures affected by this jutsu's must make a charisma saving throw. On a failed save, creatures gain +1 ranks of the *Sealed* condition.

REALIZED SCROLL

Starting at 10th level, your Awakened scroll has absorbed so much of your chakra, it now embodies some of your ideals, hopes, and desires. Allied creatures who hold your scroll can communicate telepathically with you, while also knowing your general location so long as you want them to.

Additionally, Ninjutsu you cast using your **Awakened Scroll** class feature gain additional benefits. You can only use one of these features once per casting.

- As a part of the same action used to cast the selected Jutsu, you may retain the casted jutsu. If you cast the retained jutsu a second time before you take a long rest it vanishes as normal.
- You may reduce the cost of the jutsu cast by an amount equal to the rank of the jutsu cast. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)
- When you initiate a clash with a jutsu with the Fuinjutsu Keyword, you gain advantage to the clash check.

FUINJUTSU SENNIN

Starting at 14th level, your Awakened scroll has become an inanimate doctrine of your psyche and personality. If you so wish, your life story and memories are scribed into its contents.

When you would use **Seal Consumption** to consume a Jutsu, you can immediately as a part of the same Reaction used to consume it, cast it back at the triggering creature. You may do this twice per Long Rest.

Additionally, when you would cast a Ninjutsu from your **Awakened Scroll** that has a nature release keyword that also deals damage, you may double the cost of the selected jutsu to switch the nature release keyword and damage type of the Jutsu cast to any other nature release and corresponding damage type that you currently have sealed into one of your scroll's Jutsu compartments. When you would do this, you also change the casting time to 1 Bonus Action.

SCRIBE MASTER

Starting at 18th level, you learn the ultimate molding technique for Fuinjutsu Ninjutsu called Scribe Master. When you cast a Ninjutsu with the Fuinjutsu Keyword, you can embolden the Jutsu cast. You can only use this molding by spending 10 Chakra. You can use this molding in addition to any other Efficient Molding you are using.

If the Fuinjutsu cast would normally target a hostile creature, you can choose to instead make it target all hostile creatures of your choice within 30 feet of the original target.



STONE CRUSHER

The Ninjutsu Specialist who chooses to become a Stone Crusher, becomes an unwavering force of power, earth-shattering destruction and mountain like toughness when using Earth Release Ninjutsu.

EARTH RELEASE

When you choose this tradition at 2nd level, you gain the ability to learn ninjutsu with the Earth Release Keyword. If you can already do this you learn 2 additional Earth Release ninjutsu that you qualify for, one of which can be C-Rank or lower. You also gain a +1d6 bonus on all Ninshou checks related to ninjutsu with the Earth Release keyword and you can learn and create Ninjutsu with the Earth Release Keyword in half the required time.

Finally, when you cast a ninjutsu with the Earth Release keyword, you can do one of the following:

- Once per turn, you gain Damage Reduction vs one Damage type of your choice, (*excluding Lightning or Psychic*), equal to the rank of the jutsu cast, until the start of your next turn. (D-Rank: 2, C-Rank: 4, B-Rank: 6, A-Rank: 8, S-Rank: 10)
- Once per casting, constructs and structures you summon gain +2d4 additional hit points. This increases to 2d6 at 10th level and 2d8 at 18th level.

STONE ADEPT

Also, at 2nd Level, your affinity with earth release has granted you a powerful physique unlike other Ninjutsu specialist. Increase your maximum hit points by 2. Each time you gain a level in this class, you increase your hit point maximum by 1.

Additionally, once per turn, when you or a construct would take damage you are able to manifest a *Solid Gem*. A gem remains for up to 1 minute or until spent. You can have up to 5 *Solid Gem's* at a time. When you would cast a Ninjutsu with the *Earth Release* keyword you can choose to spend any number of gems. For each gem spent, you increase the potency of your jutsu cast. Select from one of the following, of which you can only use one of when spending gems;

- Gain 4 Temporary hit points for each gem spent.
- If the jutsu would summon a construct that intercepts damage, that structure gains 2 DR (damage reduction) for each gem spent, up until a maximum of 8 DR.

MOUNTAIN'S AEGIS

Starting at 6th Level, you learn to reinforce an ally's fortitude with residual *Earth Release* Chakra. When you cast a Ninjutsu with the *Earth Release* Keyword, you may select one allied creature (excluding yourself) within 60 feet, granting them an aegis. The aegis is a thin layer of Earth Release chakra that protects the target. Any damage the target takes is reduced by half your Ninjutsu Specialist level. This effect ends after the target would take damage of any type. You can enhance a creature in this way twice per rest.

TECTONIC PLATE TECHNIQUE

Also, at 6th Level, you learn a new and unique efficient molding technique called *Tectonic Plates*. When you cast a Ninjutsu with the *Earth Release* keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All affected creatures within this jutsu's range must make a Strength saving throw being bruised on a failed save. If the jutsu cast would already force a saving throw

then on a failed save creatures gain 1 rank of the bruised condition.

Additionally, if a creature who is within this jutsu's range is a Demon, Monstrosity or Undead, they lose resistance and immunity to conditions and effects that your jutsu inflicts.

STONES TENACITY

Starting at 10th Level, Ninjutsu you cast with the Earth Release Keyword that are currently benefiting from your Refined Ninjutsu class feature gain additional benefits. You can only use one of these features once per casting.

- As a part of the same Action used to cast the selected Jutsu, you gain Temporary Hit Points equal to the rank of the Jutsu cast that lasts until the beginning of your next turn, this would be in addition to Temporary Hit Points granted by Solid Gem's if any. (D-Rank: 5, C-Rank: 10, B-Rank: 15, A-Rank: 20, S-Rank: 25)
- As part of the same Action used to cast the selected Jutsu, Constructs, Structures and effects that would grant you Temporary Hit Points or reduce damage treat critical hits as normal hits and ignore effects that would deal additional damage as a result of it being a Construct, Structure or having Temporary Hit Points.
- When you initiate a Clash with a Jutsu with the Lightning Release Keyword, the user of the Lightning Release Keyword does not roll advantage.

EARTH RELEASE MASTER

Starting at 14th Level, when you use *Mountain Aegis* class feature to protect an ally, you can choose up to three creatures to gain its benefits.

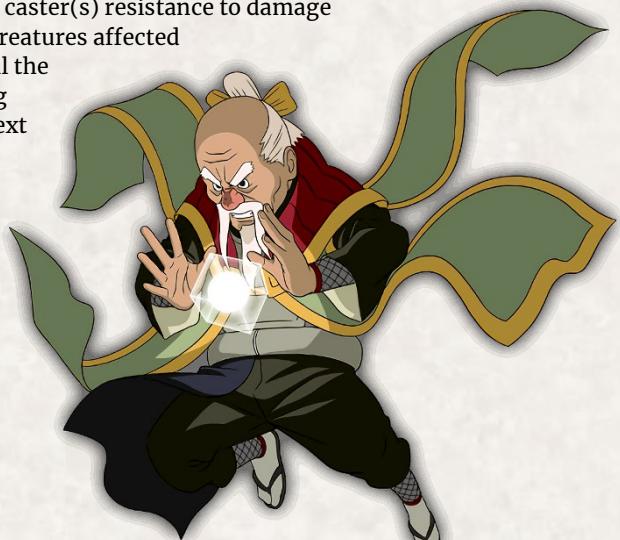
Additionally, when you would cast an Earth Release Jutsu that is currently benefiting from your *Refined Ninjutsu* class feature, you may double the cost of the Jutsu cast to both double to range and make all affected terrain cost 3 feet for every 1 feet of movement, that you ignore.

Finally, Ninjutsu you cast with the Earth Release Keyword that generates a Structure, construct, or Creature becomes sturdier. The structure, construct or creature doubles its hit points or Damage reduction (your choice). You may use this feature twice per long rest.

STONE CRUSHER TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for Earth release ninjutsu called *Stone Crusher*. When you cast a ninjutsu with the *Earth Release* keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other efficient molding you are using.

This Jutsu's damage die increases by one step and grants its caster(s) resistance to damage dealt by creatures affected by it, until the beginning of your next turn.



STORM TERROR

The Ninjutsu Specialist who chooses to become a Storm Terror becomes a ruthless natural disaster and unmatched collateral destruction when using Wind Release Ninjutsu.

WIND RELEASE

When you choose this tradition at 2nd level, you gain the ability to learn ninjutsu with the Wind Release Keyword. If you can already do this you learn 2 additional Wind Release ninjutsu that you qualify for, one of which can be C-Rank or lower.

You also gain a +1d6 bonus on all Ninshou checks related to ninjutsu with the Wind Release Keyword and you can learn and create Ninjutsu with the Wind Release Keyword in half the required time.

Finally, when you cast a ninjutsu with the Wind Release Keyword, you can do one of the following:

- Jutsu you cast with a range of at least 5ft, has its range increased based on the rank it is cast at. (D-Rank: +5, C-Rank: +10, B-Rank: +15, A-Rank: +20, S-Rank: +25)
- Once per casting, jutsu you cast that affects an area has the size of that area increased by +5 feet. This increases to +10 at 10th and +15 at 18th levels.

WIND ADEPT

Also, at 2nd Level, your affinity with wind release has granted you a sense of mastery over powerful winds and torrential storms.

Once per turn, when you would cast a jutsu with the Wind Release keyword, you can mark one affected creature with a *Breeze Mark*. A breeze mark remains for up to 1 minute, or until spent. A creature can have up to 5 breeze marks at once. Once per turn, when you would deal wind damage to a *Breeze marked* creature you can trigger all marks causing them to gain 1 rank of bleed per mark they had.

STORM HERALD

Starting at 6th Level, you learn to unleash powerful gales of wind while conjuring your Jutsu, strong enough to trigger all conditions a creature may have. When using a Ninjutsu with the Wind Release Keyword, your jutsu exacerbates all Elemental and Physical conditions a creature has triggering them all to deal their listed damage, if any. You can enhance your ninjutsu in this way twice per rest.

SWIRLING TECHNIQUE

Also, at 6th Level, you learn a new and unique efficient molding technique called *Swirling Technique*. When you cast a Ninjutsu with the Wind Release Keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All affected creatures within this jutsu's range that has an Elemental or Physical Condition that can have more than 1 stack, gains an additional stack.

UNSTOPPABLE GALE

Starting at 10th Level, Ninjutsu you cast with the Wind Release Keyword that are currently benefiting from your *Refined Ninjutsu* class feature gain additional benefits.

- As a part of the same action used to cast the selected jutsu you can increase the slicing power of your jutsu, dealing double damage to flying or levitating creatures. If an adversary would already have vulnerability you do not double the damage a second time.
- You may gain a flying speed equal to your movement speed until the beginning of your next turn.

- When you initiate a clash with a Jutsu with the Fire Release Keyword, the user of the Fire Release Jutsu does not roll at advantage.

WIND RELEASE MASTER

Starting at 14th Level, when you use *Storm Herald* to trigger *elemental* and *physical* conditions, you double the triggered conditions damage.

Additionally, when you would cast a Wind Release Jutsu that is currently benefiting from your *Refined Ninjutsu* class feature, you can double the cost of your jutsu to double the jutsu's range and if it requires a Saving throw, it deals double damage if the target creature fails its Saving throw by 5 or more. You may use this feature Twice per long rest.

STORM TERROR TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for Wind release ninjutsu called *Storm Terror*. When you cast a ninjutsu with the *Wind Release* keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other efficient molding you are using.

All affected creatures in your jutsu's range gains 5 ranks of the Bleeding condition.



SUMMONER

The Ninjutsu Specialist who chose this Tradition to become a Summoner, walk the path closest to Sage hood, forming bonds with the Sage beasts across the land and in different worlds. Those who walk this path are best known for having a wide arrangement of jutsu learned from the sage creatures themselves.

EMPOWERED SUMMONING

When you choose this tradition at 2nd level, you learn the *Summoning Technique* Ninjutsu. The cost to cast this jutsu is reduced by an amount equal to the rank you cast it at. (D-Rank: -1, C-Rank: -2, B-Rank: -3, A-Rank: -4, S-Rank: -5.)

You also gain a +1d6 bonus on all Ninshou checks related to ninjutsu with the *Fuinjutsu* keyword and you can learn Ninjutsu that summons a creature in half the required time.

Finally, when your summoned creature would cast a jutsu, it can do one of the following:

- Twice per casting, when your summoned creature makes an attack, they gain a +1 bonus to their Jutsu attack rolls. This bonus increases to +2 at 10th level and +3 at 18th level.
- Once per casting, when your summoned creature would spend its Jutsu slots to cast a Jutsu, you can spend 1 of your chakra die in place of one of their Jutsu slots.

SUMMONERS WILL

Also, at 2nd Level, your will is able to permeate through all of your summoned creatures without fail.

Creatures you summon as a result of the *Summoning Technique* Ninjutsu have a close bond with you that cannot be emulated by anyone else with their tribe. You and your tribes wills bleed into one another, with very little able to break this bond.

First, your summoned creatures cannot be Dispelled. Next, creatures you summon gain the benefit of any Role in the Summoning chapter instead of either of their normal Roles.

Finally, you can spend 1 of your Chakra Die to recharge one spent Jutsu Slot for your summoned creature. You can spend Chakra Dice in this way, a number of times equal to your Proficiency Bonus, per Long Rest.

SUMMONING ADEPT

Starting at 6th Level, The *Summoning Technique* Ninjutsu becomes one of your **Refined Ninjutsu** if it was not before and as a result, creatures summoned as a result of casting the aforementioned jutsu gain the benefits of the **Refined Ninjutsu** class feature. All of the jutsu they know are under the effects of **Refined Ninjutsu**. They gain additional Jutsu Slots equal to the Ninjutsu Save DC bonus granted by **Refined Ninjutsu**.

Also, you can cast the *Summoning Technique* to summon a creature of C-Rank or lower as an Action instead of a Full-Turn-Action. You can summon creatures of B-Rank or lower as an Action beginning at 10th level, and A-Rank at 18th level. You can summon a creature in this way using this feature twice per rest. If you would attempt to summon a creature as an Action after you have expended all uses of this feature, you can do so by spending 1 Chakra Die.

COMBINATION TECHNIQUE

Also, at 6th Level, you learn a new and unique efficient molding technique called Combination Technique. When you would cast a Ninjutsu with the *Combination* keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

Your Summoned creature can assist you in casting a jutsu with the *Combination* keyword regardless of keyword restrictions. Additionally, you treat your or your summoned creature's charisma modifier as being +1 higher than it normally is for the purposes of enhancing the combination jutsu.

SUMMONING EXPERT

Starting at 10th Level, you gain the ability to summon and maintain up to two creatures at once. Both creatures must remain within 120 feet of you. If you want the second summoned creature to act on your turn the same as the first you must use your Action or Reaction to command the second creature, instead of a Bonus Action. The second summoned creature cannot be of the same rank as the current creature summoned.

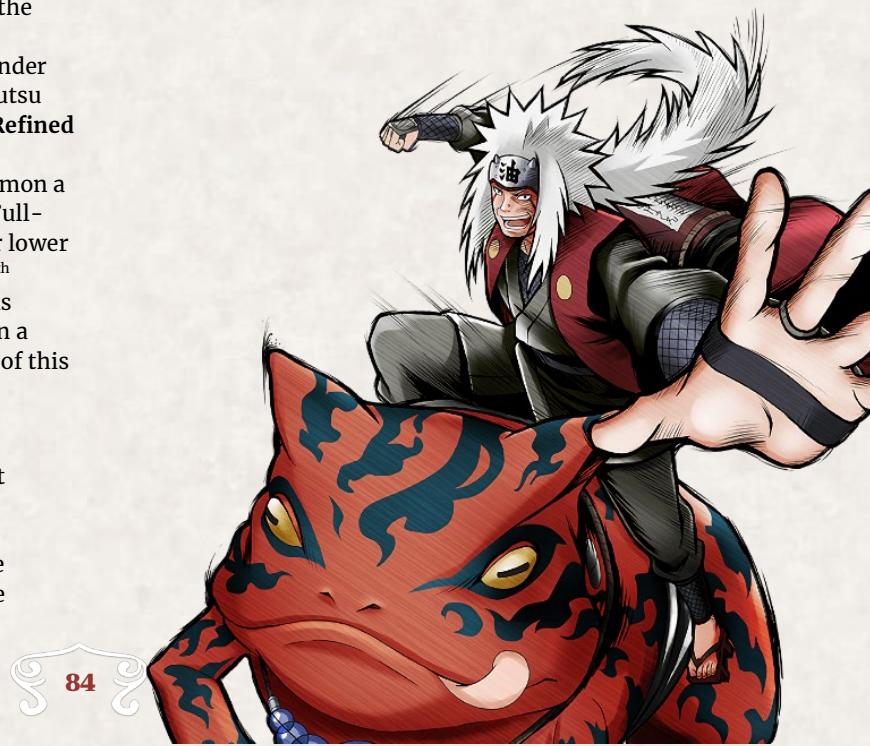
SUMMONING MASTER

Starting at 14th Level, your summoned creatures have grown to know your fighting style from countless battles. When you summon a creature using the *Summoning Technique* Ninjutsu, it can enter the initiative directly after you and no longer needs to be commanded. Only one of your summons can benefit from this at a time. Also, when you command your summons, they gain a Bonus Action they can use that round. They cannot gain the benefit of additional Bonus Actions. The summoned creatures can also perform any Jutsu of C-Rank or lower that you know, as if they knew the Jutsu, regardless of the Jutsu's listed Keywords.

SYNCHRONIZATION TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for combination ninjutsu called Synchronization Technique. When you cast a ninjutsu with the Combination Keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 Chakra. You can use this molding in addition to any other efficient molding you are using.

All allied creatures within 60 feet of you and your summoned creature can assist you in casting a combination jutsu, regardless of keyword restrictions, treating each caster as if they had the needed keywords. Additionally, you treat your charisma modifier as being +3 higher than it normally is for the purposes of enhancing the combination jutsu.



THE PROFESSOR

The Ninjutsu Specialist who chose to walk the path of The Professor are those who walk the long path of elemental versatility and dominance. Only one other shinobi has walked this path and reached the pinnacle, he became known as the **God of Shinobi** someone who surpassed his own and all previous Generations.

VERSATILE RELEASE

When you choose this tradition at 2nd Level, you gain the ability to learn Ninjutsu with one of the following nature release keywords: Earth Release, Wind Release, Fire Release, Water Release, or Lightning Release. You must select a keyword you do not already have access to.

You also gain a 1d4 bonus on all Ninshou Checks related to Ninjutsu with nature releases that you have the ability to cast.

Finally, when you cast a Ninjutsu with any nature release that you know, you can do one of the following:

- Twice per casting, when making an attack targeting a creature with ranks of an *Elemental* condition, gain a +1 bonus to Ninjutsu attack rolls. This bonus increases to +2 at 10th level and +3 at 18th level.
- Once per casting, ignore a portion of the target's damage reduction equal to the rank of the jutsu cast.
(D-Rank: 2, C-Rank: 4, B-Rank: 6, A-Rank: 8, S-Rank: 10)

ELEMENTAL ADEPT

Also, at 2nd level, your frequent study of Ninjutsu has granted you a keen awareness most others lack in elemental-based combat.

Once per turn, when you cast a Ninjutsu with a nature release keyword, you can retain a portion of the chakra used and store it within yourself in the form of an *Elemental mote*. An elemental mote remains stored for up to 1 minute, or until spent. You can have up to 5 motes stored at once. When you would cast a jutsu with a nature release keyword you can spend any number of motes. If you do you cannot gain a mote the turn you do. For each mote spent, you increase the potency of your jutsu cast. Select from one of the following, of which you can only use one of when spending motes;

- Impose a -1 penalty to saving throws for every 2 motes spent.
- For every mote spent, reduce the cost of the jutsu by 2 Chakra. You can spend up to 3 motes in this way.

TWIN CAST

Beginning at 6th Level, your focus on your elemental versatility has granted you the ability to learn an additional nature release. Select one nature release you didn't select with your **Versatile Release** class feature and you gain a bonus to your Initiative equal to your Intelligence Modifier.

Additionally, you have learned how to make extended use of your Elemental Motes. As an Action you can spend 5 Elemental Motes. When you do you are able to cast two Ninjutsu with different nature release keywords in the same Action. You can only cast Jutsu in this way twice per Long Rest, however you regain one use when you take a Short Rest.

CHAKRA INFUSION TECHNIQUE

Also, at 6th Level, you learn a new and unique Efficient Molding technique called Chakra Infusion. When you cast a Ninjutsu with a Nature Release you have access to, you can embolden the Jutsu cast. You can use this Molding in

addition to any other Moldings you are using and has an alternate cost of 5.

This Ninjutsu gains all Nature Release Keywords that you have access to and once per casting deals an additional 1d10 damage for each nature release keyword it has of that nature release's affiliated damage type (Water = Cold).

FORCE OF NATURE

Starting at 10th level, Ninjutsu you cast with any Nature Release keywords you are able to cast that are currently benefiting from your *Refined Ninjutsu* class feature, gain additional benefits.

- As a part of the same action used to cast the selected Ninjutsu, you gain 1 additional *Elemental mote*'s. You can gain bonus motes in this way once per round.
- As a part of the same action used to cast the selected Ninjutsu, you may deal additional damage equal to your Proficiency Bonus.
- If you would lose a Clash with another creature you may spend a Reaction to reroll the d20.

SOSHIKAGE

Beginning at 14th level, you have attained elemental versatility beyond most all others, granting you your third Nature Release. Select one Nature Release you didn't select with your *Nature Release Adept* or with your *Twin Cast* class features.

Your ability to weave vastly different chakra molding theologies in the heat of battle are an envy of shinobi across the land. When you would use your action to cast a ninjutsu with a nature release keyword, you may cast two ninjutsu with a different nature releases with a casting time of 1 Action as a Bonus Action. You may do this twice per long rest.

Finally, when you would spend 5 *Elemental motes* at once to empower a jutsu you cast, you may add three times your ability modifier to the damage dealt.

THE FINAL LESSON

Starting at 18th level, you learn the ultimate molding technique for casting multiple ninjutsu with different nature releases called *Final Lesson*. When you cast two ninjutsu with different nature release keywords in the same action, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other efficient molding you are using.

These jutsu both gain the benefits of any moldings used with their casting, so long as the molding can reasonably be applied to it.



TRACE TALENT

The Ninjutsu Specialist who follow the path of “Tracers” are quite simply, prodigies. But they lack formal training in elemental techniques, instead opting to master jutsu without elements and wielding them to great effect. The level of power they attain tends to be on par and in some cases superior to elemental ninjutsu.

VOID SPECIALIZATION

When you choose this tradition at 2nd level, you learn two ninjutsu that you qualify for one of which can be C-Rank. The chosen jutsu cannot have any nature release keywords. You also gain a 1d6 bonus on all Ninshou checks related to ninjutsu without nature release keywords that you have the ability to cast.

Finally, when you cast a ninjutsu without any nature release, you can do one of the following:

- Once per casting, impose a -3 penalty to an affected creature's Concentration Check.
- Once per casting, impose a -3 penalty to an affected creature's Clash Check.

VOID ADEPT

Also at 2nd Level, your skill with chakra molding and raw shaping techniques have becomes far more adequate and sophisticated than others of a similar level.

Once per turn, when you would cast a ninjutsu without any nature release keywords, you gain one *Void Shard*. A shard remains for up to 1 minute or until spent. You can have 5 shards stored at once. When you would cast a ninjutsu without a nature release keyword you can do one of the following to increase the Jutsu's potency. Select one of the following, of which you can only use one of when spending shards;

- By spending 1 Shards, convert all damage dealt into Chakra damage.
- Increase the cost of the affected creature next jutsu by 5, for each Shard spent.
- For every mote spent, reduce the cost of the jutsu by 2 Chakra. You can spend up to 3 motes in this way.

LIMITLESS CASTING

Starting at 6th Level, when you target a hostile creature with a Ninjutsu without a nature release keyword while they are suffering from any condition, you may as a part of the casting of the triggering jutsu cast a second Ninjutsu of C-Rank or lower without a nature release keyword that must target the same creature. You can cast in this way twice per rest.

VOID BREAK TECHNIQUE

Also, at 6th Level, you learn a new and unique efficient molding technique called Void Break. When you cast a Ninjutsu without a nature release keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All creatures of your choice within 10 feet of you or the target creature (Pick one) must make a constitution saving throw. On a failed save creatures take Chakra Damage equal to twice the cost of the Ninjutsu cast and are unable to mold chakra until the end of their next turns. On a successful save they take half damage and no further effect.

PURE CHAKRA

Starting at 10th level, Ninjutsu you cast without any nature release keywords that are currently benefiting from your *Refined Ninjutsu* class feature gain additional benefits;

- As a part of the same action used to cast the selected Jutsu, you cleanse your target of any defenses. They lose any resistances it may have against its damage type until the end of your next turn.
- As a part of the same action used to cast the selected jutsu, deal additional damage equal to your Proficiency Bonus.
- When you initiate a clash with the chosen jutsu, you roll your Clash Check at advantage.

KIYO

Starting at 14th Level, your nature-less chakra has reached a level of power and purity beyond what others could conceive. When you use Limitless Casting to cast two Jutsu in one Action, you may cast the second Jutsu at half its original cost.

Additionally, when you cast a Ninjutsu without any nature release, you may double its cost. When you do you may release a surge of void chakra to instead enhance all allied creatures of your choice within 60 feet of you, granting them advantage on their next saving throw against a Ninjutsu or Genjutsu, before the end of their next turns.

Lastly, Ninjutsu you have without nature release keywords have grown virtually unstoppable. Creatures who attempt to Counter, Negate or Dispel any Jutsu you originally cast without a nature release keyword make any check, attack roll or saving throw made to accomplish the aforementioned at disadvantage..

TALENT VOIDER

Starting at 18th level, you learn the ultimate molding technique for casting ninjutsu without nature releases called *Talent Voider*. When you cast a ninjutsu without a nature release keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 Chakra. You can use this molding in addition to any other efficient molding you are using.

Your jutsu deals an amount of Chakra damage equal to the initial damage dealt and all affected creatures must make a constitution saving throw, losing the ability to mold chakra for $1d4+1$ turns.



TSUNAMI

The Ninjutsu Specialist who chooses to become a Tsunami embodies the force of such an event. Unphased by the power of the sea and all-encompassing just like an ocean when using Water Release Ninjutsu.

WATER RELEASE

When you choose this tradition at 2nd level, you gain the ability to learn ninjutsu with the Water Release Keyword. If you can already do this you learn 2 additional Water Release ninjutsu that you qualify for, one of which can be C-Rank or lower.

You also gain a +1d6 bonus on all Ninshou checks related to ninjutsu with the Water Release Keyword and you can learn and create Ninjutsu with the Water Release Keyword in half the required time.

Finally, when you cast a ninjutsu with the Water Release Keyword, you can do one of the following:

- Once per casting, generate a source of water that can be used for Ninjutsu with the Water Release keyword.
- Once per casting, gain a number of Temporary Hit Points equal to the rank of the jutsu cast. (D-Rank: 5, C-Rank: 8, B-Rank: 11, A-Rank: 14, S-Rank: 17)

WATER ADEPT

Also, at 2nd Level, your affinity with water release has granted you a sense of mastery over powerful waters and untamable waves.

Once per turn, when you would cast a jutsu with the water release keyword, you manifest a floating weapon of your description called a *Rain Blade*. A rain blade remains manifested for up to 1 minute, or until spent. You can have up to 5 blades manifested at once. When you would cast a Ninjutsu with the Water Release keyword you can spend any number of *Rain Blade*. If you do you cannot gain a *Rain Blade* the turn you do. For each *Rain Blade* spent, you can do the following;

- Once per casting, when you would cast a jutsu as a Reaction you can spend any number of blades to gaining +4 DR (damage reduction) vs all sources except Earth and Psychic, for each blade spent. This DR bonus lasts until the end of the current turn.
- When you would deal damage with a Ninjutsu for every 2 blades spent, the affected target gains 1 rank of Chilled.
- When you would deal Cold damage to a creature with a Ninjutsu you cast, you can spend any number of blades to move the affected creature a number of feet equal to 5 x the number of blades spent, in any direction.

FRIGID DEEP

Starting at 6th Level, you learn to unleash powerful fonts of water able to shatter earth and douse the most powerful inferno, while conjuring your Jutsu. When using a Ninjutsu with the Water Release keyword, you can force all affected creatures of your choice to reduce their speed 15 feet until the end of your next turn. You can enhance your ninjutsu in this way twice per rest.

RAINING VORTEX

Also, at 6th Level, you learn a new and unique efficient molding technique called Raining Vortex. When you cast a Ninjutsu with the Water Release keyword, you can embolden the jutsu cast. You can use this molding in addition to any other moldings you are using and has an Alternate Cost of 5.

All affected creatures within this jutsu's range that would fail a saving throw from another Jutsu with a Nature Release before the end of your next turn takes

additional affects based on the nature release affecting them. A creature can only suffer an additional effect from this feature once per round;

- Earth Release:** The creature gains 1 rank of Bruised.
- Wind Release:** The creature gains 1 rank of Bleed.
- Fire Release:** The creature gains 1 rank of Burned.
- Water Release:** The creature gains 1 rank of Chilled.
- Lightning Release:** The creature gains 1 rank of Shocked.

AQUA SOUL

Starting at 10th Level, Ninjutsu you cast with the Water Release Keyword that are currently benefiting from your **Refined Ninjutsu** class feature gain additional benefits.

- As a part of the same action used to cast the selected jutsu you create a source of water capable of being used for water release ninjutsu of B-Rank or lower twice.
- You may damage equal to your Proficiency Bonus.
- When you initiate a clash with a Jutsu with the **Earth Release** Keyword, the user of the Earth Release Jutsu does not roll at advantage.

WATER RELEASE MASTER

Starting at 14th Level, when you use **Frigid Deep** to reduce movement speed you instead reduce movement speed to 0.

Additionally, when you would cast a Water Release Jutsu that forces a saving throw of any type, that is currently benefiting from your **Refined Ninjutsu** class feature, you can double the cost of your jutsu to make all affected creatures roll an additional 2d20, taking the lowest result. You can do this twice per long rest.

Finally, Ninjutsu you cast with the Water Release Keyword that requires a saving throw, can never be made at advantage.

TSUNAMI TECHNIQUE

Starting at 18th level, you learn the ultimate molding technique for Water release ninjutsu called **Tsunami**. When you cast a ninjutsu with the Water Release keyword, you can embolden the jutsu cast. You can only use this molding by spending 10 chakra. You can use this molding in addition to any other efficient molding you are using.

All affected creatures in your jutsu's range gains 2 ranks of the Chilled condition. They also cannot cast Taijutsu or Bukijutsu that requires the Mobility (M) component until the end of your next turn.



EFFICIENT MOLDING

CAREFUL NINJUTSU

Alternate Cost: 5 Chakra

When you cast a Ninjutsu that forces other creatures to make a saving throw, you can protect some creatures from the Jutsu's full force. Select up to 3 creatures. A chosen creature suffers no effect from your casted Ninjutsu. You can spend an additional use of this feature or spend its alternate cost to select another 3 creatures. This Molding can be used with Ninjutsu with the *Combination* keyword.

DISTANT NINJUTSU

Alternate Cost: 3 Chakra

When you cast a Ninjutsu, you can double the range of the jutsu cast. If the you cast a ninjutsu with the range of touch, you instead make the range of the jutsu 30 feet.

DOUBLED NINJUTSU

Alternate Cost: Chakra cost Rank based (*D-Rank: 4, C-Rank: 8, B-Rank: 12, A-Rank: 15, S-Rank: 20*)

When you cast a Ninjutsu that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same Jutsu. To be eligible for Doubled Ninjutsu, a Ninjutsu must be incapable of targeting more than one creature at the jutsu's current rank.

ECHOED NINJUTSU

Alternate Cost: 5 Chakra

When you cast a Ninjutsu that deals damage, and can only target one creature, you create an echo of the jutsu. You can cast the same ninjutsu of the same rank, using your Bonus Action on the following turn without spending chakra. The jutsu's echo only deals half damage. The jutsu's echo must target the same creature.

EXTENDED NINJUTSU

Alternate Cost: 5 Chakra

When you cast a Ninjutsu that has a duration of 1 minute or longer, you can multiply its duration by 10, up to a maximum of 24 hours if it does not require concentration or 10 minutes if it does require concentration.

FOCUSED NINJUTSU

Alternate Cost: 4 Chakra

When you are forced to make a concentration check to maintain a ninjutsu you have cast, you can automatically pass the concentration check. You can use this molding in addition to any other moldings you are using.

HEIGHTENED NINJUTSU

Alternate Cost: 5 Chakra

When you cast a Ninjutsu that forces a creature to make a saving throw to resist its effects, you can give one target of the Jutsu, disadvantage on its first saving throw made against the Jutsu's effect. You can use this molding in addition to any other moldings you are using.

PIERCING NINJUTSU

Alternate Cost: 5 Chakra

You cast a jutsu that pierces through a creature's defenses. When you cast a Ninjutsu that deals damage, you cause the jutsu you are casting to ignore resistance, and temporary hit points until the end of your turn. Creatures that are normally Immune to the damage your jutsu deals, you instead treat their immunity as resistance. You can use this molding in addition to any other moldings you are using.

POTENT NINJUTSU

Alternate Cost: 4 Chakra

When a ninjutsu you cast deals damage, you can select 3 rolled damage die, and change their result to be treated as the maximum possible value on the die.

PRECISE NINJUTSU

Alternate Cost: 3 Chakra

When you cast a Ninjutsu that requires an attack roll, you can gain advantage on one of the attacks. You can spend an additional use of this feature or spend its alternate cost to make any additional attacks at advantage.

QUICKENED NINJUTSU

Alternate Cost: 5 Chakra

When you cast a Ninjutsu that has a casting time of 1 action, you can change the casting time to 1 Bonus Action for the casting. If you use this molding, you cannot use *Reactive Molding* until the beginning of your next turn.

REACTIVE NINJUTSU

Alternate Cost: 6 Chakra

As a Reaction, which you take on your turn, you can cast a ninjutsu with a casting time of 1 Action. If you use this molding, you cannot use *Quickenened Molding* until the beginning of your next turn.

REDIRECTED NINJUTSU

Alternate Cost: 5 Chakra

If you make an attack roll for a ninjutsu, and you would miss, you can remake the attack roll targeting the same or another creature within range. You must use the result of the second roll. You can use this molding in addition to any other moldings you are using.

SUBTLE NINJUTSU

Alternate Cost: 3 Chakra

When you cast a Ninjutsu, you can cast it without any handsigns. You can use this molding in addition to any other moldings you are using.

TENACIOUS NINJUTSU

Alternate Cost: 5 Chakra

When a creature attempts to Clash, counter, dispel, or interrupt a ninjutsu that you are casting or have casted, you may use your Reaction to increase your clash check by 1d10 and the DC of Countering, dispelling, or interrupting this jutsu by +3.

TRANSMOGRIFIED NINJUTSU

Alternate Cost: 9 Chakra

When you would cast a ninjutsu that forces a saving throw you can change the ability score the saving throw targets to another one. If the original saving throw is a physical one (Strength or Dexterity) you can change it to another physical ability score. If the original saving throw is a mental one (Wisdom, Charisma) you can change it to another mental ability score.

WIDENED NINJUTSU

Alternate Cost: 4 Chakra

When you cast a Ninjutsu with an area of effect, you can increase the size of it. If the effect is a line, its width is increase by 10 feet or length is increases by 10 feet. If the effect is a cube or sphere, its radius increases by 10 feet. If the effect is a cone, its length increases by 10 feet. If the effect is a cylinder, either the radius or the height increases by 15 feet.

SCOUT-NIN

Level	Proficiency Bonus	Features	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Fighting Style, Deft Explorer	6	D-Rank
2nd	+3	Shinobi Adept	7	D-Rank
3rd	+3	Scouting Technique	8	D-Rank
4th	+4	Ability Score Improvement/Feat	8	D-Rank
5th	+4	Extra Attack, Jack of all, Master of None	9	C-Rank
6th	+4	Scouting Techniques (2)	10	C-Rank
7th	+5	Signature Jutsu	11	C-Rank
8th	+5	Ability Score Improvement/Feat	11	C-Rank
9th	+5	Scouting Techniques (3)	12	B-Rank
10th	+6	Signature Technique	13	B-Rank
11th	+6	-	14	B-Rank
12th	+6	Ability Score Improvement/Feat	14	B-Rank
13th	+7	Shinobi Adept (2)	15	A-Rank
14th	+7	Scouting Techniques (4)	16	A-Rank
15th	+7	Signature Jutsu (2)	17	A-Rank
16th	+8	Ability Score Improvement/Feat	17	A-Rank
17th	+8	Scouting Techniques (5)	18	S-Rank
18th	+8	-	19	S-Rank
19th	+9	Ability Score Improvement/Feat	20	S-Rank
20th	+9	Scouting Techniques (6)	20	S-Rank

whom this class was designed after are as follows; Kid Naruto Uzumaki, Kid Sasuke Uchiha, Kid Sakura Haruno, Kid Kakashi Hatake and Kid Obito Uchiha.

SCOUT-NIN

An Uzumaki lies in wait as his target enters the brothel, he performs the transformation technique to turn into one of the many women within the building he's seen in the past few days.

A Sarutobi in the heat of battle weaves together a great wave of water blowing some enemies away, when some leap over the wave avoiding it, the Sarutobi follows up with a powerful Genjutsu stunning the airborne shinobi as they come crashing down into the water.

A Nara gets into a close combat battle with an enemy, and holds his own while preparing to capture his enemy within the Shadow possession technique.

These shinobi, different as they might be, are connected by one common factor, they are Jack of all trades. While others are specialists of some sort in one form or another, a scout-nin is someone who by definition is able to complete most tasks or fill most roles in a team with little trouble. Scout-Nin are able to draw out their latent abilities in most fields while others cannot.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to take on the role of a generalist, someone who may not specialize in any particular field such as ninjutsu, Genjutsu or Taijutsu. But someone who can use them all to a varying degree and find success. While other classes can use all 3 forms of jutsu, this class is designed with the ability to enhance them on a case-by-case basis using Superiority Dice if needed. Characters

CREATING A SCOUT-NIN

When creating a Scout-Nin consider a few things about the character when they are on a team with others. Do they fill in any gaps or do they support others in their endeavors enhancing that particular field their allies are specializing in. Do they use their techniques as an answer to the weaknesses of the team? What made the character so bound to learning so many varied techniques and how do they plan on using them in the field? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques leaving nothing to chance?

QUICK BUILD

You can make a Scout-Nin quickly by following these suggestions. First, put your highest ability score in either Strength, Intelligence, or Wisdom followed by Constitution. Second, choose any clan that you find the most appealing, this class is flexible enough to support them.



CLASS FEATURES

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

HIT POINTS

Hit Dice: 1d8 per Scout-Nin level

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

CHAKRA POINTS

Chakra Dice: 1d10 per Scout-Nin level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, heavy Armor

Weapons: All Simple and Martial Weapons

Ninja Tools: Select Any two Toolkits.

Saving Throws: Strength, Constitution, Intelligence

Skills: Choose four from Ninshou, Illusions, Martial Arts, Insight, Investigation, Nature, Acrobatics, Athletics, History, Stealth, Perception, Medicine, Chakra Control.

EQUIPMENT

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

- (a) Padded Cloth or (b) Combat Jacket or (c) Combat Armor
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 1 Paper Bomb or (b) 1 Flash Tag
- Select any one Toolkit.

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

FIGHTING STANCE

Beginning at 1st Level you adopt a particular style of fighting as your specialty. Choose one of the Fighting Stances located in Chapter 13: Customization Options, between Taijutsu Stance and Weapon Stance. You can't take a Stance more than once, even if you get to choose again later.

DEFT EXPLORER

Beginning at 1st level you are an unsurpassed generalist in most all environments. You gain the Canny benefit below, and an additional benefit when you reach 6th level and 11th level in this class.

CANNY (1ST LEVEL)

Choose any one skill. You gain proficiency in this skill. If you have proficiency in this skill already, you instead gain Mastery.

MOBILE (6TH LEVEL)

Your wall and water walking speed is equal to your walking speed. You also gain a Swimming and climbing speed equal to your walking speed.

TIRELESS (11TH LEVEL)

You require less time to rest and recover. Once per long rest you can spend a full turn Action recollecting yourself. When you do, you recover all spent *Superiority Die* that you would normally recover on a short rest.

SHINOBI ADEPT

Beginning at 2nd Level, your ability as a Shinobi has blossomed, granting you a breadth of optional paths for you to decide between. You can choose between two of the following features. Beginning at 13th level, select two additional features you didn't pick at 2nd level.

SHINOBI'S TRAINING

You can create, learn and customize any D-Rank or lower Jutsu in half the time. This does not stack with other features that reduce the time to learn jutsu. When you would reach 13th level, this benefit extends to C-Rank jutsu as well.

SHINOBI'S TACTICS

You learn to cover your tracks better than most other people of your caliber. Creatures who would make a perception check to search for you, suffers a 1d4 penalty to this check if you are hidden from, or unseen by the searching creature.

SHINOBI'S GENERAL LITERACY

You can count your ability scores as being 16 for the purposes of learning/gaining jutsu of at least B-Rank through ability score restrictions. This does not stack with other literacy features or traits.

SHINOBI'S TOOL COMPETENCY

You can use the following tools; *Chili Pepper Bombs*, *Paper Bombs*, *Flash Tags* or *Smoke Bombs* as a Bonus Action instead of an action.

SHINOBI'S PRECISION

Select one Keyword from the following; Ninjutsu, Taijutsu, Bukijutsu, or Genjutsu. Jutsu you cast with the following Keyword that requires an attack roll, reduces a creatures Damage reduction by 5, once per casting.

SHINOBI'S EDGE

You have trained for countless hours, to become a more skilled shinobi. Reduces the cost to maintain concentration on jutsu by -1. (Min 1.)

SHINOBI'S DRIVE

Your perseverance can be called upon with the flick of the wrist. When making an ability or skill check, by spending 1 Hit die, you are able to call on your *Shinobi Drive*, adding half of the spent Hit die's result to your roll

SHINOBI'S FOCUS

You have trained for endless hours to be considered a more focused shinobi. When you would make a check, attack roll or saving throw while you have disadvantage or are suffering from a penalty of any type, imposed by a Jutsu, feature or trait from a hostile creature, you can spend 1 Chakra die to treat your d20 roll as if you have no penalties applied to it.

SCOUTING TECHNIQUE

Starting at 3rd level, choose a technique that you strive to emulate in combat and style. The Scouting Technique you choose grants you features at 3rd, 6th, 9th, 14th, 17th and 20th Levels.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

JACK OF ALL, MASTER OF NONE

Starting at 5th Level, you exemplify the ideal of generalized combat. Select one of the following *generalizations* between *Combat, Control, Mobility, Skill, and Support*. When you do, you gain its benefits. You can switch which generalization you have when you complete a rest. Alternatively, you can spend one *Superiority Die* from your Scout-Nin Subclass to switch the Generalization you are benefiting from. You can only switch in this way, once per short rest.

COMBAT

You gain a +1 bonus to attack & damage rolls made with Ninjutsu, Taijutsu, Genjutsu and Bukijutsu you cast. This bonus increases to +2 at 11th level. If a Jutsu you cast of the chosen type would gain the benefit of a seal that would provide a bonus to attack rolls, it does not gain the benefit of both this feature and that seal, instead you must pick one.

Additionally, while you are gaining the benefits of this generalization, when you would take the Attack action, you can make a Weapon Attack as a Bonus Action, once per turn.

CONTROL

Jutsu and Maneuvers you use that would inflict a condition on a creature are even more difficult to resist. Increase the Save DC of jutsu you cast and maneuver you use that inflict a condition or inflicts a penalty by +1. This Save DC boost, increases to +2 at 11th level.

Additionally, while you are gaining the benefit of this generalization you gain a +1d4 to clash checks.

MOBILITY

You gain a +10 bonus to your speed, and +1 bonus to Saving throws made to resist hostile effects. These bonus increases to +15 and +2 at 11th level.

Additionally, while you are gaining the benefit of this generalization whenever you would make a saving throw using an ability you are not proficient in to end a condition or effect placed on you by a hostile creature or environment, you gain a bonus 1d4 to the saving throw.

SKILL

You gain a +2 bonus to all ability and skill checks. This bonus increases to +3 at 11th level.

Additionally, while you are gaining the benefits of this generalization, Skill based actions that require an Action can be performed as a Bonus Action.

SUPPORT

You can use the Help and Search actions as a Bonus Action. When you would use the Help action, you can aid an ally in attacking a creature, making a skill check in a skill you are not proficient in, or providing them some support in combat, allowing you to spend a Reaction to interpose an attack, switching the target of a hostile attack from an allied creature to yourself. You can complete the Help action in this way aiding an ally within 30 feet of you. This range of support increases to 45 feet at 11th level.

Additionally, while you are gaining the benefits of this generalization, creatures within weapon attack range who would make an attack or cast a jutsu targeting an allied creature triggers an attack of opportunity for you.

SIGNATURE JUTSU

Beginning at 7th level, you have found a jutsu that you specialize in better than anyone else who may have come before. Select one Jutsu you know of B-Rank or Lower. You gain one of the following benefits of your choice when using the chosen Jutsu. You may switch which jutsu this feature affects whenever you would learn a new jutsu from leveling up in this class. You can select a second Signature effect and Jutsu to gain the benefits of both effects beginning at 15th level.

SIGNATURE POWER

When you use your chosen jutsu, you deal additional damage equal to your Jutsu Types Ability Modifier (Ninjutsu, Genjutsu or Taijutsu.), you also ignoring resistance to your chosen jutsu's damage type and the jutsu cast cannot be negated or dispelled the turn it is cast.

SIGNATURE RAMPING

When you would upcast your chosen jutsu, If your upcast adds additional die for damage, healing, temporary hit points or damage reduction. Add one additional die, per rank upcast, once per casting. Otherwise, increase the save DC of the chosen Jutsu (If any) by +1 for every two ranks upcast.

SIGNATURE CONTROL

When you would cast your chosen jutsu, reduce the cost of the chosen jutsu by 2. If this would reduce the cost of the jutsu to 0, it instead costs 1. If your chosen jutsu requires concentration, reduce the cost to maintain the jutsu by 2 this can reduce the cost to maintain a jutsu below half.

SIGNATURE TECHNIQUE

Beginning at 10th level, you temporarily commit to a technique that assists you in dealing with a variety of scenario's. When you complete a rest, select one of the following which helps in building out your already broad skillset. Beginning at 18th level, you can instead gain the benefit of two of these options.

HIDDEN TECHNIQUE

You can remain perfectly still for long periods of time to set up ambushes. As an Action while you are at least lightly obscured, you can attain perfect stillness. When you do, you and all allies within 5 feet of you become invisible, along with any equipment they are wearing or carrying and any creatures who would attempt to make any checks to search or look for you or creatures under the effect of this feature, suffer a -10 penalty to checks made to complete such a task until the start of your next turn if in combat or until you would move more than half your movement speed if outside of combat.

While you are gaining this benefit, if you haven't moved since your last turn, you and allies affected by this feature cannot be found as a result of Tremorsense, jutsu with the sensory keyword or chakra sight. If you or an allied creature attacks a creature while benefiting from this feature, the attacking creatures attack scores a critical hit if the attack result is at least 5 or greater than the targets AC. Once a critical hit has been scored in this way, it cannot be triggered again until you complete a long rest.

AGGRESSIVE TECHNIQUE

You are able to fight for longer periods of time. You gain the ability to extend your fighting potential, in the form of controlled breathing.

On your turn, as a Bonus Action, you can spend 2 Hit die to breathe in deeply, regaining hit points equal to $1d10 + \text{your scout level}$.

Alternatively, you can as a Bonus Action spend 2 Chakra die to breathe in deeply, regaining chakra points equal to $1d10 + \text{half your scout level}$.

TACTICAL TECHNIQUE

You have a much higher affinity with tactics and planning out your movement and actions.

Creatures cannot make opportunity attacks targeting you or allied creatures within 10 feet of you.

Additionally, yourself and allies who begin their turns within 10 feet of you can take the Dash action as a Bonus Action.



SCOUTING TECHNIQUE

ARBITER SCOUT

The Scout-Nin who choose to become Arbiters focus on enhancing their allies, utilizing their skills beyond what most shinobi could only dream of doing, and enabling their team to perform feats of amazing prowess with just a bit of Arbitration.

SUPERIOR ARBITRATION

Beginning at 3rd level you learn maneuvers that are fueled by a special dice called *Superiority Dice*

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Arbitration Maneuvers section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Arbitration table. Many Maneuvers enhance an attack in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one Maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d8's, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Arbitration table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

SUPERIOR ARBITRATION TABLE

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

MASTER OF ARBITRATION

Starting at 3rd level, you learn to enforce your presence into any discussion or squabble. You gain proficiency in Deception, Intimidation and Persuasion.

Additionally, you may spend a *Superiority Die* when making any Charisma based skill check, adding the result to check.

Beginning at 6th level, whenever you would succeed on a Charisma based Skill action against a hostile or non-allied creature, you regain 1 *Superiority Die*. You can regain a *Superiority Die* in this way, once per creature, per rest.

BATTLEFIELD JUDICATION

Also, at 3rd level, you become the leader your team needs in times of strife and conflict. Once per turn, when you would take the attack action, in place of one of your attacks, you order one friendly creature who can see or hear you, to cast a Jutsu that requires an attack roll, make a weapon attack, take a Skill-Action, Dodge, or disengage (moving up to half their movement away). You can command a creature in this way twice per initiative roll.

Additionally, when a friendly creature makes an attack roll of any type, you can spend a *Superiority Die* adding the result of the roll to their attack.

ABSOLUTE AUTHORITY

Beginning at 6th level, you and allied creatures within 30 feet of you, can add Half of your Charisma Modifier (Rounded Down) to their AC.

COMMANDING PRESENCE

Beginning at 9th level, when you would benefit from the **Master of Arbitration** class feature, the creature whom you have made Charisma checks against, makes their contesting checks with a 1d6 penalty.

Additionally, allied creatures under the effect of a Genjutsu, that begin its turn is within 10 feet of you, remake their saving throw to end the Genjutsu's effect. A creature can only benefit from this feature once per short rest.

Yourself and allied creatures within 10 feet of you that make saving throws to resist Genjutsu gain a bonus to their saving throw equal to half of your Charisma Ability Modifier.

PARAGON'S PRESENCE

Beginning at 14th level, all allied creatures within 30 feet of you are immune to the Berserk, Charmed or Frightened Conditions. You decide which condition at the end of a Short rest.

TIRELESS COMMAND

Beginning at 17th Level, you can roll d4's in place of expending *Superiority Die* for your **Master of Arbitration** and **Battlefield Judication** class features.

WHO DECIDED THAT!?

Beginning at 20th level, when you would fail a saving throw of any kind, you instead pass, suffering no additional effects twice per short rest.

Additionally, when a creature other than you, within 30 feet of you would fail a saving throw of any kind you may spend a *Superiority Die*. They instead pass, suffering no additional effects. A creature can only benefit from this feature once per long rest.

ARBITER MANEUVERS

ASSISTED ACCURACY

Scout-Nin Keyword: Specialized

You may spend a *Superiority Die* targeting one allied creature within 30 feet of you. When you do, the next time they would make an attack of any type, they add half the result of the *Superiority Die* to the attack roll. On a successful hit of the allied creatures attack, if you make the same type of attack, targeting the same creature, on your next turn, you add the same *Superiority Die* to your attack roll.

ASSISTED CONTROL

You may spend a *Superiority Die* targeting one allied creature within 30 feet of you. When you do, the next time they would force a hostile creature to make a saving throw of any type using a Jutsu they cast, they add half of the result of the *Superiority Die* to the save DC (Min 1.). If a hostile creature failed the saving throw of your allied Creatures Jutsu, if you make an attack of any type, targeting one of the failing creature(s), on your next turn, you add the same *Superiority Die* to your first damage roll against that creature.

ASSISTED DEFENSE

You may spend a *Superiority Die* targeting one allied creature within 30 feet of you. When you do, the next time they would make a saving throw of any type, they add half the *Superiority Die* to the result. On a successful save, you add the same *Superiority Die* to your next saving throw before the end of your next turn.

ASSISTED POWER

You may spend a *Superiority Die* targeting one allied creature within 30 feet of you. When you do, the next time they would make an attack of any type, they add twice the result to their damage roll. On a successful hit of the allied creatures attack, if you make the same type of attack, targeting the same creature, on your next turn, you add the same damage to your damage roll.

ASSISTED EXPERTISE

You may expend a *Superiority Die* targeting one allied creature within 30 feet of you. When you do, the next time they would make a skill check of any type, they add the *Superiority Die* to the check. On a successful skill check from the allied creature, if you make a Skill-Check, on your next turn, you add the same *Superiority Die* to your Check.

LEADERS EXAMPLE

When you make a melee attack, you can expend one *Superiority Die* adding the result to your attack roll. On a successful hit, select one allied creature within 30 feet of you. If that creature makes the same type of attack, targeting the same creature on their following turn, they add the result to their next attack roll.

LEADER'S AUTHORITY

Scout-Nin Keyword: Specialized

When you hit a creature with an attack or a creature fails a saving throw against a Jutsu you cast you can expend one *Superiority Die*. All hostile creatures within 15 feet of you must make a Wisdom saving throw vs your Save DC (If Weapon or Unarmed, Taijutsu save DC), gaining 1 rank of fear.

LEADER'S PRESENCE

Scout-Nin Keyword: Specialized

When you hit a creature with an attack or a creature fails a saving throw against a Jutsu you cast you can expend one *Superiority Die*. All allied creatures within 15 feet of you can feel your presence, automatically ending any 1 Mental or Sensory based Condition currently afflicting them, if any of your choice.

LEADER'S WILL

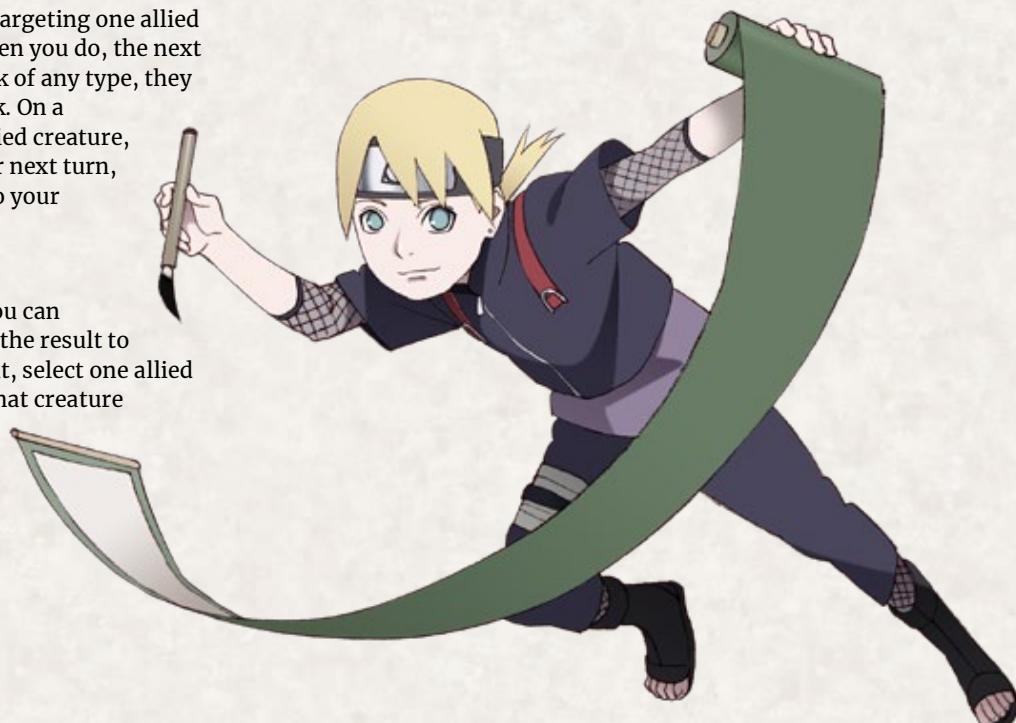
Scout-Nin Keyword: Specialized

When you hit a creature with an attack or a creature fails a saving throw against a Jutsu you cast you can expend one *Superiority Die*. When you do, if you are under any effects or conditions that required you to make a saving throw that you failed. You immediately remake the saving throw, adding the *Superiority Die* to the result of your saving throw.

LEADERS ARBITRATION

Scout-Nin Keyword: Specialized

As an Action, you can spend one *Superiority Die*, targeting all creatures of your choice within 60 feet of you. All selected creatures must succeed a Wisdom or Intelligence saving throw (Your choice) vs your Ninjutsu (or Genjutsu save DC). On a failed save they become unable to willingly lie, deceive or even speak with a hostile tone or nature towards you and other creatures allied with you, instead preferring to find a middle ground or one both sides can benefit from.



ASSAULT SCOUT

Those Scout-Ninja who choose to become Assault Specialists focus on the development of raw physical power honed to deadly perfection. Assault Specialist Scouts combine rigorous training with physical excellence to deal devastating blows.

SUPERIOR ASSAULT

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called *Superiority Dice*.

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Assault Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Assault table. Many Maneuvers enhance an attack in some way. You can use two Maneuvers per turn. When you take a Long Rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d4's, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Assault table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

BRUTISH ASSAULT [CHANGED]

Additionally, at 3rd level, whenever you hit with a melee or ranged attack and deal damage, you deal additional damage equal to your *Superiority Die*. This feature can be used twice per turn.

BRUTISH DURABILITY [CHANGED]

Also, at 3rd level once per short rest, whenever you make a saving throw, you may add half a *Superiority Die* to the result. This does not spend the die. If you would use this feature again before completing a short rest, you may spend a *Superiority Die* to activate this feature an additional time.

If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a natural 20.

UNTAPPED POTENTIAL

Beginning, at 6th level your *Superiority Die* begins to grow in strength as you do. Your *Superiority Die* grows 1 step, into a D6. It repeats this process at 9th (d8), 14th (d10) and 17th levels (d12).

Additionally, once per turn whenever you would score a critical hit with an attack roll or roll a natural 20 on a saving throw you regain 1 *Superiority Die*.

REMARKABLE ATHLETE

At 9th level, you can spend a *Superiority Die*, adding the result to any Strength, Dexterity, or Constitution check you make.

DEVASTATING CRITICAL

Starting at 14th level, when you score a critical hit with a melee attack, you gain a bonus to that attack's damage roll equal to your Scout Nin level.

When you score a critical hit with a ranged attack, you gain a bonus to that attack's damage roll equal to half of your Scout Nin level.

SURVIVOR

At 17th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to $5 + \text{your Constitution Modifier}$ if you have less than half of your hit points left. You don't gain this benefit if you have 0 hit points.

RELENTLESS ASSAULT

Starting at 20th level, you can select one of the following defensive effects and ignore it when dealing damage to a hostile creature. You must make this decision when you declare your attack or use your damaging jutsu/effect and cannot change it until the beginning of your next turn; *Temporary Hit Points*, *Resistance*, *Immunity*, *Damage Reduction*.

SUPERIOR ASSAULT TABLE

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



ASSAULT MANEUVERS

AMPLIFIED FORCE

Scout-Nin Keyword: Specialized

When you cast a jutsu, that forces a creature to make a saving throw of any kind, you can expend up to three *Superiority Die* increasing the Save DC by +1 for each one spent and adding the spent die to the damage roll. When you do, if the affected creature(s) fail their saving throw by 5 or more, they gain twice the number of condition ranks.

AMPLIFIED CRIPPLING

When you hit a creature with an attack, you can expend a *Superiority Die* to cripple its movement. Add twice the number rolled to the damage rolls of the attack. The creature must make on a Strength saving throw vs your attacks save DC (If Weapon/Unarmed, Taijutsu save DC) or have its movement speed halved. A creature must spend an action to make a Strength (Athletics) check vs the save DC, regaining its full movement speed on a success.

AMPLIFIED CRITICAL

Scout-Nin Keyword: Specialized

When you declare an attack, you can expend up to three *Superiority Die*. The first attack made increases its critical threat range by +1 for each one spent. On a critical hit add twice the number of dice spent to the damage roll.

AMPLIFIED KNOCK BACK

When you hit a creature with an attack, you can expend one *Superiority Die* to knock the opponent back. You add twice the *Superiority Die*'s result to the attack's damage roll, and the target is thrown back a number of feet equal to $5 \times$ the result of the *Superiority Die* and falls prone. A creature whose movement is interrupted by a solid surface (such as a tree or wall) takes twice the falling damage every 10 feet you would have thrown them.

AMPLIFIED STRIKES

Scout-Nin Keyword: Specialized

When you would make a weapon/unarmed attack or cast a jutsu that requires an attack roll, you can expend one *Superiority Die*, recording the result. Select a number of creatures within 5 feet of your first target. Add your *Superiority Die* to the first attack roll of the jutsu cast. On a hit, the initial target and all selected targets, suffer the damage of that attack as if they were the original target. This does not inflict any effects the jutsu would normally inflict to a creature hit by it, to chosen adjacent creatures.

MENACING ASSAULT

Scout-Nin Keyword: Specialized

Spend one *Superiority Die* to attempt to frighten everything around you. The next time you would make an attack, you add twice the *Superiority Die*'s result to the attack's damage roll and all creatures within 20 feet of you, of your choice must make a Wisdom saving throw vs the Save DC (If Weapon or Unarmed, Taijutsu save DC). On a failed save, affected creature gains 1 rank of fear. A creature who would deal damage to you ends the fear condition on itself.

MENACING PRECISION

Scout-Nin Keyword: Specialized

When you make an attack roll of any type against a creature, you can expend one *Superiority Die* to add the result to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied. On a successful hit, you gain half of the original roll to the next attack you make before the end of your next turn. On a successful hit of the second attack, you gain half of the original attacks superior die roll, to the next attack you make before the end of your next turn.

MENACING FEINT

When you would miss with an attack, you can spend one *Superiority Die*, the next time you would make an attack against the same creature before the end of the current turn, you add twice the number rolled to the damage roll of that attack. On a hit, you gain the benefits of the Disengage action.

MENACING RETALIATION

When you would take damage from an attack, from a creature within range of one of your unarmed, weapon or Melee or Ranged Jutsu based attacks, you can spend one *Superiority Die* and your Reaction, to make one unarmed or weapon attack, or cast one jutsu that requires you to make no more than one melee or ranged attack roll, adding twice the spent *Superiority Die*'s result to the damage dealt.



CLONING SCOUT

Those Scout-Nin that choose to become Cloning specialist employ superior numbers as their primary method of combat. They hone this skill through repeated use of their Clones in different situations allowing them to becomes masters of duplicative combat. Not every scout has the ability to use Clones the way a Cloning Scout can and it shows through their tactics and abilities available to them.

CLONING TACTICS

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called *Superiority Dice*.

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Clone Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Cloning table. Many Maneuvers enhance you or your clones in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d8's, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Cloning table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

TAJU KAGE BUNSHIN

Starting at 3rd Level, you add the *Shadow Clone Technique* Ninjutsu to your known jutsu list and can learn any Ninjutsu with the *Clone* keyword, excluding jutsu with the *Hijutsu* keyword. When you do summon a *Shadow Clone*, You can take the Hide action as apart of summoning the clone, as if you were obscured. While you are hidden in this manner, hostile creatures cannot tell you apart from your clones until they take the Search action to discern you from the rest of your clones. If you are within 30 feet of 2 or more clones, They make their check at disadvantage.

You also increase the maximum number of Clones you can summon using Ninjutsu with *Clone* keyword and jutsu those clones can cast by +1. This increases to +2 at 9th and +3 at 14th.

Clones summoned using Ninjutsu with the *Clone* keyword have their duration increased to 10 minutes, can be up to 120 feet away from you, can be command to split up and follow no more than two separate commands in two different groups, gain your skill proficiencies and gain a Bonus Action which can only be used to make Skill-Based actions or the Help action that you command them to attempt. A clone can only be commanded to take Skill-Based actions once per summoning.

CLONE TECHNIQUE

Finally at 3rd Level, clones you summon which have restrictions on jutsu keywords, no long have such restrictions and can cast any Jutsu you know as if they were a *Shadow Clone*.

You can spend 1 *Superiority Die* or chakra die to summon a Clone as if casting any Ninjutsu you know that summons clones. When you do you do not spend chakra and treat the clone as if you summoned it at the highest rank casting available to you.

Beginning at 6th level, once per turn, whenever a clone you summon would score a critical hit or roll a natural 20 with an attack roll, skill check or saving throw you regain 1 *Superiority Die*.

CLONES EVERYWHERE

At 6th level, when you would summon clones as a result of a Ninjutsu with the *Clone* keyword, you summon 1 additional clone at no additional cost. This does not work if a clone is summoned as a result of the *Clones Technique* feature.

When a clone would deal damage, increase the damage die used by 1 step. Increase their damage die by an additional step at 14th and 17th levels.

When two more *Shadow Clones* you summoned would cast a jutsu or make an attack targeting the same creature, they instead gain a 1d6 bonus to its damage rolls for each additional clone aiding the lead clone.

SUPERIOR CLONES

Beginning at 9th level, clones you summon can use maneuvers you know spending your *Superiority Die*, movement speed is increased to match yours up to 60 feet, gain proficiency in your saving throws and can maintain concentration on Jutsu they cast for +1 of your turns.

Additionally, clones whose damage would be reduced as a result of being a clone, reduces their damage die penalty by 1. This increases to 2 at 17th level.

Also, when you would attempt to learn, modify or create jutsu, your clones help reduce the time needed. Reduce the downtime cost to learn, create and modify jutsu by an amount equal to the rank of the jutsu. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)

CLONE TACTICS

Starting at 14th Level, when you would take damage from an attack or fail a saving throw from a jutsu that deals damage, you can spend 1 *Superiority Die* as a reaction and record the result. You can cast a Ninjutsu with the *Clone* keyword of your choice and summon a number of clones equal to half the result of the die (Min 1), up to the jutsu's maximum.

Alternatively, when one of your clones dies you may spend your reaction to use your *Clone Technique* class feature summoning an additional clone of the same type and commanding it as a part of the same reaction. Summoning a clone in this way does not spend a *Superiority Die*.

You can only summon clones using either method of this feature twice per rest. If you attempt to use this feature any additional times after the first two it costs 1 *Superiority Die* or Chakra Die per use.

SUPERIOR CLONING TABLE

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

CLONE MASTER

Beginning at 17th level, you can cast the *Shadow Clone Technique* as a Bonus Action. When you do, you can command your clones as part of the same action.

SUPREME CLONES

Beginning at 20th level, select one clone maneuver. Your clones can perform this maneuver without expending a *Superiority Die* once per turn.

CLONING MANEUVERS

CLONES AGILITY

When you use a Bonus Action to command a clone to perform an action of any type, you can expend one *Superiority Die* to allow a number of clones equal to half of the result to take an additional movement. When they take this additional movement, their movement speed is increased by +30 until the end of the current turn. This movement does not provoke attacks of opportunities.

CLONE SWAP

When you or an allied creature would take damage, as a Reaction, you may spend a *Superiority Die* to have a clone within 30 feet of you swap places with you or the allied creature. When the clone switches places, it instead takes the damage and suffers the associated effects.

CLONE COMBO

Scout-Nin Keyword: Specialized

When you use a melee or ranged attack, if you have at least one clone active, you can spend one *Superiority Die* to have the clones to attack with you, putting their all into it by throwing themselves at the enemy. Dismiss any number of clones you have active. For every clone active you gain bonus damage equal to 1 *Superiority Die* or a +1 save DC for every two clones Dismissed.

CLONE DEFENSE

When an allied creature is hit with an attack that is within 15 feet of your clone, as a Reaction, before the effect of the attack applied to them, you may spend a *Superiority Die* to have either yourself or a clone interpose the attack, taking the damage or effect of the attack. You or the clone must be aware of the attack to use this maneuver. The protected ally gains a bonus to their AC or All Saving throws equal to half the result of the *Superiority Die*, until the beginning of their next turn.

CLONE ENDURANCE

When you summon at least one clone, you may spend a *Superiority Die*. When you do, one of the clones summoned can cast a number of additional jutsu equal to half the result of the *Superiority Die*. If the clone summoned has chakra, it instead gains a number of chakra points equal to twice the result of the die.

CLONE FRENZY[CHANGED]

If you have one or more clones active, you may spend a *Superiority Die*. The next time you command your clones, they add the result of the roll to any damage rolls they make.

CLONE SWARM

Scout-Nin Keyword: Specialized

As a Bonus Action you can spend one *Superiority Die* to command your clones to swarm a target. Select one creature within 60 feet of you as a number of Active clones of your choice spends their action to Dash towards the target, ending their movement within 15 feet of it. Roll the spent die recording the result. The next time the target would make a D20 roll, they suffer a penalty to that roll equal to the result.

PREPARED CLONE

When you or a clone would take damage from an attack, you can spend your Reaction, when you do, all clones currently active casts a Jutsu targeting the triggering creature. At the conclusion of this casting all active clones are dismissed.

DURABLE CLONE

When you command your clones to take any action or when your clones would take damage, you can, spend a *Superiority Die*. They gain Temporary Hit Points equal to five times the result until the end of the current turn.

ELITE CLONE

Scout-Nin Keyword: Specialized

When you would cast a jutsu that can summon more than one clone as part of its casting, you can spend a *Superiority Die* as a part of the casting to summon an *Elite Clone* (You only need to spend chakra to summon a single clone, if this distinction matters to the jutsu being cast). When you do, you instead only summon one clone known as an *Elite Clone*. The *Elite Clone* has a number of hit points equal to the result of your superiority die x 5, and a can cast a number of jutsu equal to the result of the superiority die before being dispelled.

When the *Elite Clone* deals damage it adds +2d8 to its damage rolls, once per turn. You can only have one *Elite Clone* active at a time. If you would summon another, the previous one is dispelled.

CLONED TECHNIQUE

Scout-Nin Keyword: Specialized

Select at least one clone currently active. You can spend one *Superiority Die*. When you do the clone can gain the benefits of all of your Class and Clan features until the end of your next turn.

CLONES SUPPORT

As a Reaction, you may spend one *Superiority Die* when you would make a saving throw of any type, your clones become aware and dispel themselves to invigorate you with resolve. Dismiss one clone you have active. You gain a bonus to the saving throw equal to your *Superiority Die*.



BARRIER SCOUT

Those Scout Ninja who choose to become Defensive Scouts train to bolster those around them. They can inspire their allies with renewed vigor, lifting them to new heights, while simultaneously protecting them from harm.

SUPERIOR DEFENSE

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called *Superiority Dice*.

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Barrier Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Defense table. Many Maneuvers enhance your allies in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d8’s, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Defense table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

SUPERIOR DEFENSE TABLE

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

CHAKRA BARRIER

Also, at 3rd Level, you learn to manifest a powerful barrier of chakra. Whenever you complete a rest of any type, you create a Chakra Barrier for yourself or an allied creature that completes this rest with you. The barrier remains attached to your chosen target until you complete a rest of any type. The Chakra Barrier has Hit Points equal to twice your character level. Your Chakra Barrier’s Hit Points are treated as Temporary Hit Points but cannot be ignored, removed or dispelled by hostile effects (excluding damage).

Whenever the benefiting creature take damage, the barrier intercepts the damage, taking it in the creature’s place. If this damage reduces the barrier to 0 hit points, the benefiting creature take any remaining damage and

cannot absorb any further damage until it regains said hit points in one of the following ways:

- When you would gain Temporary Hit Points you instead cause your Chakra Barrier to regain Hit Points equal to the amount of THP you would gain. If your Chakra Barrier is already at max Hit Points, you instead gain the Temporary Hit Points as normal.
- When you would gain Damage Reduction as a result of a Jutsu, you can choose to instead cause your Chakra Barrier to regain Hit Points equal to twice the amount of DR you would gain.
- When you would gain a bonus to your Armor Class, you can choose to instead cause your Chakra Barrier to regain Hit Points equal to three times the AC you would gain.

While your Chakra Barrier has hit points, you gain a 1d4 bonus to checks made to maintain concentration on Jutsu you cast.

Beginning at 6th level, once per round, you regain 1 *Superiority Die* when you would reduce the damage you or an allied creature would take to half or less as the result of a class feature or Jutsu.

PROJECTED BARRIER

Beginning at 3rd Level, you know how to manipulate your barrier in a variety of different ways such as generating a *Chakra Sphere* or *Repelling Burst*. You can use any combination of these abilities a number of times equal to your Proficiency Bonus per Long Rest. If you attempt to use this feature any additional times it costs 1 *Superiority Die* or Chakra Die per use.

Chakra Sphere. As a reaction, you expand your Chakra Barrier into a 15-foot-radius centered on you until the start of your next turn. Allied creatures of your choice inside the barrier that would take damage, reduce the damage they take by one damage die, to a minimum of half the damage die rolled. (Min 1.) This increases to two at 9th Level and three at 17th Level.

Repelling Burst. As an action, you expand your Chakra Barrier instantly, creating a burst of chakra in a 10-foot radius centered on you. Each creature of your choice within range must make a Strength or Dexterity Saving Throw (Your choice) vs your Ninjutsu Save DC. On a failed save, a creature takes $Xd6$ Force damage, is pushed back 10 feet and falls Prone. On a success, they take half damage and no further effects. (X= Your Proficiency Bonus).

STURDY SHIELDING

Starting at 6th level, you passively convert your chakra into your barriers hit points far more efficiently. At the beginning of each of your turns while in combat, while you have your *Chakra Barrier*, it gains regains hit points equal to your Proficiency Bonus.

RALLYING BARRIER

Beginning at 9th level, you learn how to reinforce your allies to fight on past their injuries. As a Bonus Action, you can select up to 3 allied creatures within 30 feet of you, excluding yourself. Selected allies gain temporary hit points equal to the result of your *Superiority Die* + your character level. This THP lasts for 10 minutes and can be stacked with other sources of THP. You can use this feature twice per rest.

MASTERED BARRIER

Beginning at 14th level, you have mastered your ability to bend, manipulate, enhance and reinforce your *Chakra Barrier* granting you an additional variation to your *Projected Barrier* class feature called *Heavy Guard*.

Heavy Guard. By spending 1 Chakra Die, you layer your *Chakra Barrier* over a number of allies within 30 feet of you, equal to your Proficiency Bonus. Creatures layered in this way gain Resistance to the next instance of damage they take before the end of the current turn.

ADAPTIVE SHIELDING

At 17th level, when your chakra barrier takes damage, you can have it gain resistance to subsequent damage of that type until the start of your next turn (no action required). If it takes damage of more than one type simultaneously, you can choose which type it gains resistance to. Your barrier can only have resistance to one type of damage at a time.

SUPERIOR SHIELDING

Beginning at 20th level, you learn to apply your Chakra barrier to all of your allies. As an action, you may select up to 3 creatures you can see within 60 feet of you that you are allied with. Each creature gains a chakra barrier with hit points equal to your Scout-Nin level. While they each have their own *Chakra Barrier*, they can use your *Projected Barrier* class feature, with each ability being able to be used once each, per rest. Your allies *Chakra Barrier* cannot be replenished in the same way as yours and when it reaches 0 hit points, it is lost until you provide it to them again. You can use this feature twice per long rest.

BARRIER MANEUVERS

DEFENSIVE ENHANCEMENT

You can spend one *Superiority Die* to enhance the defenses of an allied creature you can see other than yourself, recording the result. When you do, they gain a bonus to their next saving throw equal to half the result. On a failed save they gain temporary hit points equal to three times the result.

DEFENSIVE GOADING

When you would deal damage to a creature, you can expend one *Superiority Die* to attempt to goad the target into attacking you. You add the *Superiority Die* to the damage roll and the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

DEFENSIVE RALLY

You bolster the resolve of an injured ally. As a Bonus Action, select one allied creature within 30 feet of you that has taken damage this initiative. When you do, you spend one *Superiority Die* to inspire them. They can choose to spend one of their own Hit die. Regardless, they regain hit points equal to twice your *Superiority Die* plus their Hit die if they spent one.

DEFENSIVE RAMMING

When you would cast a Jutsu that would grant you and no one else, Temporary Hit points, you can spend a *Superiority Die*. When you do, all allied creatures within 10 feet of you gain the benefit of the jutsu cast, until the end of the current turn, regardless of the jutsu's duration. When you would roll to determine the number

of temporary hit points gained, you add twice the result of your *Superiority Die* to the result.

DEFENSIVE REASSURANCE

You can expend a *Superiority Die* and call out to a creature within 60 feet that can see or hear you that has to make a Dexterity or Intelligence saving throw, as you reassure them of your presence and aid. When you do so, that creature adds half of the amount rolled to their save. If that creature would pass their saving throw, you gain a 1d4 bonus to your next Dexterity or Intelligence Saving throw made within the next minute.

DEFENSIVE REBUKE

Scout-Nin Keyword: Specialized

When you would cast a Jutsu that would grant only you, Damage Reduction, you can spend a *Superiority Die*. When you do, all allied creatures within 10 feet of you gain the benefit of the jutsu cast, until the end of the current turn, regardless of the jutsu's duration. When you would roll to determine the damage reduction gained, you add your *Superiority Die* to the result.

DEFENSIVE REGRESSION

Scout-Nin Keyword: Specialized

You call out to a creature that has just been struck by a critical hit. Your perfectly timed call out allows them to avoid potentially fatal damage. When a creature within 60 feet of you has been struck with a critical hit, you can spend 1 *Superiority Die*, recording the result. Reduce the number of damage dice the target rolls by the result. If you reduce the number of dice they roll to 0, their attacks damage is reduced to 0.

LAYERED SHIELD

Scout-Nin Keyword: Specialized

When you would take damage while your Chakra Barrier has 0 Hit points, you can spend any number of *Superiority Die*. When you do, it gains a number of hit points equal to 5 times the result, until the end of the current turn, returning back to 0 hit points.

REVENGE GUARD

Scout-Nin Keyword: Specialized

When you would cast a Jutsu that would grant you, Damage reduction or Temporary hit points, you can spend a *Superiority Die*. When you do, the first instance of damage your Temporary hit points, or your Damage reduction would interact with this turn is echoed outward affecting all hostile creatures within 10 feet of you. All Hostile creatures of your choice within range must make a Dexterity saving throw against the original DC of the Attack or Jutsu (If Weapon/Unarmed, Taijutsu save DC). On a failed save they take the same damage inflicted from the attack or jutsu + twice the result of your *Superiority Die*. On a successful save they take half.

TEAM GUARD

When you are within 10 feet of an allied creature, you can spend one *Superiority Die* as a Bonus Action. All allied creatures, including yourself, within range gain a +2 Bonus to their AC, and all saving throws made until the end of your next turn so long as they remain within 10 feet of you. If any affected creature would take damage you reduce the damage taken by the result of the *Superiority Die*.

ELEMENTAL SCOUT

The Scout-Nin who choose to become Elementalist learn to wield a Nature Release and have it constantly flowing through their chakra coils, just beneath the surface. Making their element stronger and themselves sturdier against it.

SUPERIOR ELEMENTS

Beginning at 3rd level you lean Maneuvers that are fueled by a special dice called *Superiority Dice*

Maneuvers: You learn three Maneuvers of your choice, which are detailed in the Elemental Maneuvers Section at the end of this class. You earn more at higher levels as shown in the "Maneuvers Known" Column of the Superior Elements table. Many Maneuvers enhance an attack in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d6's, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Elements table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

SUPERIOR ELEMENTS TABLE

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

ELEMENTAL KNOWLEDGE

Starting at 3rd level, you have focused your efforts on harnessing your innate Nature Release. Select one Nature Release (Earth, Wind, Fire, Water, or Lightning Release). You gain the ability to cast Jutsu with the corresponding Keyword. If you could already cast jutsu with the selected keyword, you learn one jutsu with the corresponding keyword that you qualify for.

Also, when you or an allied creature within 30 feet of you would cast a Ninjutsu that does not have your chosen Nature release, you can spend one *Superiority Die* enhancing the Jutsu, giving it your chosen Nature release Keyword and adding the spent die to the damage dealt.

Beginning at 6th level, once per turn, whenever you score a critical hit with a Jutsu based attack or a hostile creature fails a saving throw vs a Jutsu you cast by 5 or more. You regain 1 *Superiority Die*.

ELEMENTAL STRIKE

Also, at 3rd level, when you would cast a Jutsu with your chosen nature release, you can retain some of that elemental energy, augmenting you. For the next minute while augmented, your unarmed/weapon attacks deal an additional 1d6 of your chosen nature releases damage type.

Beginning at 9th level, If you score a critical hit or when a creature fails a saving throw by 5 or more vs a Ninjutsu you cast with the chosen nature release while augmented in this way, you inflict one rank of your nature releases associated condition found on the *Elemental Condition Table* at the end of this subclass.

ELEMENTAL RESISTANCE

Beginning at 6th level, you gain resistance to the damage of your chosen nature release. When you or an allied creature within 20 feet of you would make a saving throw against a jutsu with a nature release keyword, add half of your Intelligence Modifier to the result.

ELEMENTAL POWER

Beginning at 9th level, the strength of your element is unquestionable. When you would deal damage using a jutsu, without the *Combination* keyword, with your chosen nature release keyword, you can spend 2 *Superiority Die*. When you do, the jutsu cast deals maximum damage. The jutsu cast in this way, cannot score a critical hit. If the jutsu cast requires an attack roll only the first attack roll that scores a hit gains this effect.

PRIMORDIAL STRIKE

Beginning at 14th level, the residual elemental chakra from your jutsu have become empowered. When you gain the benefit of your *Elemental Strike* class feature, you instead deal an additional 2d6.

Additionally, the damage you deal with your chosen nature releases damage type ignores resistance and treats immunity as resistance.

ELEMENTAL SUPERIORITY

Beginning at 17th level, your body is constantly producing nature release chakra of your chosen element. When you would use a maneuver, you can treat the result as double its rolled amount to calculate the maneuvers given effects.

Additionally, you may spend one *Superiority Die* on your turn to gain immunity to your chosen nature releases damage and resistance it's superior nature release for until the beginning of your next turn.

Earth Release: Earth Damage (Immune) and Lightning Damage (Resistance)

Wind Release: Wind Damage (Immune) and Fire Damage (Resistance)

Fire Release: Fire Damage (Immune) and Cold Damage (Resistance)

Water Release: Cold Damage (Immune) and Earth Damage (Resistance)

Lightning Release: Lightning Damage (Immune) and Wind Damage (Resistance)

PRIMAL STORM

Beginning at 20th level, you have learned to unleash a massive quantity of nature release chakra with your jutsu or attacks. When you deal damage to a creature with a Jutsu with your chosen nature release or with a weapon attack and you spend a *Superiority Die* or use a maneuver as a part of the attack or jutsu cast, you deal additional damage equal to, three times the result of your *Superiority Die*.

ELEMENTAL MANEUVERS

ELEMENTAL DISRUPTION

When you hit a creature with a weapon or jutsu attack, you may strike them in such a way that their chakra pathways get blocked up. Spend one *Superiority Die*, until the beginning of your next turn, jutsu that creature casts increase its cost by an amount equal to twice the result.

ELEMENTAL BEING

Scout-Nin Keyword: Specialized

As a Reaction to being targeted by an attack, you can turn into your element and have it pass through you. You may expend one *Superiority Die* and increase your AC by an amount equal to half the number rolled until the start of your next turn.

If a creature misses you with an attack from within 5 feet of you, they then take damage equal to three times the number rolled as your chosen element's damage type.

ELEMENTAL MALADY

Scout-Nin Keyword: Specialized

When you cast a Jutsu with your chosen nature release keyword, that deals damage, you may expend one *Superiority Die* and add it to the damage dealt or half the result to the Save DC. If the Jutsu inflicts a condition, it inflicts an additional rank of the condition (If able). If it doesn't inflict a condition, creatures hit by it must make a Constitution Saving Throw against your relevant Save DC or gain an *Elemental Condition* until the end of your next turn. (See *Elemental Condition* table)

HEIGHTENED JUTSU

Scout-Nin Keyword: Specialized

You can empower your Elemental Jutsu to a much higher degree, breaking through defenses. When you cast a Jutsu with your chosen nature release keyword, you may expend one *Superiority Die* and add three times its result to the damage.

NATURED JUTSU

Scout-Nin Keyword: Specialized

You can amplify any Jutsu with your Nature Release and even give it the properties of such. When you would cast a Genjutsu, Taijutsu, or Bukijutsu, you may expend one *Superiority Die* and add it to the damage dealt or increase the Save DC by +1. It gains your chosen Nature Release Keyword and its damage is now that of your chosen nature release.

ELEMENTAL SPELLSTRIKE [CHANGED]

Scout-Nin Keyword: Specialized

You can infuse a Ninjutsu you cast with your chosen nature release into your next strike. As a Bonus Action, select one Ninjutsu that requires an attack roll, has a casting time of 1 Action or Bonus Action, targets a single creature and has your chosen nature release. By spending 1 *Superiority Die* and the jutsu's listed cost, you infuse it into your weapon or unarmed strikes. Before the end of the next turn, You can replace one of your Attack Action attacks with a *Spellstrike Attack*. On a hit, you deal your weapon/[Unarmed Damage], plus the jutsu's damage, plus your *Superiority Die*. If the jutsu would require a saving throw to inflict its damage or effects, the target takes half of the jutsu's damage immediately and then makes its saving throw. On a failure taking the remaining half and gaining the listed effects/conditions and on a success taking no further damage. After dealing damage with a *Spellstrike Attack*, the jutsu defuses from your weapon.

PRIMAL RECOVERY

Scout-Nin Keyword: Specialized

You may quickly send a surge of chakra through your chakra coils, giving them a burst of energy. You may spend a *Superiority Die*, regaining chakra points equal to the result + your constitution modifier and regaining the ability to mold chakra if you could not before. You can gain the benefit of this maneuver no more than twice per initiative roll.

PRIMAL POWER

You may quickly send a surge of chakra through your body, enhancing your next attack with elemental power, so unwieldy that it becomes difficult to control. You may expend one *Superiority Die*, adding five times the result to the damage dealt, but reducing your attack roll by the result.

PRIMAL ENHANCEMENT

Scout-Nin Keyword: Specialized

When you would cast a jutsu that reduces damage or gives yourself Temporary Hit points with your chosen nature release keyword, you may spend one *Superiority Die* to increase the dice used to Reduce Damage or grant Temporary Hit Points by one step, and adds twice the *Superiority Die*'s result to the total.

PRIMAL BULLY

When a creature would be afflicted by a condition as a result of a jutsu you cast, you can spend one *Superiority Die*, when you do you inflict the condition of your nature release as shown in the *Elemental Condition* table.

ELEMENTAL CONDITION TABLE

Nature Release	Conditions
Fire Release	1 Ranks of Burned
Water Release	1 Ranks of Chilled
Wind Release	1 Ranks of Bleeding
Earth Release	1 Rank of Bruised
Lightning Release	1 Ranks of Shocked

PATHFINDER SCOUT

The Scout-Nin who choose to become Pathfinder Scouts use extreme speed to nearly teleport around the battlefield. They use their extreme speed to protect their allies and maneuver them more effectively during battle.

SUPERIOR MOVEMENT

Beginning at 3rd level you lean maneuvers that are fueled by a special dice called *Superiority Dice*

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Pathfinder Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Movement table. Many Maneuvers enhance an attack in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d6's, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Movement table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

SUPERIOR MOVEMENT TABLE

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

MOBILE SAVANT

Starting at 3rd level, you learn the *Chakra Movement* Ninjutsu. This does not count against your known jutsu limit. The Casting time of this jutsu becomes;

Special (When you would move at least 10 feet).

You also choose between the following; **Wind Release: Zephyr Strike**, **Lighting Release: Lightning Speed**, **Graceful Cat**, or **Flower Petal Escape**

You learn the selected jutsu which also does not count against your known jutsu limit. The selected jutsu can be cast by spending 1 *Superiority Die*, in place of chakra. If the jutsu would require concentration, you can maintain it at no additional chakra cost.

You learn another jutsu from this list when you would reach 6th, 9th and 14th levels, all being able to cast with a *Superiority Die* as the first.

BURST OF SPEED

Also, at 3rd level, you can Dash as a Bonus Action. Alternatively, once per turn, you can spend half of your movement to teleport. If you would teleport, you may roll your *Superiority Die*. You can teleport a number of feet equal to 10 x the result. This movement counts as a Jutsu that would Teleport you or grant you a boost to speed.

When you would cast a Jutsu that would teleport you or grant you a boost to speed you gain a boost to your next attacks damage roll equal to 2d6. This bonus increases to 4d6 at 9th level and 6d6 at 17th level in this class.

Additionally, you ignore any Nature Release or Ability score restriction/limitation when learning or using Ninjutsu, Genjutsu or Taijutsu that would teleport you or grant you a bonus to movement speed.

Beginning at 6th level, once per turn whenever you roll a 1 or 6 on your *Superiority Die* it is not spent.

ADDITIONAL PASSENGER

Beginning at 6th level, when you would move as a result of a jutsu teleporting you or while under the effects of a jutsu that increases your movement speed, one willing creature of your size or smaller that can touch you can also move in the same way.

An allied creature who would be moved as a result of this feature gains the benefit of your *Burst of Speed* class feature as well. A creature other than you can gain the benefit of the *Burst of Speed* feature once per turn.

SUPERIOR SPEED

Beginning at 9th level, you can concentrate on up to 3 Jutsu that would allow you to teleport or grant you a bonus to speed.

Also, jutsu you cast that would allow you to Teleport or grant you a bonus to movement speed have their cost reduced by an amount equal to its rank (*D-Rank: -1, C-Rank: -2, B-Rank: -3, A-Rank: -4, S-Rank: -5*)

TRANSVERSE DEFENSE

Beginning at 14th level, your learned speed enables you to quickly dodge to lessen the harm done to you during battle. When you take damage from an attack or jutsu, you can use your Reaction to give yourself resistance to the attack's or jutsu's damage on this turn.

NATURAL TRANSPOSITION

Beginning at 17th level, you have used teleportation and swift movement techniques enough that you have learned to use it naturally. As a Bonus Action, you can teleport up to 45 feet to an unoccupied space you can see. You can use your *Blitz Shock* and *Blitz Step* maneuvers to modify this feature.

SUPERIOR TRANSPOSITION

Beginning at 20th level, you can unleash your accelerated chakra to manifest a field of influence that you control. Select a space you can see within 120 feet of you. As a free action on your turn, You manifest a 30-foot radius sphere centered on this point. Yourself and all creatures and loose objects within this space are subject to your control. As an Action, Bonus Action or Reaction by spending one *Superiority Die*, you can select one creature or object that you can see and attempt to move it to any other space within the radius of the sphere. The affected creature or object must make a Charisma saving throw vs your Ninjutsu (or Genjutsu) save DC. On a failed save they are moved to the chosen point, unable to take Reactions to this forced movement.

PATHFINDER MANEUVERS

BLITZ ASSAULT

While you are gaining the benefits of a jutsu that increases your movement speed or you have teleported immediately before declaring an attack, with the attack action, you can spend one *Superiority Die*. When you do, you can make a number of additional attacks equal to the result of the *Superiority Die*. You cannot add your ability modifier or any bonus to damage rolls only using your weapons or [Unarmed Damage] die, unmodified by jutsu, feats or features.

BLITZ STEP

When you cast or use a jutsu that allows you to teleport or increase your movement speed, you can spend a *Superiority Die* to increase the distance of your teleport or the increase in movement speed, increase the distance or speed increase by a number of feet equal to 5 times the number rolled, until the end of the current turn.

BLITZ SHOCK

Immediately after you cast or use a jutsu that allows you to teleport, you can expend a *Superiority Die*. Each creature within 5 feet of you takes force damage equal to three times the *Superiority Die* result.

BLITZ GUARD

While you are gaining the benefits of a jutsu that increases your movement speed, and you would take damage, you can spend one *Superiority Die* and a Reaction. When you do, reduce your current speed by half, until the end of your next turn.

Reduce the triggering damage by 5, for every 10 feet of movement your speed was reduced, up to a maximum of 10 times the result of the spent *Superiority Die*.

BLITZ SWAP

As a Reaction when one of your allies within 60 feet of you is targeted by an attack or forced to make a saving throw, you can expend a *Superiority Die* to swap places with them, becoming the new target of the attack or forcing you to make the saving throw. Add half of the

Superiority Die result as a bonus to both your own and the allied creatures AC and saving throws against the triggering effect, until the end of the current turn.



SPEEDY RECOVERY

Scout-Nin Keyword: Specialized

While you are under the effects of a condition, jutsu, or trait that would reduce your movement speed or prevent you from taking Reactions, you can spend a *Superiority Die*. Immediately make an additional saving throw or skill check to resist the condition, jutsu or trait vs its original DC, adding the result of your *Superiority Die* to your saving throw or skill check bonus. If it does not have a DC to resist, the DC becomes $10 + \text{Triggering creatures or environmental effects level/rank}$ (D-Rank: 5, C-Rank: 7, B-Rank: 9, A-Rank: 11, S-Rank: 13)..

SWITCH PORT

Scout-Nin Keyword: Specialized

When you cast a jutsu that allows you to teleport or grants you and only you, a bonus to your movement speed, you can spend a *Superiority Die* and target an allied creature within 10 feet of you. If the jutsu would teleport you, that creature teleports instead, and can add the *Superiority Die* to the next attack roll it makes before the end of its next turn. If the jutsu would grant you a bonus to your movement speed, they gain the effects of the jutsu instead of you for its listed duration as if they had cast it. If the jutsu requires concentration, you can choose if they or you will maintain concentration when this maneuver is used. Once decided, you cannot change who is maintain concentration.

SWAP SPOTS

Scout-Nin Keyword: Specialized

When you cast or use a jutsu that allows you to teleport, you can expend a *Superiority Die* and choose a creature within the teleport's range. You swap places with that creature, and if they are a willing ally, you add the result of the *Superiority Die* roll to that creature's AC against the next attack targeting them. If the creature is unwilling, they must succeed on a Charisma saving throw against your Ninjutsu (or Taijutsu) save DC. On a failed save they swap places with you. An unwilling creature has their AC reduced by an amount equal to half of the result of your *Superiority Die*.

BLITZ STRIKE

While you are gaining the benefits of a jutsu that increases your movement speed, and you would cast a jutsu that requires no more than one melee attack, you can spend a *Superiority Die*. You convert your speed into strength, rolling your *Superiority Die* adding three times the result to the damages roll and overwhelming the target on a hit, forcing them to make a Constitution saving throw vs the Jutsu's save DC. On a failure, they become incapacitated until the end of their next turn.

BLITZ RECOVERY

While you are gaining the benefits of a jutsu that increases your movement speed, and you would cast a jutsu or use a feature that restores hit points to only yourself, you can spend one *Superiority Die*, adding twice the result to the healing.

PHANTOM SCOUT

The Scout-Nin who choose to become a Phantom becomes a ghost who fades in and out of sight, acting as a specter who is virtually impossible to touch or find. A master of Stealth and expert in assassination, using your ghostly Ninjutsu and Genjutsu to execute your objectives with little to no opposition.

SUPERIOR PHANTASM

Beginning at 3rd level you learn maneuvers that are fueled by a special dice called *Superiority Dice*.

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Phantom Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Phantasm table. Many Maneuvers enhance an attack in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d6’s, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Movement table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

SUPERIOR PHANTASM TABLE

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

PHANTASM'S KNOWLEDGE

Starting at 3rd level, you begin to become familiar with your ghastly jutsu and how it interacts with the world around you. You gain proficiency in Illusions, Insight, and Stealth if you are not already. When you would make a skill check using Stealth, you can use Wisdom in place of Dexterity.

Additionally, when you would make a Stealth check using Dexterity or Wisdom, you can spend one *Superiority Die* adding it to your checks result.

PHANTOM'S POWER

Also at 3rd Level, you learn to compress your phantasmic chakra for bursts of ghastly power known as your *Phantasmic Power*, represented as 1d6. When a subsequent class feature calls for your *Phantasmic Power* you roll the d6 in addition to any other effects following the rules of the specified features. You can only use your *Phantasmic Power* once per turn.

Your *Phantasmic Power* grows as you gain levels, becoming 2d6 at 6th, 3d6 at 9th, 4d6 at 14th, 5d6 at 17th and 6d6 at 20th Level.

You begin with the ability to use your *Phantasmic Power* to enhance the power of your strikes by ripping at your enemy’s chakra essence. Once per turn, when you would hit a creature with an attack that you had advantage on, you deal additional Necrotic damage equal to your *Phantasmic Power*.

Beginning at 6th Level, once per round, when you would roll your *Phantasmic Power*, if 2 or more of the dice are the same number, you regain 1 *Superiority Die*.

PHANTASM'S GRIP

Beginning at 6th level, you learn to make parts of your body and weapons ethereal to cut through the metaphysical manifestations of another. When you would deal damage with an attack, you may spend 1 *Superiority Die* to cut through their spiritual essence. When you do, you force the creature to make a Wisdom saving throw vs your Taijutsu (or Genjutsu, your choice) Save DC. On a failed save, the target suffers one of the following;

- Take Psychic Damage equal to half of your *Phantasmic Power* and gain 2 ranks of Concussed.
- Take Necrotic Damage equal to your *Phantasmic Power* and gains 1 rank of fear until the end of their next turn.
- Take Chakra damage equal to twice your *Phantasmic Power* and becomes unable to Mold Chakra until the end of their next turn.

GHOST WALK

Beginning at 9th Level, you have learned to make your entire body ethereal, capable of phasing through solid matter, like a ghost.

As a Bonus Action, you assume a spectral form. While in this form, you have a flying speed equal to half of your movement speed, you can hover and attack rolls have disadvantage against you. You can also move through creatures, objects and walls as if they were difficult terrain. You take 1d10 Force damage if you would end your turn inside the space of a creature or an object, and are instead shunted out to the nearest unoccupied space if you do so. This form does not allow you to pass through surfaces, barriers, or walls made by jutsu or reinforced with chakra.

You can remain in this form for 10 minutes or until you end it as a Bonus Action. Regardless, once you use this feature once, you cannot use it again until you complete a Long Rest. If you would attempt to use this feature again you must spend a *Superiority Die* each time you would gain its benefits after its initial use.

GHASTLY LEECH

Beginning at 14th level, when you would use your *Phantasmic Power*, you can select one of the rolled dice, regaining either Hit Points or Chakra Points equal to the roll. You can gain the benefit of this feature a number of times equal to your Proficiency Bonus, per long rest.

ETHEREAL SNAP

Beginning at 17th level, you have mastered the art of becoming ethereal and have learned to even make it a part of your fighting style. You gain an additional use for your *Phantasmic Power* called **Ethereal Snap**.

Ethereal Snap. While you are gaining the benefit of your *Ghost Walk* class feature, when you would score a hit with a melee attack you can reach into your enemies bodies and rapidly shift from incorporeal to corporeal forcibly snapping and twisting everything out of place. The affected creature must make a Charisma saving throw vs your Taijutsu (or Genjutsu, your choice) save DC. On a failed save, the target takes both Chakra and Necrotic Damage equal to twice your *Phantasmic Power* and gains 3 ranks of Concussed. You can only call upon this power twice per long rest. A creature who passes their saving throw does not spend a use of this feature.

POLTERGEIST

Beginning at 20th level, you can become a ghastly figure of complete terror. You gain the following benefits;

- You can now use your *Phantasmic Power* twice per turn.
- You can now use *Ghost Walk* twice per short rest.
- *Ghastly Leech* now allows you to select 2 dice instead of 1.

PHANTOM MANEUVERS

GHASTLY STRIKE

When you would deal damage with an attack, you can quickly make the attack ethereal, attacking their mind by spending 1 *Superiority Die*. The damage of the attack becomes Psychic Damage, adding three times the result of the *Superiority Die* to the result. The target must then make a Wisdom Saving Throw vs the attack types DC (If Weapon/Unarmed, Taijutsu save DC). On a failed save the target gains 1 rank of Slow. If the target of this maneuver's attack has 2 or more combined ranks of Fear, Slow and/or Concussed, you instead add five times the result to the damage dealt.

GHASTLY VISAGE

As a Bonus Action, you can spend one *Superiority Die*. When you do, you transform your body into one with either a horrifying physique or a calming look.

Horrifying. Hostile creatures within 30 feet of you must make a Wisdom Saving throw vs your Genjutsu Save DC. On a failed save they drop their weapons, must spend all their movement attempting to get away from you and are unable to make hand signs (HS) until the end of each of their next turns.

Calming. All allied creatures within 30 feet of you currently Charmed, Berserker, Dazed, Feared, or Blinded, are healed of one of the listed conditions.

GHASTLY WAIL

Scout-Nin Keyword: Specialized

You can release a powerful echoing force of ghostly chakra that vibrates the spirits of those caught within. As an action, by spending a *Superiority Die*, all creatures of your choice within 30 feet of you must make a Charisma saving throw vs your Ninjutsu (or Genjutsu) Save DC (Your choice). On a failed save, the affected creature gains 2 ranks of Concussed and is blinded until the end of their next turn.

PHANTOM AVOIDANCE

Scout-Nin Keyword: Specialized

You become ethereal, just as an attack would strike you. As a Reaction, when you would be hit by an attack or would make

a saving throw that would deal damage to you, you can spend 1 *Superiority Die*, when you do, you become incorporeal just as the attack would hit you. You take reduced damage equal to your *Phantasmic Power*.

PHANTOM CLAW

Scout-Nin Keyword: Specialized

You layer your attack in phantasmal chakra to tear through your target's chakra coils. By spending one *Superiority Die* you change the damage type of your next attack to chakra damage. On a hit, you deal your attacks damage, plus your *Phantasmic Power*, plus twice the *Superiority Die*'s result to the damage total and forcing the target to make an Intelligence saving throw vs the attacks Save DC (If Weapon/Unarmed, Taijutsu save DC). On a failed save, affected creature(s) gain 3 ranks of *Confused*.

If you use this Maneuver while you are Hidden or the target is Unaware of you or your location, increase the damage to twice your weapon/[Unarmed Damage], plus four times the *Superiority Die* and increase the inflicted ranks of *Confused* on a failed save to 5 ranks.

PHANTOM HAUNTING

Scout-Nin Keyword: Specialized

When a creature within 5 feet of you would move away from you any number of feet, you may, as a Reaction, spend 1 *Superiority Die*. When you do, you become invisible and move a number of feet, up to your maximum speed, ignoring difficult terrain and other creatures spaces, ending your movement as close as possible to the triggering creature. Your invisibility immediately ends, as you make a single weapon attack against the creature at advantage, adding twice the *Superiority Die* result to the damage roll.

PHANTOM MOVEMENT

Scout-Nin Keyword: Specialized

When you would make a saving throw or skill check in an attempt to move through an impassable surface, barrier, or wall. (Such as the effects of the *Uzumaki Clan Jutsu*; *Adamantine Barrier*) You may spend 1 *Superiority Die*. When you do, you become ethereal, becoming able to move through those surfaces with ease, until the end of the current turn. Add the result of your *Superiority Die* to your saving throw, or double the result to your skill check made to move towards or through the impassable surface, barrier or wall.

SHADOW SNATCH

Scout-Nin Keyword: Specialized

When a creature you can see within 30 feet of you would hit an allied creature (excluding yourself) with an attack, you may spend a *Superiority Die*. When you do, you create a ghostly web of chakra that grabs ahold of their ethereal selves, reducing their attack roll, by the result.

SHADOW DRAIN

Scout-Nin Keyword: Specialized

When a creature you can see within 30 feet of you would gain a bonus to hit or damage from a jutsu, feature or trait, you may spend a *Superiority Die*. When you do, you attempt to drain and steal a bit of their power through their shadow, into your own. They must make a Wisdom saving throw vs your Ninjutsu (or Genjutsu) save DC. On a failed save, they lose the bonuses granted to hit or damage, while you gain the benefit of that bonus to hit or damage for a number of turns equal to half the result of your *Superiority Die*.

TACTICAL SCOUT

Those Scout Ninja who choose to become Tactical Specialists employ *Martial Techniques* passed down through generations. To a Tactical Specialist, combat is an academic field, sometimes including subjects beyond battle such as weaponsmith or armor craft. Not every scout absorbs the lessons of history, theory, and artistry that are reflected in the Tactical Specialty, but those who do are well-rounded fighters of great skill and knowledge.

SUPERIOR TACTICS

Beginning at 3rd Level you learn maneuvers that are fueled by a special dice called *Superiority Dice*.

Maneuvers: You learn three maneuvers of your choice, which are detailed in the Tactical Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Tactics table. Many Maneuvers enhance you or your allies in some way. You can use one Maneuver per turn. When you take a short rest, you may switch any maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d10’s, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Defense table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

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

MASTER OF TACTICS

Starting at 3rd Level, unlike other Shinobi, your ability to control a combat comes from your masterful control of the battlefield and tactical acumen.

Once per turn you can choose to spend one *Superiority Die*. When you do select either yourself or one allied creature within 30 feet of you. The chosen creature gains a bonus to their next d20 roll, equal to the result. A creature can gain the benefit of this feature in this way twice per rest.

Beginning at 6th level, whenever you roll a natural 20 on an ability check, skill check or saving throw, you regain 1 *Superiority Die*.

SIGNATURE MANEUVER

Also at 3rd Level, you have learned to efficiently utilize your learned maneuvers’ far better than other Shinobi you consider your peers. Select one maneuver that you know with the *Tactical* keyword. You can no longer spend *Superiority Die* on that Maneuver, but when you do use it, you must roll a d4, and use it instead once per turn. You can select a second maneuver beginning at 9th level.

You can switch all selected Signature Maneuvers when you would complete a rest.

TACTICAL SUPERIORITY

Beginning at 6th level, your training has lead you down a path unexplored by many. You have made it your job to become the most well-prepared Shinobi in a room full of shinobi some would consider superior to even you.

Select one Maneuver from one of the Following Scout-Nin Subclasses, learning it and adding it to your Maneuvers known, not counting it against your known maneuvers limit. If the Maneuver has the *Specialized* keyword, you cannot take it. You can select one more Maneuver from the aforementioned subclasses at 14th and 20th levels

- Arbiter Scout
- Assault Scout
- Cloning Scout
- Defensive Scout
- Pathfinder Scout
- Phantom Scout

EXPERT OF ALL, JACK OF NONE

Starting at 9th Level, your knowledge and experience has provided you with amplified knowledge on how to handle difficult, if not impossible situations.

You can gain the benefit of two Generalizations of your choice at a time from the *Jack of All, Master of None* class feature.

MASTERED SIGNATURE TECHNIQUE

At 14th level, others wish they were of your caliber. You may gain the benefit of an additional feature, granted by the *Signature Technique* class feature.

MASTERED SIGNATURE JUTSU

At 17th level, you can choose the final benefit granted by the *Signature Jutsu* class feature.

UNMATCHED TACTICS

At 20th level, you can gain the benefit of any number of maneuvers you would like per attack.

Additionally, you may gain the benefit of an additional *Generalization* granted by the *Jack of All, Master of None* class feature.

SUPERIOR TACTICS TABLE

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

TACTICAL MANEUVERS

SUPERIOR DISARMING TRIP

Scout-Nin Keyword: Tactical

When you hit a creature with a melee attack, you can expend one *Superiority Die* to attempt to knock the target down and take away any advantage they may have had over you physically. You add the *Superiority Die* to the attack's damage roll, and if the target is large or smaller, it must make a Strength saving throw vs your attacks Save DC (If weapon or unarmed then Taijutsu Save DC). On a failed save, you knock the target prone, disarm and kick its weapon, if any 10 feet away and their movement speed is reduced by half until the end of their next turn.

SUPERIOR FEINT

When you would make an attack of any type, you can Spend one *Superiority Die* to feint. When you do, your attack is made in a way to completely overcome your targets defenses. Reduce the targets AC against the attack by an amount equal to half the result of your *Superiority Die*.

SUPERIOR MANEUVERS

When you hit a creature with an attack, you can expend one *Superiority Die* to maneuver one of your comrades into a more advantageous position. You add the *Superiority Die* to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can move up to its full movement speed without provoking opportunity attacks, gaining a bonus to their next attack roll equal to half the result of your *Superiority Die*.

SUPERIOR PRECISION

Scout-Nin Keyword: Tactical

When you make an attack roll of any type against a creature, you are attempting to strike the most vital point open against the target, you can spend up to four *Superiority Die*. When you do, increase your attacks critical threat range by +1 for each spent *Superiority Die*. On a hit, you add all spent *Superiority Die* to the damage.

SUPERIOR RIPOSTE

Scout-Nin Keyword: Tactical

When a creature misses you with an attack, you can use your Reaction and expend one *Superiority Die* to make a melee or ranged weapon attack against the creature. If you hit, you add twice the *Superiority Dies* result to the attack's damage roll, and the creature gains 1 rank of weakened.

SUPERIOR SUPPRESSION

Scout-Nin Keyword: Tactical

When a Creatures currently under the effects of a jutsu you cast would make a saving throw to resist its effects, you impart a lasting weight on them regardless of their results. Spend one *Superiority Die*, reducing their next saving throw by half the result of your *Superiority Die*.

TACTICAL BREAKTHROUGH

Scout-Nin Keyword: Tactical

When you would make an attack or cast a jutsu that would deal damage to a creature their reactionary attempts were already a part of your calculations. Spend one *Superiority Die*, recording the result.

If the target would reduce your damage or gain temporary hit points as a result of a Reaction based jutsu, feature or trait, you reduce their damage reduction or temporary hit point value by an amount equal to twice the result of your *Superiority Die* until the end of the current turn.

TACTICAL ESCAPE

You can expend one *Superiority Die*. When you do, you gain the effects of the Disengage and Dash actions and you gain advantage on all Strength (Athletics) or Dexterity (Acrobatics) checks until the end of your next turn.

TACTICAL OVERWRITE

Scout-Nin Keyword: Tactical

When you would make an attack targeting a creature their reactionary attempts were already a part of your calculations. Spend one *Superiority Die*, recording the result.

If the target would gain a bonus to their AC as a result of a Reaction based jutsu, feature or trait, you reduce the bonus to their AC by an amount equal to the result, to a minimum of their AC prior to the jutsu's activation until the conclusion of your attack.

TACTICAL PARRY

When another creature damages you with an attack, you can use your Reaction and expend one *Superiority Die* to reduce the damage by three times the result of your *Superiority Die*.

If you would spend your Reaction to cast a jutsu that reduces damage or grants you Temporary Hit Points, you can instead spend a *Superiority Die*, adding the result to the THP or first instance of damage reduced.

If this maneuver would help in causing an attack to miss or reduce the damage you take to your normal hit points to 0, the attacking creature is caught off guard, increasing the next instance of damage you inflict on them before the end of your next turn by twice the result of your *Superiority Die*.

TACTICAL STRIKE

When you take the Attack action on your turn, you can forgo one of your attacks to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one *Superiority Die*. That creature can immediately use its Reaction to take the attack action or cast one jutsu of C-Rank or lower, adding the *Superiority Die* to their attack or Damage roll (their choice).

TACTICAL TECHNIQUE

Scout-Nin Keyword: Specialized

When you would make a weapon attack with a weapon with the Disarm, Grapple, Multiattack or Versatile properties you can spend a *Superiority Die* enhancing their effects until the end of your next turn;

- **Disarm/ Grapple:** The opposing creature makes their skill check at disadvantage.
- **Multiattack:** You can make a two weapon attacks with this weapon as a Bonus Action, adding your ability modifier.
- **Versatile:** The Versatile Damage Die is doubled until the end of the current turn.

TRICKSTER SCOUT

The Scout-Nin who choose to become a Trickster have become true to themselves and those around them. By accepting who they truly are, they have gained the ability to manifest the best version of themselves, albeit in the most romanticized way. Using this power to assist them in life, both in and out of combat.

SUPERIOR TRICKSTER

Beginning at 3rd level you learn maneuvers that are fueled by a special dice called *Superiority Dice*

Maneuvers: You learn three maneuver of your choice, which are detailed in the Trickster Maneuvers Section at the end of this class. You earn more at higher levels as shown in the “Maneuvers Known” Column of the Superior Trickster table. Many Maneuvers enhance an attack in some way. You can use two Maneuvers per turn. When you take a long rest, you may switch one maneuver you know for another you qualify for.

Superiority Dice: You have three *Superiority Dice*, which are d6's, you earn more at higher levels, as shown in the *Superiority Dice* column of the Superior Movement table. A *Superiority Die* is expended when you use it. You regain all of your expended *Superiority Dice* after 10 minutes.

SUPERIOR TRICKSTER TABLE

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

VOID SOUL AWAKENING

Starting at 3rd level, you learn a special Fuinjutsu technique to create a Chakra Construct known as a Void Soul, a manifestation of your true self, that you can call upon for support, both in and out of combat. You can name it if you wish as it will always abide by your command regardless of the title you give it.

This chakra construct can be summoned as a Bonus Action and occupies your space alongside you. It is visible to all creatures who can mold chakra (CM). While summoned, you can calculate your AC using your Charisma in place of your Dexterity for the duration.

Once summoned, you can command it by spending your Actions, Bonus Actions and Reactions as needed to accomplish the given task. Your Void soul uses the following Statistics found at the end of this class section; Your Void soul has the following rules.

- Has a number of Jutsu known equal to your Proficiency Bonus.
 - Your **Void Soul** can only access jutsu which you could normally qualify for (*Keywords, Hijutsu, etc.*), plus one keyword that you don't have access to (Any one nature release or medical keyword).
 - Your **Void Soul** cannot cast *Combination Jutsu*.
 - You can switch your **Void Soul's** Jutsu known when you would gain a level.
 - It uses its own ability scores for the purpose of qualifying for jutsu. These jutsu are added to your known jutsu list, but you cannot cast them, only your void soul can.
- Movement speed is equal to yours. If you would end your turn more than 120 feet away from your **Void Soul**, it is resummoned in your space.
- Uses your Chakra when casting its Jutsu.
- Uses your saving throw proficiencies.
- If you and your Void Soul would make a saving throw against the same effect, you only make one save suffering the effects only once, not twice. If the Void soul would take damage, you do not need to make a concentration check.

You can dismiss your **Void Soul** as a Bonus Action on your turn or when you fall unconscious. You calculate, your Void soul's Ability Scores based on the Strength of your Personality. Your **Void Soul** does not have Ability scores like a normal creature, but instead only Ability Modifiers. You gain a number points to spend, equal to your Charisma Modifier times 3 which raises any ability modifier of your **Void Soul** by +1, of your choice. The maximum value of any modifier is +6.



Credit: Persona 5 Royal

TRICKSTERS SOUL BINDING

Beginning at 6th level, you learn to fuse with your void soul becoming your true, fully realized self. As a Bonus Action, you can fuse with your Void Soul for up to 1 Minute. While fused, you are treated as if you have summoned your Void soul but you cannot summon them as a separate creature with the *Void Soul Awakening* class feature. This form ends early if you are unconscious or die. This fusion manifests itself as a helmet or mask of your description. While fused you gain the following benefits; You can use this feature once per short rest. If you would attempt to gain this benefit again after using it once, you may spend 1 *Superiority Die* to do so.

- **Tricksters Potential.** Once per turn, when you would score a critical hit, roll a natural 20 on a skill or ability check or a hostile creature critically fails vs a Genjutsu you cast, you regain 2 *Superiority Die*.
- **Tricksters Strength.** Select one ability modifier your *Void Soul* has. Increase your same ability modifier to match the Void souls, ignoring your listed ability score for the duration.
- **Tricksters Spirit.** You have advantage on Wisdom and Charisma Saving throws and skill Checks.
- **Tricksters Words.** You can influence a creature in battle once per turn. If influencing an allied creature, they add 1d6 to any one skill check, saving throw or attack roll they make. If influencing a hostile creature, they reduce their next skill check, saving throw or attack roll by half of 1d6. (Your Choice) You can use Tricksters words in this way a number of times equal to your Charisma Modifier per rest.

HEAT RISER

Beginning at 9th level, your ability to drag down enemies or to enhance the hearts of your allies have strengthened. When you use a *Trickster Maneuver* on a creature, you may as a part of the same action, use another maneuver targeting the same creature. The maneuver selected must either help or hinder the target based on the triggering Maneuver or Tricksters Words Effect. You must spend a *Superiority Die* as normal.

- If the triggering effect would boost, increase or aid the creature, the additional maneuver must boost, increase or aid the creature in some way.
- If the triggering effect would impose a penalty, reduce or hinder the creature, the additional maneuver must impose a penalty, reduce or hinder the creature in some way.

WILLPOWER SURGE

Beginning at 14th level, your ability to call upon your Void soul has reached a new level of control and prowess. When casting a jutsu without your Void soul active, you may temporarily call upon your Void soul. When you do this, your Void soul momentarily comes forth and casts the jutsu for you. When casted this way the jutsu ignores any Hand Sign (HS) component it may have.

Additionally, the jutsu deals additional damage equal to three times your Charisma Ability Modifier, once per casting.

Alternatively, if you are benefiting from Tricksters Soul Binding when you use this feature, you both cast the jutsu simultaneously enhancing it. You gain the previous benefit allotted by this feature, though it can now occur up to twice per casting.

Regardless, you may use this feature a number of times equal to your Charisma Ability Modifier per long rest. If you attempt to use this feature when you have no more uses left, you may spend a *Superiority Die* to use it.

CHANGE OF HEART

Beginning at 17th level, your resolve has strengthened, and with it, your Void soul has strengthened as well. Your Void soul gains immunity to non-chakra enhanced attacks or resistance to two damage types of your choice. (Pick one).

Alternatively, while you are gaining the benefit of your *Tricksters Soul Binding* class feature, you gain one of following additional benefits. You must complete a long rest to switch which benefit you gain;

- **Messiah.** When a creature within 60 feet of you would be reduced to 0 hit points or less, you can, as a Reaction spend 1 *Superiority Die*. When you do, they instead fall to 1 hit point, then gain temporary hit points equal to 5 times the result.
- **Izanagi.** When you would spend a *Superiority Die* targeting an allied creature, if the combined total of their d20 and your *Superiority Die* is 20 or greater, they treat it as rolling a natural 20.
- **Satanael.** Your *Superiority Die* are now D8's and the die used for *Tricksters words* becomes a d8 as well.

MASTERY OF SELF

Beginning at 20th level, the resolve in your heart has reached its apex. Your will cannot be faltered and you are now able to stand against all your hardships in life with steadfast determination.

While your Void soul is summoned, or you are gaining the benefits of *Tricksters Soul Binding* you and your Void soul gain immunity to the charmed, fear, berserk, dazed, and weakened conditions.

VOID SOUL

Medium Construct, unaligned

Armor Class 8 + Dex + Con + Prof

Hit Points (Shares Yours)

Speed Equal to yours

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities. Charmed

Senses Darkvision 30 ft., passive Perception 10

Immutable Form. The Void Soul is immune to any Jutsu or effect that would alter its form.

Inexhaustible. The Void Soul cannot cast jutsu or use effects that would increase its own ranks of exhaustion.

Chakra Construct. The Void Soul attacks are chakra enhanced.

ATTACKS

Unarmed Strike. Melee Weapon Attack: Str + Prof to hit, reach 5 ft., one creature. Hit: 1d6 + Str bludgeoning damage.

TRICKSTER MANEUVERS

DEBILITATE: RAKUNDA

When you would make an attack or cast a Ninjutsu or Genjutsu that affects a hostile creature, you can expend a *Superiority Die* to weaken a creature's defensive capabilities.

One creature who would fail your Jutsu's saving throw takes additional damage equal to twice your Proficiency Bonus, the next time they take damage before the end of the current turn. If your attack does not trigger a saving throw then affected creatures must make a Charisma Saving throw vs your Ninjutsu or Genjutsu save DC (Your choice.)

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding*, the additional damage increases by 4 times your *Superiority Die* result.

DEBILITATE: TARUNDA

When you would make an attack or cast a Ninjutsu or Taijutsu that affects a hostile creature, you can expend a *Superiority Die* to cripple a creature's power. Record the result.

Target creature must make a Strength saving throw vs your Ninjutsu or Taijutsu Save DC. On a failed save, the next attack or jutsu the target makes/casts has its damage reduced by the result of twice your *Superiority Die* (Min 1.).

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you instead reduce their Damage by three times result. Reroll 1's and 2's, taking the second result.

DEBILITATE: SUKUNDA

When you would make an attack or cast a Genjutsu or Taijutsu that affects a hostile creature, you can expend a *Superiority Die* to cripple a creature's power. Record the result.

Target creature must make a Wisdom saving throw vs your Taijutsu or Genjutsu Save DC. On a failed save, the targets attack bonuses are reduced by an amount equal to the result, until the end of their next turn.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you also reduce their AC by an amount equal to half the result. (Min 1.) until the end of their next turn.

POWER UP: CHARGE

You spend a Bonus Action and expend a superiority to strengthen the next Taijutsu or Bukijutsu you cast. The next time you deal damage with a Taijutsu or Bukijutsu, you reroll all 1's and 2's.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you also add twice the *Superiority Die* result, rerolling 1's and 2's.

POWER UP: CONCENTRATE

You spend a Bonus Action and expend a superiority to strengthen the next Ninjutsu or Genjutsu you cast. The next time you deal damage with a Ninjutsu or Genjutsu, you reroll all 1's and 2's.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you also add twice the *Superiority Die* result, rerolling 1's and 2's.

POWER UP: FOCUS

You spend a Bonus Action and expend a superiority to strengthen the next Jutsu you cast. You roll your *Superiority Die* and record the result. The next time you deal damage with a Jutsu you cast, you increase the damage die by 1 Step.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you instead, increase the damage die by two steps and add twice the *Superiority Die* to the damage rolled.

RAMP UP: RAKUKAJA

In place of one of your attacks made by the Attack action, you spend a superiority to strengthen an allies defense.

Target an allied creature within 20 feet of you and roll your die. The target's AC is increased by the result against the next attack made against it or it gains a bonus to its next saving throw made equal to the result. Whichever comes first.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you also grant the creature, resistance to one damage type of your choice that lasts a number of its turns equal to the result.

RAMP UP: TARUKAJA

In place of one of your attacks made by the Attack action, you spend a superiority to strengthen an allies power.

Target an allied creature within 20 feet of you and roll your die. The next attack the target makes is heightened. Increase the attack and damage roll by the result or if they cast a jutsu that requires a saving throw, increase the Save DC by half of the result. Whichever comes first.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding*, they also reroll all 1's and 2's when making their damage rolls, taking the second result, or they increase the save DC by the total result instead of half. (Pick one)

RAMP UP: SUKUKAJA

You spend a Bonus Action and a *Superiority Die* superiority to strengthen an allies speed. Target a willing allied creature within 20 feet of you and roll your die. The allied creature immediately takes their turn (This counts as their turn for the round). They gain a bonus to their speed equal to the result x 5.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you instead grant the creature a bonus to movement speed equal to the result x 10 and they gain advantage on the first attack roll, skill check, or saving throw they make during the turn you just granted them. (Whichever one comes first).

ULTIMATE: REVOLUTION

You spend a Bonus Action and expend a superiority to introduce the highest stakes gamble you can make. Record the *Superiority Die* result.

All willing creatures within 60 feet of you gains a bonus to their critical threat range equal to half the result of your *Superiority Die*, until the end of each of their turns, but they also gain vulnerability to the next instance of damage they take before the end of your next turn.

If this maneuver is used by your Void soul, or while you are benefiting from *Tricksters Soul Binding* you also, reduce the cost of each creatures next jutsu cast by the result of your *Superiority Die*.

TAIJUTSU SPECIALIST

Level	Proficiency Bonus	Martial Dice	Martial Techniques	Features	Jutsu Known	Highest Rank Jutsu Known
1st	+3	-	-	Martial Defense, Unarmed Technique, Taijutsu Stance	6	D-Rank
2nd	+3	1	4	Martial Adept, Enhanced Movement	7	D-Rank
3rd	+3	1	4	Taijutsu Style	8	D-Rank
4th	+4	1	4	Ability Score Improvement/Feat	8	D-Rank
5th	+4	1	4	Martial Defense (2), Extra Attack	9	C-Rank
6th	+4	2	4	Unarmed Technique (2), Taijutsu Style (2)	10	C-Rank
7th	+5	2	5	Evasion, Chakra Enhanced Strikes	11	C-Rank
8th	+5	2	5	Ability Score Improvement/Feat	11	C-Rank
9th	+5	2	5	Martial Defense (3), Taijutsu Style (3)	12	B-Rank
10th	+6	3	5	Unbreakable Will	13	B-Rank
11th	+6	3	5	Unarmed Technique (3), Flow of Battle	14	B-Rank
12th	+6	3	5	Ability Score Improvement/Feat	14	B-Rank
13th	+7	3	6	Martial Defense (4), Master of Persistence	15	A-Rank
14th	+7	4	6	Taijutsu Style (4)	16	A-Rank
15th	+7	4	6	Perfect Body	17	A-Rank
16th	+8	4	6	Ability Score Improvement/Feat	17	A-Rank
17th	+8	4	6	Martial Defense (5), Taijutsu Style (5)	18	S-Rank
18th	+8	5	6	Perfect Mind	19	S-Rank
19th	+9	5	7	Ability Score Improvement/Feat	20	S-Rank
20th	+9	5	7	Taijutsu Style (6),	20	S-Rank

TAIJUTSU SPECIALIST

A Hyūga takes their fighting stance, ready for the assault from the surrounding undead summons from the Dark shinobi standing just on the other side of the ridge, the Hyūga leaps from undead to undead, striking them each with unmatched precision taking them down one by one with 1 or two precise strikes.

A clanless girl in the heat of battle creates an unorthodox stance, and readies for her training session. Her team assaults her as she parries, dodges and counters each one with a graceful swing of her arms and legs as she then follows each one with a powerful strike knocking each training member back.

These shinobi, different as they might be, are connected by one common factor, they are masters in the field of Taijutsu. While others are able to use Taijutsu techniques they learn with some level of mastery, the Taijutsu Specialists are the absolute masters of unarmed combat and technique. They are able to take the concepts of the Taijutsu they have and accelerate it to new heights and unmatched levels.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize different types of Taijutsu and stances, allowing for a variety of fighting styles as shown in the Naruto series and other Manga series. Players would be able to match or exceed their allies in combat, close range and even close distance better than most other classes are able. The characters this class is pulling inspiration from are as follows: Rock Lee, Might Guy, Neji Hyūga, Hinata Hyūga, and Killer B

CREATING A TAIJUTSU SPECIALIST

When creating a Taijutsu Specialist consider a few things about the character on a personal level? Do they use Taijutsu as a way to push past their weaknesses and surpass their rivals? Do they use Taijutsu as a way to give themselves discipline and teach themselves patience?

What made the character so bound to learning so many varied and useful Taijutsu techniques and what drives them to learn more? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques?

QUICK BUILD

You can make a Taijutsu Specialist quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Constitution. Second, choose the Hyūga, Sarutobi, Inuzuka, Uchiha or Non-Clan, Clans.



CLASS FEATURES

As a Taijutsu Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per Taijutsu Specialist level

Hit Points at 1st Level and beyond: 12 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d6 per Taijutsu Specialist level

Chakra Points at 1st Level: 6 + your constitution modifier

Chakra Points at Higher Levels: 1d6 (or 4) + your Constitution Modifier per Taijutsu Specialist level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, Combat Bracers, Iron Claws, Nunchaku, Tonfa, Knuckle Blades, Battle Wire

Ninja Tools: Disguise Kit, Trapper Kit

Saving Throws: Strength, Dexterity, Charisma

Skills: Martial Arts, Choose three from Acrobatics, Chakra Control, History, Insight, Investigation, Nature, Stealth, Perception, Medicine.

EQUIPMENT

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

- (a) No Armor or (b) Padded Cloth or (c) Combat Jacket
- (a) Combat Bracers or (b) Iron Claw
- (a) One Kunai stack or (b) One Shuriken stack
- (a) 2 Paper Bombs or (b) 2 Flash tags
- 1 Smoke Bomb

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

MARTIAL DEFENSE

Beginning at 1st level, while you are wearing no armor, your AC equals 10 + Proficiency + Dexterity Modifier.

Beginning at 5th level, you learn how to blend your martial prowess with a set number of techniques learned from the teachings and theory of seal smiths. You gain 2 guard slots, which can be used to infuse yourself with taijutsu techniques meant to mimic any minor armor

seal you would like. Infusing yourself with such a seal must be done over the course of a full rest. Additionally, you cannot gain the benefit of this feature while you are not using this features AC calculation.

You gain access to refined armor seals and 1 additional slot at 9th level, greater armor seals and 1 additional slot at 13th level, and Superior armor seals and 1 additional slot at 17th level.

UNARMED TECHNIQUE

Also 1st level, your practice of martial arts gives you mastery of combat styles that primarily use unarmed strikes and *Taijutsu Specialist* weapons, which are Combat Bracers, Iron Claws, Quarterstaffs, Nunchaku, Tonfa and Knuckle Blades.

Choose one of the Taijutsu Stances located in Chapter 13: Customization Options and you gain the following benefits while you are in a *Taijutsu Stance* or wielding only Taijutsu Specialist weapons:

- You can use Strength or Dexterity for the attack and damage rolls and Save DC calculation of your unarmed strikes, Taijutsu Specialist weapons, Taijutsu and the Athletics and Martial Arts skill.
- You can roll a d6 in place of the normal damage of your unarmed strike or Weapons that you are proficient with. This increases to a d8 at 6th level and a d10 at 11th level.

MARTIAL TECHNIQUE

Finally, beginning at 1st level, your focus on Taijutsu has prepared your body for the strain of performing these techniques better than others could even dream of. This training has enabled you to utilize Taijutsu in such an efficient way, other forms of efficiency actively hinder your masterfully honed skill.

Taijutsu you cast are always cast with a predetermined chakra cost ignoring its listed cost unless its *Special*. While benefiting from this class feature, you cannot gain the benefit of other forms of cost reduction, regardless of the source. You can choose to not use this feature when you would cast a Taijutsu.

Taijutsu you cast of the following Ranks have the associated base costs at all times. Upcasting still increases the cost of the jutsu as listed in its text.

D-Rank: 3 Chakra.

C-Rank: 5 Chakra.

B-Rank: 9 Chakra.

A-Rank: 14 Chakra.

S-Rank: 20 Chakra.

MARTIAL ADEPT

Starting at 2nd level, your training with unarmed techniques have granted you a technique that others of your skill level could only ever pray to emulate. This skill and technique is manifested in the form of *Martial Dice*, which is a d4. Your martial die grows in size to a d6 at 9th, and a d8 at 17th.

At the beginning of each of your turns you manifest a pool of martial die, of an amount equal to the value shown in the *Martial Dice* column of the taijutsu specialist class table. You can spend your martial die to complete any number of *Martial Techniques* or taijutsu specialist class features. Unspent martial die are lost at the beginning of each of your turns.

You begin by knowing four of such *Martial Techniques*, learning more as noted in the *Martial Techniques* column of the Taijutsu Specialist class table. *Martial Techniques*

are detailed at the end of this class description. Any *Martial Techniques* that would refer to levels, are in reference to your Taijutsu specialist class level. Additionally, any *Martial Techniques* that would require a saving throw uses your Taijutsu save DC. When you would complete a Full-Rest, you are able to switch *Martial Techniques* known.

ENHANCED MOVEMENT

Also, at 2nd level, your speed increases by 10 feet while not wearing Heavy Armor. This bonus increases to 15 feet at 6th level, 20 feet at 9th level, 25 feet at 13th level, and 30 feet at 17th level.

TAIJUTSU STYLE

At 3rd level you learn a Combat style that fits in with how you view combat and encompasses your overall approach towards Taijutsu. Your Style grants you feature at 3rd Level and again at 6th, 9th, 14th, 17th and 20th Level.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Attacks you make with the Attack action count as Chakra enhanced.

EVASION

Beginning at 7th level, your instinctive Agility lets you dodge out of the way of certain area effects. When a Jutsu allows you to make a Dexterity save to take only half damage, you instead take no damage and suffer no effects if you succeed on a saving throw, and only half damage if you fail.

CHAKRA ENHANCED STRIKES

At 7th Level, your attacks become imbued with your chakra naturally, with each strike becoming more and more lethal as more chakra is packed behind each blow. When you cast a Taijutsu you gain the following one of the following benefits up to twice per casting:

- Melee Taijutsu attacks you make that deal [Unarmed Damage] adds +1 damage die to your [Unarmed Damage].
- Taijutsu attacks ignore half of a creatures damage reduction.

UNBREAKABLE WILL

Beginning at 10th Level, your presence on the battlefield cannot be suppressed, repressed or even ignored. When a Jutsu or effect with the Fuinjutsu keyword would force you to make a saving throw to resist its effects, you can add 1d4 to the roll

FLOW OF BATTLE

Beginning at 11th level, you have begun to master the art of Taijutsu to a scary degree, learning when to move into both offensive and defensive stances. You gain a bonus to your initiative equal to your Intelligence, Wisdom or Charisma Modifier (your choice, this cannot be changed, once decided).

MASTER OF PERSISTENCE

At 13th level, you don't know how to or when to give up, and it only makes it harder to stop you. If you would begin your turn blinded, dazed, deafened, incapacitated, or stunned, you can spend 2 martial die to end one of the listed conditions.

PERFECT BODY

At 15th level, your intense training grants you proficiency in Constitution saving throws.

Additionally, whenever you make a saving throw, with an ability you are not proficient in, add your Dexterity Modifier to the saving throw.

PERFECT MIND

At 18th level, your intense training grants you proficiency in Intelligence or Wisdom Saving Throws (Pick one.). Additionally, you become immune to the Fear condition.



TAIJUTSU STYLE

DISTURBANCE

Taijutsu specialists who blend their style with the Art of disturbance have a level of trickery mixed into their fighting. They focus on overwhelming their enemies with a flurry of attacks from multiple angles at once using both armed and unarmed options. You can break, even the most perfect defense.

BLINDING SPEED

When you choose this Style, starting at 3rd level, you focus on overwhelming your enemies with more than they could conceivably handle at one time.

You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Shatter. When a creature is attempting to cast a Jutsu within 15 feet of you, you may, as a Reaction, spend 1 martial die. When you do, you may move up to half your movement speed, ending said movement within 5 feet of the triggering creature. You may then choose to make two unarmed strikes, attacking their vital points and open defenses with precision, meant to prevent their action. If you hit with both attacks the target creature must succeed a Constitution saving throw. On a failed save you interrupt the jutsu, preventing its casting. The affected creatures Chakra is still spent. On a success, the jutsu is cast normally.

Unstable Core. After you use your action to cast a Taijutsu, you may spend 1 martial die. When you do, you make two unarmed attacks as a Bonus Action, adding your martial die to the damage rolls of each attack and forcing a creature to make a strength saving throw, being knocked prone on a failed save.

DISTURBANCE FLURRY

Also, at 3rd level, you learn to break your opponent's combat flow using your mastery over combos and repeated strikes.

By spending 1 martial die, you are able to gain an additional Bonus Action, which you can use to cast a Taijutsu or make one additional unarmed attack adding the result of the die to your damage dealt. This can only be done once per turn and costs no action.

Beginning at 17th level, your martial speed eclipses anyone who would consider themselves your rival. By spending 3 martial die, you are able to gain 1 additional Bonus Action, which you can use to cast a Taijutsu, with the Finisher keyword.

UNTOUCHABLE

Starting at 6th level, creatures cannot take attacks of opportunities against you, by any means.

Additionally, creatures who would spend their Reaction to make an attack of any type targeting you, is made at disadvantage.

UNMATCHED REFLEXES

Starting at 9th level you learn to react more often preventing situations before they even start. Beginning at the start of your turn, you may spend 1 martial die. If you do, you gain 1 additional Reaction, which can only be used to cast a taijutsu.

DEBILITATING BARRAGE

At 14th Level you've gained the knowledge to temporarily inhibit a creatures fortitude by striking a series of pressure points. Whenever you hit a creature with two or more attacks, as a part of the same action, you can spend 2 martial die to force the creature to make a Constitution saving throw vs your Taijutsu Save DC. On a failed save you cause the creature to become vulnerable to a damage type of your choice. This effect lasts until the next instance of damage of that type that affects them. You can only use this feature twice per rest.

DISTURBING ENDURANCE

Beginning at 17th Level, you've learned how to recoup your lost stamina and energy far more efficiently than before. If a feature granted by this subclass would cost more than 1 martial die, you reduce the cost of the feature by 1 martial die.

DISTURBING TECHNIQUE

Beginning at 20th Level, your technique is so overwhelming that your enemies speak of how you should never be faced alone. But you've heard the tales and have prepared for such a situation. When you would cast a Taijutsu that requires you to make 2 or more attacks and there are at least two or more hostile creatures within the jutsu's range, you may spend 1 martial die, granting it the *Disturbing* keyword.

Taijutsu with the *Disturbing* keyword doubles the number of attacks made with the jutsu, but the attacks must be evenly split amongst all hostile creatures within the jutsu's range.



IRONCLAD

The Taijutsu specialist who prefer brute strength and impenetrable defenses over ninjutsu or genjutsu are known as the Ironclad. These shinobi can be seen as Knights or Warriors who rely on the fortitude of their armor, their bodies and most importantly, their willpower to be an unbreakable wall in the forefront of conflicts.

IRONCLAD

When you choose this style starting at 3rd level, your passion for protection has borne fruit. You gain proficiency in Heavy Armor, and the Armor smith's Kit. While wearing heavy armor, you still gain the benefits of *Enhanced Movement*.

Additionally, your research in metallurgy has allowed you to create an item no other shinobi could or would consider making; A Shield. Your Shield is a piece of equipment that you gain proficiency in. Your Shield has 3 Seal slots. If your shield is ever lost or destroyed, you may craft an exact copy of the previous one using 100 ryo and 1 downtime. You may only benefit from one shield at a time. This shield has the following statistics;

IRON CLAD SHIELD

Armor Name	AC	Bulk	Properties
Iron Clad Shield	+1	1 Bulk	Blocking, Light

IRON COMBAT

Also, at 3rd level, you learn to leverage your unique method of protection in the heat of combat. You learn to accomplish this through a series of *Martial Techniques*, unique to you. While wielding your Shield, you learn the following two *Martial Techniques*.

Interpose. When an allied creature within 10 feet of you would take damage from an attack, and you could cast a Taijutsu with a casting time of a Reaction to reduce damage, the attack's to hit, or increase your AC, you can, as a Reaction, spend 1 *Martial Dice*, to redirect the attack to you, cast the appropriate Taijutsu, and add your *Martial Dice* to the Damage Reduction, to hit reduction, or AC bonus against the triggering attack.

Shield Bash. When you make an unarmed attack, you can spend 1 martial die. If you do, when you hit a creature with an unarmed attack, before the end of the current turn, you may choose to shove the target creature, using your attack roll in place of your athletics check. If you are successful, you deal your unarmed damage + your martial die and the target creature becomes bruised.



IRON HEART

Starting at 6th level, you've become comfortable fighting behind your defenses, and have gained the skill and courage needed to use yourself as a shield for your allies.

As a Reaction, when a creature within 5 feet of you is hit by an attack that deals any type of damage, excluding psychic, you may dive in front of them, using your armor and shield to take the brunt of the force. The damage is reduced by your Unarmed Combat die + your Proficiency Bonus. Rather than the initial target, the attack hits you regardless of your AC or other abilities.

At 14th level, you may also target an ally who is no further than your maximum movement speed. When you do you move towards them ending your movement adjacent to them in a space that can hold you.

Additionally, you can now target an ally who is in the area of effect of a jutsu like *Fireball*. When you do, your ally automatically passes their save, taking no further effect, and you gain disadvantage on your save.

IRON WILL

Starting at 9th level, you have conditioned yourself to allow nothing to distract you from your one purpose on the field of battle: Protection.

You become immune to the *Berserk* and *Dazed* conditions.

Additionally, you gain a 2 additional Reactions per round, that can only be used to use your **Iron Heart** feature.

IRON FURY

Starting at 14th level, you no longer stand idly by while your allies are hurt. Twice per rest, as an action, you may spend 4 martial die to enter a combat trance for 1 minute, devoting your mind, body, and soul to safeguard your friends, and show your enemies retribution. You gain the following benefits for the duration;

- You have resistance to all damage except Psychic damage.
- When you use your **Iron Heart** Feature, you may make two unarmed attacks against the triggering creature as a part of the same action.
- Your Shield Provides you an additional +1 Bonus to AC while holding it.

IRON FLOW

Beginning at 17th level, you've mastered controlling your stamina for important moments in a fight.

Whenever you use your **Iron Heart** feature and you are at or below half of your maximum hit points, you can add 1 martial die, to the amount of damage reduced as a result of **Iron Heart**.

IRONCLAD TECHNIQUE [CHANGED]

Beginning at 20th level, your defensive technique has been perfected. Enemies speak of how your guard can never be broken. When you would cast a Taijutsu as a reaction, you may spend up to 3 martial die, granting it the **Ironclad** keyword.

Taijutsu with the **Ironclad** keyword grants you a number of temporary hit points equal to 5 times the result of your martial dice. These temporary hit points last until the beginning of your next turn. Once you use this feature, you must spend the same amount of

martial die at the beginning of one of your turns to recharge this feature.

NIN-TAI

The Taijutsu specialist who Blend their style with Ninjutsu open up a world of unpredictability and technique. They have found ways to further augment their body beyond simple Taijutsu, but instead coating their body in a given Nature Releases and magnifying their strength and greatly increasing their potential.

NATURE ENHANCED COMBAT

When you choose this style starting at 3rd level, you have focused your effort on harnessing your innate Nature Release. Select one Nature Release (*Earth, Wind, Fire, Water, or Lightning Release*). You gain the ability to learn and cast jutsu with the corresponding keyword. Also, when learning Ninjutsu with the corresponding keyword, you may use your Taijutsu ability modifier in place of your Ninjutsu ability modifier for the purposes of fulfilling Ability score Requirements. Ninjutsu learned in this way can be cast even without the appropriate Ninjutsu ability score.

By spending 1 *Martial Dice*, as a Bonus Action, you enhance your body with the Chakra of the corresponding Nature release granted by this feature. You benefit from these effects for the next minute or until you spend a Bonus Action to end this benefit.

- **Earth Release:** Your body becomes hardened like stone. [Unarmed Damage] you deal can be treated as Earth damage. You gain Temporary hit points equal to half your level at the beginning of each of your turns.
- **Wind Release:** Your body becomes as light as a gentle breeze. [Unarmed Damage] you deal can be treated as Wind damage. Once per turn, you gain +20 speed and the benefits of the disengage action against a creature you deal [Unarmed Damage] to until the end of that same turn.
- **Fire Release:** Your body becomes hot to the touch. [Unarmed Damage] you deal can be treated as Fire damage. Increase your [Unarmed Damage] by +1 *Martial Dice*.
- **Water Release:** Your body becomes cool to the touch. [Unarmed Damage] you deal can be treated as Cold damage. Your unarmed attacks gain the *Reach 1* and *Trip* weapon properties.
- **Lightning Release:** Your body gives off a soft static with occasional jolts of harmless electricity. [Unarmed Damage] you deal can be treated as Lightning damage. Your unarmed attacks gain the *Winding* and *Tactical* weapon properties.

ELEMENTAL COMBAT

Also, at 3rd level, you learn to harness your new Elemental Chakra to better enhance your combat potential when utilizing elemental combo's.

When using a Taijutsu while gaining the benefits of the *Nature Enhanced Combat* class feature the taijutsu used gains the Nature Release Keyword you chose and deals that nature release keywords corresponding damage type.

You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Elemental Rush. Whenever you hit a creature with at least two melee Taijutsu attacks, while gaining the benefits of your *Nature Enhanced Combat* class feature, you can spend 1 *Martial Dice*, allowing you to make two unarmed attacks as a Reaction.

Elemental Crush. When you would deal damage with a Taijutsu you cast, you may spend any number of *Martial Dice* to deal additional damage equal to twice the result. Once you use this Technique, you have to spend an equal number of *Martial Dice* to recharge it.

ELEMENTAL CLOAK

Starting at 6th level, you have learned to manifest your Elemental Chakra into a full-blown Chakra cloak that erupts off of your body. When you would gain the benefits of *Nature Enhanced Combat* you gain the following boosts to each Nature Release;

- **Earth Release:** Dust, gravel and other Earthen substances begin to form around you. You gain resistance to Earth damage, and gain +4 damage reduction vs all sources (Excluding Psychic).
- **Wind Release:** Wind whips around you violently. You gain resistance to Wind damage. You gain immunity to effects that would create a cloud, gas or mist as they cannot be sustained within 10 feet of you.
- **Fire Release:** Your body becomes wreathed in flames. You become resistant to Fire damage and once per turn, creatures of your choice, who deal damage to you with a melee attack or effect with a range of touch, takes Fire damage equal to 2 *Martial Dice*.
- **Water Release:** You generate gales of Water that spirals around you. You become resistant to cold damage and effects that would push, pull or knock you prone as the result of a save or contested check, add 1 *Martial Dice* to the roll.
- **Lightning Release:** Your body becomes clad in Lightning that oscillates violently. You gain resistance to Lightning damage and when you take the dash action, you can make 1 unarmed attack as part of the same action.

ELEMENTAL ARMOR

Beginning at 9th level, you learn to modify your Taijutsu further using hyper compressed Ninjutsu. When you would gain the benefits of your *Nature Enhanced Combat* class feature, you can choose to instead enhance your *Elemental Cloak* beyond its normal limits. You can maintain this enhanced form by spending 1 *Martial Dice* at the beginning of each of your turns. In order to exit this form, you must spend a Bonus Action on one of your turns. You gain the following benefits based on your chosen element;

- **Earth Release:** The temporary hit points you gain from *Nature Enhanced Combat* is doubled for the duration.
- **Wind Release:** You gain immunity to the Grappled and Restrained conditions.
- **Fire Release:** [Unarmed Damage] you deal is increased by +1 damage die.
- **Water Release:** Creatures cannot gain Jutsu based bonuses to their saving throws vs Taijutsu you cast.
- **Lightning Release:** Unarmed attacks damage you deal ignores half of a creatures Damage reduction.

ELEMENTAL RECHARGE

Beginning at 14th level, you have learned to convert your Chakra into the energy needed to perform more combos and keep the attacks flowing. When you would take damage from your associated nature release damage type, you can spend a Reaction to absorb some of the residual chakra and power. You regain Hit points and *Martial Dice* based on the rank of the jutsu that triggered this effect. You can gain the benefit of this feature a number of times equal to your Proficiency Bonus per long rest. (*D-Rank: 10 HP/1 Martial Dice, C-Rank: 15 HP/2 Martial Dice, B-Rank: 20 HP/3 Martial Dice, A-Rank: 30 HP/4 Martial Dice, S-Rank: 40 HP/5 Martial Dice*)

WRATH OF NATURE

Starting at 17th level, you have mastered the art of Blending Ninjutsu and Taijutsu. While you are gaining the benefit of your *Elemental Armor* class feature you gain the following benefits;

- **Earth Release:** Critical hits are treated as normal hits against you.
- **Wind Release:** When you move to a space, all creatures can only perceive you as teleporting, thus you do not trigger attacks of opportunity and you cannot trigger effects that require you to move.
- **Fire Release:** Damage you deal as a result of an Unarmed attack or Taijutsu ignores damage resistance and treats immunity as resistance.
- **Water Release:** When you deal [Unarmed Damage] to a creature you can move them up to 10 feet in any direction of your choice.
- **Lightning Release:** Melee unarmed attacks and Taijutsu you cast always deal half of its damage through effects that intercept damage, directly affecting its original target.

NIN-TAI TECHNIQUE

Beginning at 20th Level, your technique is so overwhelmingly powerful that your enemies speak of you as if you are a force of nature. Something that is unavoidable and if encountered, can only be weathered. When you would cast a Taijutsu that requires you to make no more than 1 attack, you may spend 4 martial die, granting it the *Nin-Tai* keyword.

Taijutsu with the *Nin-Tai* keyword scores a critical hit on a D20 roll of a 10 or better. Once you use this feature, you must spend 4 martial die at the beginning of one of your turns to recharge this feature.



RIGHTEOUS FURY

Taijutsu Specialists who blend their style with Righteous Fury tend to be brutal with their strikes. Though they traditionally protected large monasteries, they have sense passed their techniques on to the next generation of shinobi. Their training has instilled them with a burning passion that makes them extremely powerful in short bursts.

CHAKRA FRENZY

When you choose this style starting at 3rd level, you gain the ability to focus your Chakra into a frenzy of berserker energy. It empowers you with supernatural combat skills.

You can spend 1 *Martial Dice* and a Bonus Action to enter a Chakra Frenzy for up to 1 minute, gaining the following benefits:

- You have advantage on Strength Ability checks, skill checks and Saving throws.
- When you make melee weapon attacks using Strength or Dexterity, you gain a bonus to damage rolls equal to your *Martial Dice*. You choose which ability score when you enter your Chakra frenzy.
- You have resistance to bludgeoning, piercing and slashing damage.

While your Chakra Frenzy is active, you can only maintain concentration on Jutsu with a range of Self.

Your Chakra Frenzy ends early if you are knocked unconscious or if your turn ends and you have not attacked a hostile creature or forced one to make a saving throw or you have not taken damage since then. You can also, end your Chakra Frenzy on your turn as a Bonus Action.

FRENZIED ASSAULT

When you choose this Style, starting at 3rd level, your rage, fury and passion is weaponized to overwhelm your targets with pure force.

You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Savage Force. When you score a successful hit on a creature with a Taijutsu attack that deals unarmed damage, you can spend up to 2 *Martial Dice*. When you do you increase the damage of your attack by an amount equal to three times the result of the martial die. In return the next melee attack that would deal damage to you cannot be reacted to or have its value reduced.

Tyrants Savagery. When a creature would deal damage to you, you can spend any number of *Martial Dice*. When you do record the result. The next time you would deal damage to that creature you deal additional damage equal to twice the result.

FORCE OF RAGE

Starting at 6th level, you have imbued your frenzy with your own Chakra to add additional effects to it. Choose a jutsu you know with a casting time of 1 action or 1 Bonus Action, a range of self, and that can last's for at least 1 minute, with or without concentration. When you activate your Chakra Frenzy, you can spend additional *Martial Dice* to cast your chosen jutsu as part of the same action based on the rank of the jutsu casted.

(D-Rank/C-Rank: 1 *Martial Dice*, B-Rank/A-Rank: 2 *Martial Dice*, S-Rank: 3 *Martial Dice*.)

When cast in this way, you still need to pay the initial Chakra cost, but you do not need to pay its cost to maintain your concentration on it. You can switch this jutsu when you gain the benefit of a full-rest.

RELENTLESS FURY

Starting at 9th level, your fury can keep you fighting despite grievous wounds. If you drop to 0 hit points while your Chakra Frenzy is active, you can spend 1 *Martial Dice* to not immediately die or fall unconscious. Make a DC 10 Constitution ability check. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 2. When you finish a short or long rest, the DC resets to 10.

When you reach 17th level, each time you succeed on this ability check, your fury further invigorates you, granting you advantage on any attacks you make until the end of your next turn

UNSTOPPABLE FURY

Beginning at 14th level, your Chakra Frenzy is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Additionally, when you roll 4 or lower with an unarmed damage die, you can reroll the die and must use the new roll, even if the new roll is 4 or lower.

FURY OF THE RIGHTEOUS

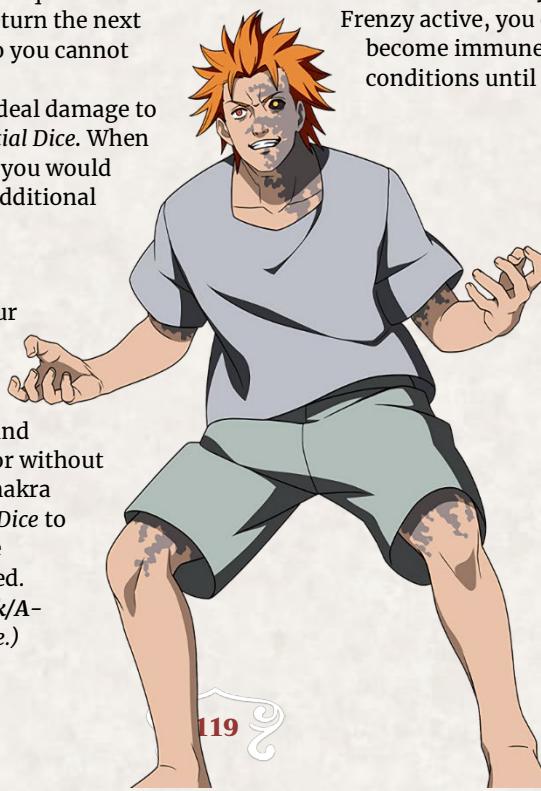
Beginning at 17th level, your passionate anger has reached a zenith so pure, that others who follow this path can only ponder how it is you attained this level of wrath.

While you are gaining the benefits of your *Chakra Frenzy* class feature, you have become unstoppable. For the duration of the *Chakra Frenzy* your speed cannot be reduced, and you are immune to the Berserk, Charmed and frightened, and stunned conditions.

If you are frightened, or stunned, you can still take your Bonus Action to enter your Chakra Frenzy, immediately ending the aforementioned effects.

RIGHTEOUS FURY TECHNIQUE

Beginning at 20th Level, your savagery is so overwhelmingly cruel and brutal that your enemies speak of you as if you are a monster. You love to hear the stories. At the start of your turn, if you have Chakra Frenzy active, you can spend 4 *Martial Dice* to become immune to all Physical and Mental conditions until the end of your next turn.



RUIN

Taijutsu Specialists who take shinobi prosthetics, tech, or augments and use them to enhance their martial prowess are known as “Ruin”. They incorporate devices to harness their Chakra for them, allowing them to fight with one less thing to focus on and worry about.

BATTLE READY CATALYST

When you choose this style starting at 3rd level, through intensive research, trial and error, or sheer dumb luck, you have discovered a way to enhance your Taijutsu, through a Catalyst for your Chakra, which you wear on your person either on your armor, or as a part of your daily attire. This Catalyst’s design is one of your description. They can be vented boots, or special gloves. With this catalyst, you can weave it into your clothing over the course of 1 hour. Once complete, you gain the following benefits;

- You have resistance to Chakra damage.
- +1 Bonus to AC, if integrated into Light or Medium Armor.
- When making Constitution (Chakra Control) checks, you may add your unarmed combat die to the roll.

ANTI-CHAKRA WAVELENGTH

When you choose this Style, starting at 3rd level, your catalyst generates a hostile and very aggressive Chakra dispersing wavelength that you have weaponized to disrupt and ruin your targets combat capabilities with but a few strikes. You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*. Choose two keywords from the following list. When using the *Martial Techniques* granted by this class feature, you will always reference the chosen keywords;

- Sensory
- Fuinjutsu
- Earth Release
- Wind Release
- Fire Release
- Water Release
- Lightning Release
- Tactical
- Visual
- Auditory

Chakra Break. When you score a successful hit on a creature with an unarmed or Taijutsu attack that deals unarmed damage, you can spend a *Martial Dice*. When you do you attempt to inject them with this wavelength generated by your catalyst. They must make a constitution saving throw, being unable to spend Chakra on jutsu with the chosen keyword until the end of their next turn on a failed save.

Focus Break. When you score a successful hit on a creature with an unarmed or Taijutsu attack that deals unarmed damage, you can spend a *Martial Dice*. When you do you attempt to break their focus. Add the spent martial die to the damage dealt and if they would make a concentration check to maintain concentration, they instead make a strength saving throw vs your Taijutsu save DC, losing concentration on all jutsu on a failed save. If they are concentrating on a jutsu with the chosen keyword, they automatically fail the save, losing concentration.

DISRUPTIVE ASSAULT

Starting at 6th level, you’ve honed your disrupting combat style to a point where you can easily follow through with your attacks, even when your enemies try their best to resist.

Once per turn, when you deal unarmed damage, you can spend up to two *Martial Dice*. When you do the target takes Chakra damage equal to twice the result. This increases to three times the result at 14th level and four times the result at 20th.

If the target is gaining the benefit of a jutsu with a keyword chosen as a result of the *Anti-Chakra Wavelength* class feature, then you add your Proficiency Bonus to the Chakra damage dealt.

CATALYTIC OVERDRIVE!

Starting at 9th level, by spending 1 *Martial Dice* at the beginning of each of your turns you are able to push your Catalyst into overdrive until the beginning of your next turn. While your catalyst is in overdrive, you gain the following benefits.

- +1 bonus to AC.
- +1d4 bonus to all strength, dexterity and constitution ability checks
- +1d6 bonus to all taijutsu damage rolls.
- Bonus to all saving throws against jutsu with keywords chosen with the *Anti-Chakra Wavelength* class feature equal to 1 *Martial Dice*.

While your Catalyst is in overdrive, you can only maintain concentration on one jutsu and if you would be incapacitated, or stunned, your Catalyst short circuits, being unable to enter an overdrive state for the next 10 minutes.

ANTI-SHINOBI WAVELENGTH

Beginning at 14th level, you have adapted to your Catalysts Anti-Chakra wavelength so much so that, you can feel the potential and power behind it. While you are gaining the benefits of *Catalytic Overdrive!*, you can spend up to 2 *Martial Dice*. When you do, you can select one more keyword of your choice from the *Anti-Chakra Wavelength* list for each die spent. These additional keywords count as keywords that your *Martial Techniques* granted by this subclass affects.

UNBREAKABLE CATALYST

Beginning at 17th level, you’ve honed your catalyst into an unstoppable force for you to utilize at all times. Your Catalyst can no longer short circuit as a result of being incapacitated, stunned, while it is in overdrive.

RUIN TECHNIQUE

Beginning at 20th Level, your catalyst infused techniques are so methodical and precise that your enemies speak of you as if you were a myth. None of it is exactly false. When you would cast a Taijutsu that requires a target to make a saving throw, you may spend 2 martial die, granting it the *Ruin* keyword.

Taijutsu with the *Ruin* keyword always inflicts two of the following conditions regardless of a success or failure, once per casting;

- Bruised
- Concussed
- Confused
- Dazzled
- Weakened

STANCER

Taijutsu Specialists who take specialize in multiple stances, are known as “Stancers” able to jump back and forth between multiple stances, mixing and matching them to maximize their martial effectiveness and potential.

MIXED MARTIAL ARTS

When you choose this style starting at 3rd level, you may learn one Taijutsu Stance found in Chapter 13: Customization Options that you do not know. While in any Taijutsu stance, you may spend 1 *Martial Dice* to gain the benefit of a second, non-Clan based, Taijutsu Stance (*Such as Gentle fist etc.*) that you know, simultaneously for the next minute.

COMBO BREAKER

When you choose this Style, starting at 3rd level, your technique, style and mastery is weaponized to drift and fuse a myriad of fighting styles to defeat your targets with pure grace.

You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Alpha Counter. When a creature misses you with an attack, you may as a Reaction spend 1 *Martial Dice*. When you do, you may immediately make two unarmed attacks against the triggering creature, adding the *Martial Dice* to the damage rolled. If at least one of these attacks hit, you force the target creature to make a Strength saving throw, being unable to use a Reaction until the beginning of their next turn on a failed save.
Dodge Cancel. When you hit a creature with at least two unarmed attacks, you can spend 1 *Martial Dice*. When you do, until the end of the target creature's next turn, the first attack targeting you each turn suffers a penalty to hit equal to your *Martial Dice*..

MUSCLE MEMORY

Starting at 6th level, your study of martial arts and their respective stances have become all encompassing, allowing you to make use of the knowledge mid combat.

By spending 1 *Martial Dice*, select one hostile creature you can see, and make a Martial Arts check vs their passive Martial Arts. On a success, your next melee attack that hits that creature, adds 1 additional damage die.

If the result of your check is 5 or higher than the contested DC increase the bonus damage die by +1, and an additional +1 for every +5 over the DC.

Beginning at 10th level, when you would use this feature, you can choose to spend additional *Martial Dice* up to your remaining amount, adding it to the result of your check.

STANCE BLENDING

Starting at 9th level, you may select one Taijutsu Stance that you do not know, learning it. Additionally, by spending 1 *Martial Dice* at the beginning of each of your turns, you can gain the benefit of up to 3 taijutsu stances simultaneously until the beginning of your next turn.

Additionally, while gaining the benefit of two or more Stances, you add half of your *Martial Dice* to Taijutsu attacks and add your Taijutsu ability modifier to the damage of taijutsu attacks as a result of Taijutsu you cast that requires a Taijutsu stance, even if it already adds it.

STANCED COMBAT

Beginning at 14th level, you've perfected fighting with multiple stances at once.

If you are gaining the benefit of a stance that has a special action, that you can use as a Bonus Action (Ex. *Serpent Fist*'s Bonus Action ability, or *Dragon Fist*'s Bonus Action ability), you can instead spend 1 *Martial Dice* to perform any special Bonus Action as a part of your Attack action, at no additional cost, once per round, only on your turn.

If a stance you are benefiting from has a special ability that requires An Action, or Full Turn Action, you can instead spend 1 *Martial Dice* to perform it as a Bonus Action, once per turn.

THE STANCER

Beginning at 17th level, you have become an absolute master at combining stances into a blended cacophony of fists, kicks and strikes, mixing a variety of different forms into a stance all your own.

Taijutsu you cast that require a Taijutsu stance deals additional damage equal to 1 *Martial Dice* and ignore resistance & treat immunity as resistance.

Additionally, while gaining the benefit of your **Stance Blending** feature, you may add your Intelligence, Wisdom or Charisma Modifier (your choice) to the damage of Taijutsu attacks that add your Taijutsu ability modifier.

STANCER TECHNIQUE

Beginning at 20th Level, your style is so unique and graceful that your enemies speak of you as if you were the originator of the different stances and styles you've blended. When you would cast a Taijutsu that requires a Taijutsu stance, you may spend 2 martial die, granting it the *Stancer* keyword.

Taijutsu with the *Stancer* keyword ignores immunity, bonuses to AC as a result of features, traits and jutsu, penalties to hit, penalties to damage and cost increases.



TALENT & FOCUS

Taijutsu Specialists who blend their style with talent and focus have a level of perfection about them completely unheard of. Their talent comes from hard work, dedication, and a never-ending supply of determination to always be better than the previous day. With this blend of ideologies and innate skill, you are able to achieve and break limits others thought impossible.

UNNATURAL TALENT

When you choose this Style starting at 3rd level, you focus all of your effort on surpassing the limits of your body, allowing you to perform more *Martial Techniques* than normally possible. You increase your pool of *Martial Dice* by +1. You gain an additional +1 increase to your *Martial Dice* pool as you gain levels in this class based on the *Unnatural Talent Martial Dice Chart*.

Additionally, unarmed attacks you make are treated as if they have the **Critical**, **Deadly** and **Multiattack** weapon properties.

UNNATURAL TALENT, MARTIAL DICE CHART

Level	Martial Dice
3rd	+1
10th	+2
17th	+3

FOCUSED TALENT

When you choose this Style, starting at 3rd level, your talent and focus is weaponized to completely drive home the point that it doesn't matter how much your enemies train to overcome you, they are out of their league and they need to come to grips with this new reality they find themselves in.

You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Redirected Aggression. When a hostile creature makes a melee or ranged attack and misses, you may as a Reaction, immediately spend one *Martial Dice* to redirect the missed attack back towards them. Make a melee or ranged unarmed attack as a part of this Reaction, using the attacks original range as your ranged attacks range. On a hit, the creature suffers the effects of their own attack, as if they attacked themselves.

Shatterpoint. Once per turn, When you score an unarmed or Taijutsu attack that deals unarmed damage, you can spend 1 *Martial Dice*. When you do, the affected creature must make a Strength Saving throw, losing all temporary hit points or damage reduction-based effects they have, until the beginning of their next turn.

TALENTED TECHNIQUE

Beginning at 6th level, your combat prowess far surpasses everyone else who thinks they are your equal. When you would cast a Taijutsu, you may spend 1 *Martial Dice*, granting it the **Talent** keyword.

Taijutsu with the **Talent** keyword deals additional damage die equal to the number of keywords it has as a result of *Martial Techniques* (Ex. *Brutal*, *Raw*, *Devastating*, etc.), once per casting. Once you use this feature, you must spend 2 *Martial Dice* at the beginning of one of your turns or rest for 10 minutes to recharge this feature.

FOCUSSED ADAPTATION

Beginning at 9th level, you learn to infuse your strikes with a unique blend of Chakra that comes as a result of your *Martial Dice*. At the beginning of each of your turns, you can spend 1 *Martial Dice*. When you do, you can choose one of the following damage types:

- **Force**
- **Earth**
- **Wind**
- **Fire**
- **Cold**
- **Lightning**
- **Necrotic**

You mold and manifest your Chakra imitating the consistency of the Chakra needed to inflict the damage type. Until the beginning of your next turn, you can enhance your attacks. When you do, melee attacks you make, that deal unarmed damage against a creature is treated as the selected damage type.

If this feature is used while you are benefiting from a stance that deals a damage type not granted by this feature, you can choose to spend 1 additional *Martial Dice* to grant this features benefit to that stances damage type.

TALENTED LEGACY

Starting at 14th level you have come to an understanding that most will choose to ignore. That being, that you are simply superior to them in every conceivable way in regards to your martial capability. This is displayed in your ability to learn many more techniques than them.

You gain +1 additional *Martial Technique*. You gain an additional one when you reach 20th level.

FOCUSSED STRIKE

Starting at 17th level you all it takes is a single strike to completely immobilize and bring an enemy to their knees. When you would score an unarmed or Taijutsu attack that deals unarmed damage on a creature, you can spend 3 *Martial Dice*. When you do, they must succeed a Strength saving throw. On a failed save, they are Stunned until the end of their next turn. Once you use this feature, you must spend 5 *Martial Dice* at the beginning of one of your turns or rest for 1 hour to recharge it.

FOCUSSED TECHNIQUE

Beginning at 20th level, your technique is legendary. People speak about your abilities and tell stories to each other about you for their own notoriety. When you would cast a Taijutsu, you may spend 2 martial die, granting it the **Focus** keyword.

Taijutsu with the **Focus** keyword forces the target creature to make a constitution saving throw, taking 2d12 damage and gaining 1 rank of weakened for every point below they DC they fail by.

Taijutsu with both the **Talent** & **Focus** keywords gain the previous effect and reduces the targets saving throw by an amount equal to the number of keywords the jutsu has gained as a result of *Martial Techniques* (Ex. *Brutal*, *Raw*, *Devastating*, etc.).

Once you use this feature, you must spend 8 *Martial Dice* at the beginning of one of your turns or rest for 8 hours to recharge this feature.

PASSIONATE FLAME

Taijutsu Specialists who blend their style with the passionate flame exude a level of tenacity unmatched by most in the world of Taijutsu. This group of martial artists are exemplified by green jumpsuits, weighted clothing, and very eccentric haircuts. While this group is mostly associate with the 8-Inner Gates, that technique is formally forbidden from use, and so to avoid having to tap into that potentially fatal reserve of power, they focus on ensuring that their bodies are at the peak of Human skill and technique beyond all doubts..

FISTS OF IRON

When you choose this Style starting at 3rd level, you focus all of your effort on mastering hardening your fists, elbows, and other parts of your body until they feel like Iron while in combat. Once per turn, your unarmed Strike deals additional damage equal to 1 *Martial Dice*. This damage increases as you gain levels in this class based on the Fists of Iron Strike damage chart.

FIST OF IRON BONUS DAMAGE CHART

Level	Bonus damage
3rd	+1 Martial Dice
9th	+2 Martial Dice
17th	+3 Martial Dice

ENHANCED FLURRY

When you choose this Style, starting at 3rd level, your passion and zeal is weaponized to completely drive home the fact that no one works as hard as you. Period. While they were outside learning handsigns, you learned how to talk with your fists. While others were learning how to mold Chakra, you were doing 100 push-ups, sit ups and pull ups every day. While they were learning to become frail, you learned to become strong.

You learn to accomplish this through a series of *Martial Techniques*, unique to you and your style of combat. You learn the following two *Martial Techniques*.

Chakra Enhanced Blows. You channel Chakra into your hands enhancing your blows even further. When you declare an unarmed or melee taijutsu attack, you can spend 1 *Martial Dice*. When you do, the first two successful attacks forces its targets to make a Strength saving throw, being bruised on a failed save.

Dynamic Set-Up. When you would cast a Taijutsu with the **Combo** keyword, you can spend *Martial Dice*, equal to the jutsu's rank. When you do, you can cast a Taijutsu with the **Finisher** keyword as a part of the same action used to cast the combo jutsu. Once you use this technique you cannot cast a Taijutsu using your action or Bonus Action until the beginning of your next turn. (*D-Rank/C-Rank: 1 Martial Dice, B-Rank/A-Rank: 3 Martial Dice, S-Rank: 5 Martial Dice.*)

HAND WRAPS OF PASSION

Starting at 6th Level, your ability to imitate seal smiths for your martial defense is extended to allowing you to make your fists as dangerous as any commonly smithed weapon.

You wrap your hands in wraps of your description, be they white tape, or black cloth strips. While wrapped around your hands you constantly infuse Chakra into them allowing you to make your fists as tough as steel. At the conclusion of a long rest, you can select the type of enhancement your hand wraps provide you from the following list. Once selected, you cannot change this selection until you complete a long rest.

- **Mighty Blows:** Taijutsu attacks you make that deal [Unarmed Damage] ignores resistance and treat immunity as resistance. Beginning at 14th level when you deal [Unarmed Damage] twice to the same creature on your turn, they are unable to take Reactions against you until the beginning of your next turn.
- **Mighty Guards:** You gain damage reduction equal to half of your Proficiency Bonus. Beginning at 14th level that increases to your full proficiency.
- **Mighty Mobility:** You cannot have your speed reduced by any means and you ignore difficult terrain. Beginning at 14th level, you gain immunity to the Slowed and Grappled conditions.

FLAMING FINISHERS

Beginning at 9th Level, when you would cast a Taijutsu with the **Finisher** keyword, you can enhance the jutsu cast by spending as many *Martial Dice* as you choose. When you do, you gain all previous effects if you choose to gain a higher cost *Martial Dice* effect. Once you use an effect granted by this jutsu, you must spend an equal number of *Martial Dice* to recharge this feature or spend 10 minutes resting before you can use this feature again.

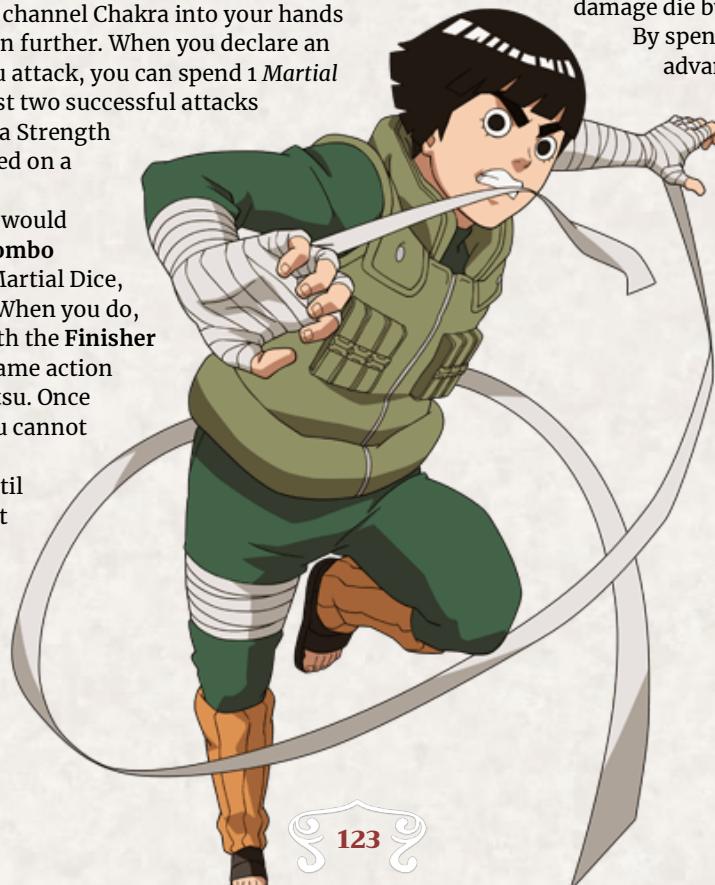
By spending 1 *Martial Dice*, you can upcast the Taijutsu 1 additional rank, ignoring rank limitations.

By spending 2 *Martial Dice*, you add all spent *Martial Dice* to damage, once per casting.

By spending 3 *Martial Dice*, you ignore immunity.

By spending 4 *Martial Dice*, you increase the Taijutsu's damage die by 1 step.

By spending 5 *Martial Dice*, you gain advantage on the first attack made as a part of the Taijutsu, or you impose disadvantage on the first saving throw forced by the Taijutsu.



SHEER WILL

Beginning at 14th Level, you can cast Taijutsu with a casting time of an Action as a Bonus Action. Alternatively, you can cast Taijutsu with a casting time of a bonus Action as a Reaction, with no set trigger. You can perform either of these effects twice per rest.

INDIGNATION

Beginning at 17th level, when a creature would make a melee attack against you, you can choose to spend 3 *Martial Dice*, to cast a Taijutsu with the casting time of a Reaction, without spending your Reaction.

PASSIONATE FLAME TECHNIQUE

Beginning at 20th Level, your passion and drive is so potent that you have weaponized this passion into a flurry of strikes that cripple foes and help build your legend, expanding your technique's allure. When you would cast a Taijutsu that would affect a hostile creature, you may spend 3 *Martial Dice* to grant it the Combo or Finisher keyword for that Taijutsu's casting.



MARTIAL TECHNIQUES

BRUTAL TAIJUTSU

When you would cast a Taijutsu, you can spend any number of martial die. When you do, if the jutsu does not add your ability modifier to the damage dealt, you add the spent die to the first damage roll made.

BRUTAL TECHNIQUE

When you would cast a Taijutsu, you can spend 1 Martial Dice. When you do, the Taijutsu cast gains the Brutal keyword. Taijutsu with the Brutal keyword add half of your base Taijutsu Ability Modifier rounded up to their damage rolls, if it did not before. If it already adds your Taijutsu Ability Modifier, then it instead adds both your base Strength and Dexterity Ability Modifier to the damage rolls.

DEVASTATING TAIJUTSU

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast creatures within 10 feet of the original target must make a Dexterity saving throw, taking half of the damage dealt, once per casting.

DEVASTATING TECHNIQUE

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast gains the *Devastating* keyword. Jutsu with the *Devastating* keyword cannot have their Critical hits negated or reacted too.

FLURRY OF BLOWS

When you take the attack action, you may as a Bonus Action, spend 1 martial die. When you do you are able to make 1 unarmed attack. Beginning at 7th level, you can make 2 unarmed attacks and at 13th level, you can make 3 unarmed attacks.

FLURRY OF GUARDS

When you are targeted by a melee attack, as a Reaction by spending 1 martial die, you are able to reduce the triggering attack or damage roll by the result (Pick one). Beginning at 7th level, you can spend 2 die reducing the triggering attack by the result and at 13th level, you can spend 3 die, reducing the triggering attack by the result.

FURIOUS TAIJUTSU

When you would cast a Taijutsu that requires at least 2 attacks, you can spend 2 martial die. When you do, the jutsu cast increases the number of attacks it makes by +1. You can spend an additional 2 martial die, to increase the number of attacks it makes by +1.

FURIOUS TECHNIQUE

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast gains the *Furious* keyword. Jutsu with the *Furious* keyword cannot have their damage reduced by jutsu.

PATIENT DEFENSE

By spending 1 martial die, you can take the dodge action as a Bonus Action.

PATIENT MOVEMENT

By spending 1 martial die, you do not trigger attacks of opportunity, creatures cannot react to your movement and creatures you target cannot react to the first unarmed attack you make this turn.

PATIENT OFFENCE

When a creature would miss you with a melee attack, you can spend 1 *Martial Dice* to make an Unarmed Attack against that creature, once per creature per turn.

PRECISE TAIJUTSU

When you would cast a Taijutsu, you can spend up to 3 martial die. When you do, the jutsu cast gains a +1 bonus to hit for each die spent.

PRECISE TECHNIQUE

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast gains the *Precise* keyword. Jutsu with the *Precise* keyword cannot have their attack results penalized or reduced by the effects of a jutsu or trait.

RAW TAIJUTSU

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast gains a +1 bonus to its DC. Beginning at 7th, you can spend 2 martial die for a +2 bonus to its save DC and at 13th level you can spend 3 martial die for a +3 bonus to its save DC.

RAW TECHNIQUE

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast gains the *Raw* keyword. Jutsu with the *Raw* keyword deals damage to a creatures hit points and temporary hit points simultaneously.

STEP OF DARKNESS

On your turn, by spending 1 martial die, you can take the Hide action as a Bonus Action.

STEP OF THE MOON

At the beginning of your turn, before any action is taken, you can automatically end one Physical or Mental condition you are suffering from by spending an amount of *Martial Dice* equal to the rank of the effect that inflicted the condition. (D-Rank: 1; C-Rank: 2; B-Rank: 3; A-Rank: 4; S-Rank: 5).

STEP OF THE STARS

When you would make an Attack of Opportunity, you can spend 1 *Martial Dice* to make two Unarmed Attacks in place of one.

STEP OF THE WIND

On your turn, as a Bonus Action, by spending 1 martial die, you gain the benefits of the Disengage or Dash action (your choice) and your jump distance is doubled until the end of your turn.

TECHNICAL TECHNIQUE

When you would cast a Taijutsu, you can spend 1 martial die. When you do, the jutsu cast gains the *Technical* keyword. Jutsu with the *Technical* keyword reduces the cost to maintain concentration on it by an amount equal to half the result of the die.

WEAPON SPECIALIST

Level	Proficiency Bonus	Features	Styles Known	Flurry Die	Jutsu Known	Highest Rank Jutsu Known
1st	+3	Weapon Focus	-	d4	6	D-Rank
2nd	+3	Weapon Flurry, Weapon Stance	-	d4	7	D-Rank
3rd	+3	Weapon Form	1	d4	8	D-Rank
4th	+4	Ability Score Improvement/Feat	1	d4	8	D-Rank
5th	+4	Extra Attack, Enhanced Property	1	d6	9	C-Rank
6th	+4	Weapon Form (2)	2	d6	10	C-Rank
7th	+5	Critical Focus, Enhanced Chakra Strike	2	d6	11	C-Rank
8th	+5	Ability Score Improvement/Feat	2	d6	11	C-Rank
9th	+5	Weapon Focus (2)	2	d8	12	B-Rank
10th	+6	Battle Readiness	2	d8	13	B-Rank
11th	+6	Superior Attack, Critical Focus (2)	3	d8	14	B-Rank
12th	+6	Ability Score Improvement/Feat	3	d8	14	B-Rank
13th	+7	Weapon Form (3)	3	d10	15	A-Rank
14th	+7	Superior Weapon Flurry	3	d10	16	A-Rank
15th	+7	Weapon Focus (3),	3	d10	17	A-Rank
16th	+8	Ability Score Improvement/Feat	4	d10	17	A-Rank
17th	+8	Critical Focus (3)	4	d12	18	S-Rank
18th	+8	Superior Weapon Flurry (2)	4	d12	19	S-Rank
19th	+9	Ability Score Improvement/Feat	4	d12	20	S-Rank
20th	+9	Weapon Form (4)	4	d12	20	S-Rank

WEAPON SPECIALIST

An Inuzuka draws their twin hand scythes as they then drop a smoke bomb at their feet, and begin to swing their weapons through the smoke using their artificially created environmental advantage to their benefit. Slicing and dicing their enemies when they cannot see through the smoke while the Inuzuka can smell them.

A Sarutobi draws their longbow, as they coat it in lightning, firing it off into the sky, creating lightning strikes where the arrow lands striking down their foes with extreme prejudice.

These shinobi, different as they might be, are connected by one common factor, they are masters Swordsman, bowman and many other tools of the trade in the shinobi world. These weapons define the user, allowing them to shift the tides of battle with the edge of a blade or the knock of a bow, the song of a flying shuriken or the lethality of a flying kunai.

CHARACTER INSPIRATIONS

When designing this class, it was built with the intent to allow players to utilize different types of Weapons, ninja tools and be able to use that exclusively in a world of Jutsu and seemingly ranged superiority. This Class allows for a variety of fighting styles as shown in the Naruto series and other Manga series that specialize in martial weapon dominance. Players would be able to match or exceed their allies in combat, close- & Long-range sustained combat by being more effective at using Weapons and Ninja tools than the other classes. The characters this class is pulling inspiration from are as follows: Asuma Sarutobi, TenTen, Zabuza Momochi, Kisame Hoshigaki, Temari, Kankuro, Killer B, Mifune, Darui, and Sasuke Uchiha

CREATING A WEAPON SPECIALIST

When creating a Weapon Specialist consider a few things about the character in regards to their stance on fighting and how they view ninja tools. Do they use their weapons as a tool of war or peace? Do they use their weapons as a way to share their ideals while in combat or is it an extension of themselves? Do they use their weapons as a way to give themselves discipline and teach themselves patience? Did they train under another very skilled Shinobi? Or did they become enamored by the people around them and want to emulate their skills and techniques?

QUICK BUILD

You can make a Weapon Specialist quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Constitution. Second, choose the Hyūga, Sarutobi, Inuzuka, Uchiha or Non-Clan, Clans.



CLASS FEATURES

As a Weapon Specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Weapon Specialist level

Hit Points at 1st Level and beyond: 10 + your constitution modifier

CHAKRA POINTS

Chakra Dice: 1d8 per Weapon Specialist level

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

Chakra Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per Weapon Specialist level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, Heavy Armor

Weapons: All Simple and Martial Weapons

Ninja Tools: Trapper Kit, Poison Kit, Weaponsmith Kit, Armorsmith Kit

Saving Throws: Strength, Dexterity, Constitution

Skills: Martial Arts, Choose three from Acrobatics, Athletics, Crafting, History, Intimidation, Perception, Sleight of Hand, Stealth, Survival

EQUIPMENT

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

- (a) Padded Cloth or (b) Combat Jacket or (c) Combat Armor.
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) 1 Simple Weapon or (b) 1 Martial Weapon
- (a) One Kunai stack or (b) One Shuriken stack
- 2 Paper Bombs

JUTSU CASTING

NINJUTSU

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

Ninjutsu attack modifier = your Proficiency Bonus + your Intelligence Modifier

GENJUTSU

Genjutsu save DC = 8 + your Proficiency Bonus + your Wisdom Modifier

Genjutsu attack modifier = your Proficiency Bonus + your Wisdom Modifier

TAIJUTSU

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

Taijutsu attack modifier = your Proficiency Bonus + your Strength Modifier

WEAPON FOCUS

Starting at 1st level, the Weapon Specialist chooses a weapon type (like katana), that they will specialize into. This weapon becomes known as your Weapon Focus. Weapons of that selected type gains a +1 bonus to Attack & Damage rolls and gain one trait from the Weapon Specialist bonus trait chart below. If your weapon already has a selected weapon trait, you can apply an additional rank of that trait to the weapon following that traits rules presented in Chapter 5: Equipment of the Shinobi Handbook. Bonuses to attack and damage gained from this feature also apply to Bukijutsu cast using this weapon type. Once selected you cannot go back and change your selection. If a weapon of the chosen type(s) would later gain any version of the Enhanced Seal, weapon seal, it would not gain the benefit of both this feature and that weapon seal, instead the user must pick one.

Additionally, when using a weapon, you are proficient in as a component in a Bukijutsu or when using the Martial Arts skill, you may instead use Dexterity in place of your Strength as your Taijutsu ability modifier and Martial arts checks. Additionally, you may always use Bukijutsu that the weapon originally qualified for regardless of its current damage type if under the effects of jutsu, weapon seals or features.

Beginning at the 9th level of Weapon Specialist, you may select a second weapon to become your Weapon Focus. Your bonus to Attack & Damage rolls increases to +2 and you gain another weapon trait. Starting at 15th level, you may choose a third weapon to become your Weapon Focus. Your bonus to Attack & Damage rolls increases to +3 and you gain another weapon trait.

WEAPON SPECIALIST BONUS TRAIT CHART

Trait	Note
Blocking	-
Deadly	-
Disarm	Must be Melee
Finesse	Cannot be Two-Handed (Excluding bows)
Flexible	*Choose one damage type from B/P/S. Your weapon gains the Flexible damage type chose with a 1 step damage die decrease.
Grapple	Must be Melee
Hidden	Must be Light
Lethal	-
Multiattack	-
Reach	Must be Melee
Returning	Must be Ranged or thrown
Tactical	-
Thrown	Thrown 1 (30/60), Thrown 2 (60/90), Thrown 3 (90/120)
Trip	Melee

WEAPON FLURRY

Also, at 2nd Level, you are an unrelenting flurry of weapon attacks. You can perform a series of different techniques called Flurry Techniques. These Flurry Techniques use Flurry Die. This die changes as you gain Weapon Specialist levels, as shown in the Flurry Die column of the Weapon Specialist class table.

Once per turn, you can use one of the following Flurry Techniques. Some Flurry Techniques require your target to make a saving throw. The Save DCs for these effects are calculated using your Taijutsu Save DC. You gain additional effects from your **Weapon Form** as you gain levels in this class. You can only use Flurry Techniques with weapons you have marked as your **Weapon Focus**. If a feature would allow you to gain the benefit of additional Flurry Techniques, you may bypass the per turn limits.

ENHANCED DEFLECTION

As a Reaction to taking damage, you gain DR vs the triggering creature, equal to the maximum possible result of your Flurry Die, until the end of the current turn.

CHAINED REACTION [NEW]

When you would cast a Bukijutsu as a reaction, with the *Chain* keyword that rolls non-d20 dice, you can add 1 Flurry die to the result.

CHAKRA STRIKE

On your turn, as part of the same action used to cast a Bukijutsu, you can enhance your combat output. Once per turn, when you deal damage to the target as the result of a Bukijutsu you cast, you deal additional damage equal to the rank of the jutsu (D/C-Rank =1, B/A-Rank=2, S-Rank =3) plus more based on the type of Bukijutsu cast;

- If the Bukijutsu makes no more than 1 attack or forces a creature to make a saving throw to resist damage, its bonus damage is equal to the rank of the jutsu. (D/C-Rank: 1, B/A-Rank: 2, S-Rank: 3) + 2 Flurry Die. This increases to +3 Flurry Die at 11th level.
- If the Bukijutsu makes 2 attacks, its bonus damage is equal to the rank of the jutsu. (D/C-Rank: 1, B/A-Rank: 2, S-Rank: 3) + 1 Flurry Die. This increases to +2 Flurry Die at 11th level. This bonus damage cannot be applied more than 2 times per casting.
- If the Bukijutsu makes 3 or more attacks, its bonus damage is equal to +1 Flurry Die. This increases to +2 Flurry die at 11th level. This bonus damage cannot be applied more than 3 times per casting.

PERCEPTIVE AUGMENTATION

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

FOCUSED EFFICIENCY

When you would cast a Bukijutsu, you can roll 1 Flurry Die and reduce the cost by half the rolled amount.

WEAPON STANCE

Beginning at 2nd Level you adopt a particular Weapon Stance as your specialty. Choose one of the Weapon Stances located in Chapter 13: Customization Options; You can't take a Weapon Stance more than once.

WEAPON FORM

When you reach 3rd Level, you begin to focus your studies on a specific fighting form with your weapons. Your Form grants you Features at 3rd level, and again at 6th, 13th, & 20th Levels. Alongside these Forms, you also learn a Style to help compliment the form you've chosen. You start with 1 style from your chosen weapon Form, and gain more as you level up as a Weapon Specialist.

ABILITY SCORE IMPROVEMENT/FEAT

When you reach 4th and again at 8th, 12th, 16th, and 19th, level, you can increase one ability score by +1, gain 1 rank of Mastery in a skill you are proficient in, & a Feat of your choice that they qualify for. As normal you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

BATTLE READINESS

Starting at 7th level, you have fully learned how to instantly switch from a neutral stance to that of a combat one. You have advantage on Initiative Checks.

CRITICAL FOCUS

Also at 7th Level, all weapons you are proficient in gain +1 rank of the *Critical* property which now applies to Bukijutsu you cast. This increases to +2 ranks at 11th level and +3 at 17th level.

ARSENAL OF WAR

Starting at 10th Level, When you would make a weapon attack with a Weapon Focus on your turn, you can choose one of the following properties to imbue into the attack. You can imbue an attack with a property once per turn, and you must imbue the property when you declare the attack roll.

- **Tenacity:** If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.
- **Cleave:** If you hit a creature with a melee weapon attack roll using this weapon, you can make a melee weapon attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, you deal your weapon's damage die. You can make this extra attack only once per turn.
- **Hampering:** If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn.

SUPERIOR ATTACK

Beginning at 11th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.

SUPERIOR WEAPON FLURRY

Beginning at 14th level, you gain an advanced level of proficiency with one of your *Flurry Techniques*. Select two of the following benefits. You gain an additional benefit at 18th level.

- Your *Enhanced Deflection* flurry technique now lasts until the beginning of your next turn.
- Your *Enhanced Deflection* allows you to choose to add a third of your maximum Flurry Die to your AC instead.
- Your *Perceptive Augmentation* now lasts until the end of your next turn.
- Your *Perceptive Augmentation* now grants you the effects of the Dash action.

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WEAPON FORMS

BATTLE DANCER FORM

Weapon Specialist who focuses on the Battle Dancer Form, utilizing their ruthless efficiency to decimate and defeat unprepared opponents with powerful and deadly melee attacks.

BATTLE TECHNIQUES [CHANGED]

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

Disastrous Strike. When you would use the *Chakra Strike* Flurry Technique, you can increase the number of Flurry die rolled by +1. You also reroll all 1's and 2's, taking the second result.

Forced Regression. When you hit a creature with a Melee weapon attack, you can spend a Bonus Action, to cure one condition you are currently under the effect of except Exhaustion.

BATTLE DANCER STYLES

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

Destructive Dance. Select one creature as a Bonus Action that you can see within 30 Feet of you. Until the end of your turn, you gain advantage on the first two Taijutsu attacks made against the target creature before the end of your current turn. The target creature gains advantage on attacks against you until the end of their next turn. Once per turn, if you score a critical hit during the turn you use this feature, you add your Weapon Specialist level to that damage roll and the target does not gain advantage against you.

Disaster Dance. Once per turn, when you use your Action to Dash, if you end your movement within range to make a melee weapon attack, you may cast a Bukijutsu against the target, rolling a flurry die and reducing the cost by half the rolled amount. Once you use this feature you must spend an Action recovering from the strain before you can use it again.

Exploitive Dance. Once per turn, when you hit a creature two times using a Bukijutsu or weapon attack, you may deal additional damage equal to two flurry die.

Mobility Dance. Once per Turn, when a creature deals damage to you with a ranged attack, as a Reaction, move up to your full movement towards the triggering creature. This movement does not provoke attacks of opportunity. You may gain the benefit of the *Perceptive Augmentation* flurry technique when you use this feature.

Savage Dance. Select one creature as a Bonus Action that you can see within 30 Feet of you. You have advantage on the first Taijutsu attack you make using a Bukijutsu each turn for the next minute. Additionally, you have disadvantage on all attacks made against all other creatures for the duration. This stance ends early if the target creatures hit points drop to 0, either of you fall unconscious or you end it as a Bonus Action. You can use this feature twice per short rest.

Storming Dance. When you score a critical hit with a Bukijutsu or melee weapon attack, you can make one additional melee weapon attack against the same creature. You may gain the benefits of this feature no more than once per turn.

RELENTLESS

Starting at 6th Level, add your Strength or Constitution Modifier (Your choice) to your initiative. Additionally, you gain a +10-speed increase.

WHIRLWIND SWEEP

At 13th Level, you can use your action to perform a whirlwind sweep attack. Select a number of creatures within 10 feet of you and make a single melee taijutsu attack as if casting a Bukijutsu. Compare the result to the creature with the Highest AC amongst all those chosen. You can use any of your Flurry Techniques as part of this attack. If your attack result is 10 or greater than the target AC you treat the attack a critical hit. Regardless, on a successful hit, all select creatures take $10dx + \text{your Strength or Dexterity ability modifier}$. ($X = \text{your [Weapons Damage] die size}$). A critical hit doubles the listed damage die.

Additionally, all target creatures must make a Dexterity saving throw as if targeted by a Bukijutsu you cast. On a failed save they fall prone and are Staggered. You can use this feature twice per rest.

MASTER OF AGGRESSION

At 20th level, your presence on the battlefield is a graceful blur of deadly blades, crippling hammers and daring acrobatics. Your Strength or Dexterity scores increase by 2. Your maximum for those scores increases by 2.

As an Action, by spending 3 Chakra die, you select a space you can see within 90 feet of you. You spend your movement moving at unreal speeds in a straight line towards the target, ending your movement within it, ignoring all difficult terrain or obstructions in your path. This movement does not provoke attacks of opportunity. All creatures of your choice within 10 feet of the path you took becomes targets for the following. Make a two melee Taijutsu attacks at advantage as if casting a Bukijutsu, comparing the results against the lowest AC target amongst all those chosen. You can use any of your Flurry Techniques effects twice as part of each attack. If your attack result is 10 or greater than the target AC you treat the attack a critical hit. Regardless, on a successful hit, all select creatures take $10dx + \text{your Strength or Dexterity ability modifier}$. ($X = \text{your [Weapons Damage] die size}$). A critical hit doubles the listed damage die and all affected creatures become Staggered and Incapacitated. Incapacitated creatures make a Strength saving throw at the end of each of their turns vs your Taijutsu save DC to end the Incapacitated condition. You can use this feature once per rest.



GUNGNIR PIERCER FORM

The Weapon specialist who focuses on the Gungnir Piercer Form, trains in the art of the ultimate spear. A fighting style designed to pierce through all manner of defense, and completely deconstruct an enemy's weaknesses on a surgical level. While utilizing this form you make use of a series of techniques made to strike swiftly and accurately.

GUNGNIR PIERCER TECHNIQUES [CHANGED]

Fenrir's Claw. When you would use the *Chakra Strike*

Flurry Technique and deal piercing damage, you can pierce through the target's defenses. If you do, roll 1 flurry die. You reduce the target creature's DR (damage reduction) by the result until the beginning of your next turn.

Heimdallr Vision. As a Bonus Action, you enhance your senses to gain hyper accuracy until the end of the current turn. You ignore penalties to your attack and damage rolls until the end of the current turn.

GUNGNIR PIERCER STYLES

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

Mímir's Wisdom. As a Bonus Action, select one creature whom you can see, within 60 feet of you. For the next minute, they do not add their Dexterity Modifier to their AC against melee Taijutsu attacks you make with a weapon that deals Piercing damage. You cannot use this effect more than once per short rest.

Hœnir's Silence. As a Bonus Action, you coat a weapon you are holding that deals piercing damage, in a muting chakra. The next time you would deal piercing damage with a Bukijutsu before the end of your turn, you force the target of your attack to make a Constitution Saving throw, being unable to mold chakra until the end of your next turn.

Freya's Golden Tears. Twice per turn, when you would deal piercing damage with a bukijutsu, the target gain 1 rank of bleeding.

Thor's Wrath. When you take the Attack action, using a melee weapon that deals piercing damage, you may cast a Bukijutsu that deals damage, that makes no more than a single attack, as a Reaction.

Vitharr's Vengeance. As a Reaction when you would take damage from any source, each instance of damage you take until the beginning of your turn grants your next melee Taijutsu attack with a piercing weapon one additional flurry die to damage, until the end of your next turn.

SIGURD'S HEROISM

Beginning, at 6th level, your form of combat has instilled you with a sense of heroism.

Twice per long rest, when you see a creature within your movement speed range, be hit by an attack, you may, as a Reaction, attempt to block the triggering attack. When you do, you must move yourself up to the target creature. If you successfully end your movement within 5 feet of them, you can make a melee Taijutsu attack, vs the result of triggering creatures attack roll. On a success, the triggering attack fails, as you deflect it.

FAFNIR'S FANG

Starting, at 13th level, you have learned to lace your weapons with a layer of chakra, sharpening it to a point where even the slightest movement causes the wind to sing as your edge cuts through the air.

When you score a critical hit with a melee weapon attack that deals piercing damage, the target creature gains 2 ranks of lacerated.

RAGNARÖK

Starting, at 20th level, your skill with piercing weapons have reached a point of legend.

As a Bonus Action, by spending 20 chakra or 3 Chakra die, you seal all your chakra within your body, locking it within yourself, while also creating a shell of chakra around your melee weapon that deals Piercing damage.

For the next minute, you cannot cast or maintain Ninjutsu or Genjutsu.

Additionally, For the same duration, when you deal piercing damage with a weapon or Taijutsu attack, you deal additional damage equal to twice your flurry die. Creatures who are Lacerated take twice as much damage. After 1 minute, this feature ends and you cannot use this feature again until you finish a long rest.



OBSIDIAN HAMMER FORM

The Weapon specialist who focuses on the Obsidian Hammer Form, trains in the art of brutality focused around smashing through all obstacles. This form, allows the practitioner to attack with the ferocity of a crashing wave, a collapsing cave, or a compressed star. This fighting style specializes in crippling attacks that break your opponents with powerful strikes that quake the earth.

OBSIDIAN HAMMER TECHNIQUES[CHANGED]

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

Syphon Strike. When you would use the *Chakra Strike* Flurry Technique and deal bludgeoning damage, on a successful hit or a creature failing a save against you, you gain temporary hit points equal to your level plus the [Weapon Damage Die] of the *Chakra Strike*.

Unmend. When you would hit a creature with a melee weapon attack that deals bludgeoning damage, On a successful hit you can *unmend* them. The next time the target would gain hit points, temporary hit points or Damage reduction by any means, they reduce the amount they gain by an amount equal to the result of your flurry die. If they gained Damage reduction that would last longer than this attack, their bonus Damage Reduction is reduced until the beginning of your next turn.

OBSIDIAN HAMMER STYLES

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

Shadow Wall. As a Reaction on your turn, you release chakra creating a spectral shield of obsidian colored chakra in front of you. Until the start of your next turn, you gain damage reduction equal to the maximum possible result of 1 Flurry die vs all sources.

Unleashed! As a Bonus Action on your turn, you release a well of obsidian colored chakra from within yourself, magnifying your power ten-fold. Until the end of your turn, when you deal damage with a Taijutsu attack that deals bludgeoning damage, you deal additional damage equal to 2 flurry die. You can use this feature twice per long rest.

Gritty End. When you would reduce a creature's hit points to 0, using a weapon that deals bludgeoning damage, you gain an additional action, which you can use to make a single weapon attack. This additional attack deals additional damage equal to 2 flurry die. If you trigger this effect more than once, you continue to add additional flurry die with each trigger. You can use this feature a number of times equal to your Taijutsu ability modifier per long rest.

Reprisal. When you would deal damage to a creature maintaining a jutsu or with a jutsu currently active, with a weapon that deal bludgeoning damage, you may, spend 1 Chakra die to immediately break their concentration, ending one of their jutsu's effects, with no need for them to make a concentration check.

Provocation. As a Bonus Action you may take an open stance while also screaming at the opposition to not avert their eyes. Hostile creatures who can see and hear you, within 30 feet of you, gain disadvantage on attacks that target any creature other than you. Until the beginning of your next turn.

Defiance. When you would make a Strength or Constitution saving throw, while wielding a weapon that deals bludgeoning damage, you may, as a Reaction, grant yourself a bonus to the save equal to 1 flurry die.

OBSIDIAN BODY[CHANGED]

Beginning at 6th level, Your body has been strengthened to obsidian. While you have temporary hit points or damage reduction granted to you by one of your Obsidian Hammer features, you have resistance to bludgeoning, piercing, and slashing damage. Additionally, by spending 1 Hit Die or 1 Chakra Die when you make a weapon attack or Taijutsu attack with a weapon that deals bludgeoning damage, you may either use both of your Obsidian Hammer Techniques at once, or you may gain temporary hit points equal to your Martial Arts bonus. If you already have temporary hit points from another Obsidian Hammer feature, these temporary hit points can stack.

OBSIDIAN MIND

Starting, at 13th level, Your mind cannot be read unless you allow it, you cannot be spoken to telepathically unless you allow it, and when you would make a saving throw to resist a Genjutsu, you may roll 1 flurry die, adding the result to the roll. When you use this feature, you cannot be affected by the critical fail result of the Genjutsu. You may do this twice per long rest.

OBSIDIAN SOUL

Starting, at 20th level, your soul has been conjoined with Obsidian spirits. Your loyalty to the Obsidian Hammer form has begun to pay off in spades. Your Strength and Charisma scores both increase by +2, to a maximum of 22.

As a full turn action, you release a jet stream of obsidian colored chakra from every pore of your body. For the next minute, all hostile creatures within 30 feet of you have disadvantage on attacks against creatures other than you and they automatically fail any concentration checks unless they spend 25 chakra to make the check at disadvantage.

Additionally, you add a Flurry die to all damage rolls made with a weapon that deals bludgeoning damage, and to all Strength saving throws, skill checks, and ability checks. You can use this feature once per long rest.



PHANTOM BLADE FORM

The Weapon specialist who focuses on the Phantom Blade Form, trains in the art of a blade style long hidden, and closely guarded. This form, teaches the user to both attack like a phantom, and to train your phantom to attack as well. This fighting style specializes in Delayed attacks that strike it's targets long after the attack was ever made.

PHANTOM BLADE TECHNIQUES [CHANGED]

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

Phantom's Edge. When you would use the *Chakra Strike* Flurry Technique, you may delay all of your attacks damage. At the beginning of the targets next turn, they take all of the damage they would have taken this turn from all of your weapons delayed damage. This damage cannot be reacted to.

Phantoms Eclipse. When you are targeted with a melee attack, while wielding a weapon that deals slashing damage, you may as a Reaction, roll 3-flurry die. At the end of the triggering creatures turn, they take delayed damage equal to the result.

PHANTOM BLADE STYLES

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

Ghostly Blade Stance. Once per turn, when you target a creature with a melee weapon attack or Bukijutsu, with a weapon that deals slashing damage, you may, cause your blade to gain the properties of a ghost, moving through all defenses at once. Roll 1 Flurry Die. Reduce the targets Armor Class by half of the result, until the end of your current turn, against only your attacks. You may use this stance twice per rest.

Specters Dance Stance. Select one creature you can see or hear as a Bonus Action. While wielding a melee weapon that deals slashing damage, you gain 30 feet of Blindsight against the selected creature for 1 minute, until you or the target drops to 0 hit points, or you fall unconscious. You may use this stance twice per long rest.

Haunting Siphon. When you would reduce a creatures hit points using a melee weapon that does slashing damage, until the end of your next turn, the target cannot regain hit points by any means.

Ghastly Execution. When you would reduce a creatures hit points to 0 using a melee weapon that does slashing damage, the damage is delayed until the beginning of their next turn. You gain an additional Action, which can be used to take the attack action using a melee weapon attack that deals slashing damage, targeting another creature you can reach with your remaining movement. If you would reduce another creatures hit points to 0 using this new attack, delay the damage as you did prior, gaining a new action with the same limitation as before. You can gain a number of additional actions this way three times per rest.

Oppressive Revenant. When you would cast a Bukijutsu with a melee weapon that deals slashing damage, you may as a Bonus Action release a surge of phantasmal chakra. All creatures within 15 feet of you must succeed a Constitution Saving throw, being unable to Mold Chakra or make a Reaction against you until the end of your next turn. Creatures affected by this feature, takes additional damage equal to your Flurry die once per turn when they would take damage. You can use this feature twice per long rest.

Delayed Ethereallness. When you hit a creature with a Taijutsu attack as the result of a Bukijutsu that deals slashing damage, you can delay the damage you deal until you choose to release it. At the end of each of your turns, you can add one Flurry die to the delayed damage. Maintaining this delayed damage counts as concentrating on a B-Rank Jutsu and can only be maintained while within 30ft of an affected creature, ending your turn more than 30ft away from the target causes you to lose concentration on this effect. You may release the delayed damage as a Reaction if it is not your turn, or as an action on your turn. If you lose concentration, while maintaining this effect, the delayed damage is lost.

FIRST STEP: A SINGLE DROP

Starting at 6th Level, you have learned that delaying attacks can grow stronger, the longer they are delayed. When you would delay damage using any Weapon Specialist Class Feature, you may extend the delayed damage up to the end of your next turn.

When you do, the delayed damage dealt increased by an amount equal to 4 flurry die. You may use this part of the feature twice per short rest.

Additionally, when you would use a Flurry Technique granted by the Phantom blade subclass, that rolls a flurry die, you roll one additional Flurry die, adding it to the results of any effect used.

SECOND STEP: OVERFLOWING MALICE

Starting at 13th Level, you can use your action to take the *Overflowing Malice* stance, so long as you have a melee weapon that deals slashing damage. When you do, you gain a special Reaction call *Retribution* that can only be triggered by creatures within 15 feet of you that take any action or moves. This special Reaction, when taken does not spend your normal Reaction.

Retribution. Your weapon gains *Reach 3* and you make a single melee Taijutsu attack against the triggering creature. This attack is treated as if you casted a Bukijutsu at A-Rank with the *Clash* keyword, swiping fast enough cut through most forms of matter. On a hit, you deal twice your [Weapons Damage] and if you are Delaying any damage on that creature as a result of any *Phantom Blade* subclass feature, you immediately trigger that delayed damage.

LAST STEP: PHANTASM STANCE

At 20th level, your presence on the battlefield is a ghastly visage of ghoulish attacks, and dastardly blades. Your Strength or Dexterity (your choice) and Wisdom or Intelligence scores (your choice) increase by 2. Your maximum for those scores increases by 2.

Additionally, when you would roll flurry die you roll an additional flurry die. This is in addition to *First Step: A Single Drop*. When you would roll a flurry die, if the result of the roll on the roll is less than 4, The result becomes 4.

PRIMAL WEAPON FORM

The Weapon specialist who trains in the art of the Primal Weapon, infuses their attacks with their natural born Nature Release, releasing powerful elemental strikes with each attack.

PRIMAL WEAPON TECHNIQUES [CHANGED]

Starting at 3rd level, Select one nature release keyword. (*Earth, Wind, Fire, Water, or Lightning Release*). You gain the ability to learn jutsu with the select nature release. If you select a Nature Release you already have, you can instead learn one Jutsu of the chosen nature release that you qualify for. You also learn additional Flurry Techniques that supplement your Primal Weapon form.

Primal Reverb. When you would use the *Chakra Strike* Flurry Technique with an attack, all creatures of your choice within 5ft of the target take damage equal to your flurry die + your Ninjutsu ability modifier of your chosen nature release's corresponding damage type. (*Water Release = Cold*).

Primal Strike. When you deal your weapon's damage to a creature, you can spend 1 a Bonus Action to force them to make a constitution saving throw. On a failed save, they suffer 1 rank of your Chosen Nature Releases Primal Effect found on the **Primal Effect** table at the end of this class description.

Primal Pulse. When you take damage, as a Reaction roll 1 Flurry Die, and record the result. You gain temporary Hit points equal to 3 x the result of the flurry die until the end of the current turn.

PRIMAL WEAPON STYLES

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

Primal Riposte. As a Reaction, when you see a creature within 60 feet of you cast a Ninjutsu, Taijutsu, or Bukijutsu that would deal damage, you can cast a Bukijutsu you know with a casting time of 1 Action. This Bukijutsu gains the Clash keyword if it didn't prior, and you immediately initiate a Clash. If the triggering Ninjutsu does not have the Clash keyword, they make their Clash check at disadvantage. You may use this feature twice per short rest.

Primal Edge! As a Bonus Action on your turn, you bathe your weapon in your chosen Nature Release. For the next minute, your weapons damage counts as both its original damage type, and your chosen nature release's corresponding damage type for the purpose of triggering features or other jutsu you cast. Additionally, when you deal damage with your weapon as a result of a weapon or Taijutsu attack, you deal additional damage equal to 1 Flurry die of your chosen nature releases type for the next minute. You can use this feature a number of times equal to your Proficiency Bonus per long rest.

Primal Cloak. As a Bonus Action on your turn, you spend 1 chakra die and coat your body in your chosen Nature Release. For the next minute, your speed is increased by 10 feet, you gain resistance to your chosen nature releases corresponding damage type and when you deal damage of your nature releases corresponding damage type, you add 1 flurry die to the damage dealt.

Provocation. As an action, you select one creature you can see within 30 feet of you. You mark them with a special nature seal. For the next minute, each time you score a hit with a Bukijutsu you cast, the seal grows in size, gaining 1 charge. This special seal can hold up to 10 charges. As a Bonus Action on your turn, you can trigger this seal to detonate, dealing 1d8 damage of a type equal to your chosen nature releases corresponding damage type for each charge present when it detonated.

Primal Penetration. As a Bonus Action, you magnify your nature releases power. For the next minute, you ignore resistance to your Nature Releases corresponding damage type. You can only use this feature twice per rest.

PRIMAL BLADE [CHANGED]

Beginning, at 6th level, you learn to manifest a weapon made of pure chakra. Once per turn at no action cost, you can manifest or unsummon your **primal weapon**. The weapon manifested must be one you have as a **Weapon Focus**. This weapon is *Chakra Enhanced*, its damage counts as both its original weapons damage type and as your nature releases corresponding damage type for the purpose of jutsu and Weapon Specialist class feature interactions. This weapon gains all weapon seals and properties from any one weapon you currently have as your **Weapon Focus**.

Additionally, you can use up to two Flurry Techniques granted by the **Primal Weapon** subclass while using your **Primal Weapon**.

During **Primal Weapon**, the first ninjutsu you cast that deals your nature release's corresponding damage type each turn is treated as having the Chain X keyword.

Finally, for the duration of your **Primal Weapon**, if yourself or a willing creature casts a Bukijutsu while within 15 feet of you, you can spend 5 chakra to enhance it, giving the jutsu cast your chosen nature release keyword, and adding 1 flurry die to its damage roll.

PRIMAL POWER [CHANGED]

Starting, at 13th level, the first time each turn, you would inflict your chosen nature releases **Primal Effect** condition as a result of a Bukijutsu you cast or Weapon special class feature, that condition is magnified, increasing the number of ranks they gain by +1.

Additionally, when a target within range of your weapon fails a saving throw for a jutsu you cast that deals your nature releases corresponding damage type, you can cast a Bukijutsu with the Chain keyword as a bonus action that turn.

MASTER OF THE PRIMAL

Starting, at 20th level, your presence on the battlefield is an explosion of the elements and weapons. Your Strength or Dexterity (your choice) and Intelligence scores increase by 2. Your maximum for those scores also increases by 2.

Additionally, you can use your Action and 3 Chakra die to gain the following benefits for 1 minute. These effects end early if you are incapacitated or fall to 0 hit points. Once you've used this feature, you can't use it again until you finish a long rest:

- You gain Resistance to Slashing, Piercing and Bludgeoning Damage.
- Once per turn, when an ally takes the attack action within 30 feet of you, you may add 2 Flurry die to their damage roll, of your chosen nature releases damage type.
- When you cast a Jutsu of your chosen Nature Release, you can take the Attack Action, as a Bonus Action.

PRIMAL EFFECT TABLE

Nature Release	Condition
Earth Release	Bruised
Wind Release	Bleeding
Fire Release	Burned
Water Release	Chilled
Lightning Release	Shocked

