

# TSUNADE'S STUDIES

## ON SHINOBI HERITAGE

NARUTO 5E

Compendium of all Published Clans  
in the Naruto 5e System

# CREDITS

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## ON THE COVER



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## ABURAME CLAN

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

—Tatsunami Aburame.

*The Long Road, Ch. 11 excerpt.*

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

## CREEPY CRAWLY

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

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

## ABURAME TRAITS

### Recommended Ability Score Increase:

+2 Intelligence, +1 Wisdom

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

**Skill Proficiencies:** Nature, Animal Handling

**Extra Language:** Insect-Speak, you can understand and speak to insects.

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

## ABURAME FEATURES

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

**Bug Host:** Beginning at 1st level, you gain a +1 bonus to any Constitution saving throw you make, as the bugs inside of your body fight to resist whatever detrimental effect may be harming you. This bonus increases to +2 at 11<sup>th</sup> level and +3 at 18<sup>th</sup> level. At 7<sup>th</sup> level this bonus can be applied to Wisdom saving throws as well.

**Chakra Sense:** Also at 1st Level, by spending 1 minute focusing on communicating and controlling the insects in the surrounding area, you can sense the direction and general distance of creatures that utilize chakra within a 1-mile radius of you for the next hour. Beginning at 11<sup>th</sup> level, you can instead do this as an Action.

**Insect Focus:** Starting at 3rd Level you learn to focus on and specialize in a particular type of insect. You may select another type at 7<sup>th</sup>, 15<sup>th</sup> and, 18<sup>th</sup> level.

- **Ants:** As an Action you can plant bugs on creature you are touching. You do this a number of times equal to your Ninjutsu Ability Modifier per Long Rest. These bugs last until your next Long Rest. For the duration you can track the creatures with your bugs by following a unique scent, always knowing the direction they are in and how far they are while they are within 500 feet. At 11<sup>th</sup> level this becomes 1 mile. You can plant bugs on a creature in combat if they take damage from or fail a saving throw against an Aburame Hijutsu. The creature must make a Perception Check against your Ninjutsu Save DC to detect the bugs.

- **Beetles:** Whenever you inflict ranks of Envenomed using Aburame Hijutsu or features, you can instead inflict an equal number of ranks of Sealed. At 11<sup>th</sup> level, you can absorb the creature's chakra instead of inflicting Sealed and gain 2 Temporary Chakra Points for each rank of Envenomed.

- **Parasites:** Once per round, when you would inflict a rank of Envenomed using Aburame Hijutsu you can spend a Bonus Action to increase the inflicted ranks by 1. Beginning at 11<sup>th</sup> level, a number of times equal to your Ninjutsu Modifier per Long Rest, you can force the target to make a Constitution Saving Throw against your Ninjutsu Save DC instead of spending a Bonus Action.

- **Maggots:** Twice per turn, when you would deal damage with an Aburame Hijutsu, you may deal extra damage equal to your Proficiency Bonus.

- **Flies:** You gain 30 feet of Chakra Sight or Tremorsense, pick one. At 11<sup>th</sup> level this becomes 60 feet.

- **Locusts:** Once per Short Rest, as a Bonus Action you can fill the area within 30 feet of you with insects for 1 minute, making the area Lightly Obscured. You can select a number of creatures equal to your Ninjutsu Ability Modifier to be unaffected. At 11<sup>th</sup> level you gain advantage on Perception Checks within the area.

- **Worms:** You gain a Burrowing Speed equal of 15 feet.

When you burrow, you leave a tunnel large enough for one person to fit through.

At 15<sup>th</sup> level, Aburame Hijutsu you cast gain a bonus to damage rolls against Constructs equal to your Ninjutsu Ability Modifier.

- **Moths:** You can gather a swarm of bugs to carry you. You gain a Flight Speed of 15 feet, can Hover and can use your Reaction to gain the benefits of Wind Release: Feather Fall at D-Rank at no chakra cost. Flying takes Concentration, as if Concentrating on a D-Rank Jutsu. At 11<sup>th</sup> level, your Flight Speed increases to 30 feet.



# ABURAME CLAN JUTSU

## D-RANK:

### HUMAN COCOON

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Special

**Components:** HS, CM

**Cost:** Special

**Keywords:** Hijutsu, Ninjutsu

**Description:** Using the Insects that are inhabiting your body, you create a cocoon large enough to hold you and hang from any surface that can hold you for a variety of scenarios both in and out of combat.

**Out of Combat:** This cocoon is Waterproof and can be used as a Sleeping bag allowing you to hover above the ground, away from land creatures who can't reach you. While inside your Cocoon, you look like a large insect going through metamorphosis not garnering the attention of other creatures. If used as a part of a Short Rest, you recover the maximum possible hit points or Chakra from hit dice and Chakra dice rolled. If used as part of a long rest, you recover additional hit points equal to your level + proficiency bonus.

**In-Combat:** By spending 3 Chakra, for the next minute, you can assume a defensive position within your cocoon suspending yourself in a stealthy position. While in this stealthy position stealth checks are made with 1d8 bonus to the check. Any movement or action used to complete any task other than maintaining your stealth immediately ends stealth and this jutsu's bonus.

### INSECT SPHERE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

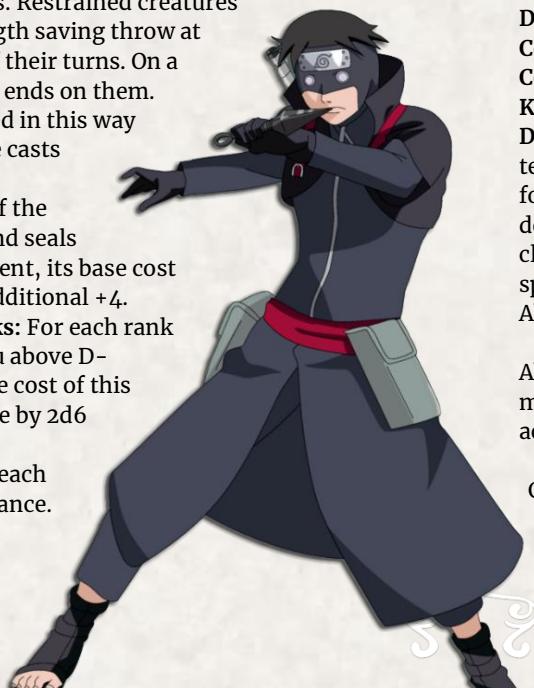
**Keywords:** Hijutsu, Ninjutsu

**Description:** You send a swarm of insects to entrap a target creature. The target must make a Dexterity saving throw. On a failed save they are restrained as you deal 4d6 poison damage to the restrained target at the end of each of your turns. Restrained creatures can make a Strength saving throw at the end of each of their turns. On a success, the jutsu ends on them.

While restrained in this way

Jutsu the creature casts has its base cost increased by +4. If the jutsu requires hand seals (HS) as a component, its base cost increases by an additional +4.

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



### PARASITIC DESTRUCTION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You send your swarm of insects to strike a creature in range, ignoring cover. Make a ranged ninjutsu attack dealing 4d6 poison damage. On a successful hit, affected creature must make a Constitution saving throw, becoming *Envenomed* on a failed save.

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

### PARASITIC TOUCH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You coat your hands with a razor thin coating of toxic chakra siphoned from the insects you are hosting within your body.

Make two melee Ninjutsu attacks, dealing 2d8 Poison Damage on a hit. A creature hit by both attacks must succeed a Dexterity Saving Throw or gain a rank of Envenomed, and has disadvantage on their next attack roll targeting you or you gain advantage on the next saving throw against they impose, whichever happens first, before the end of their next turn.

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

## C-RANK:

### INSECT CLONE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** Special (8 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Clone

**Description:** Your variation of the shadow clone technique, where you create a single clone of yourself formed out of Insects, called an *Insect Clone*. This jutsu does not cost chakra to maintain concentration on. This clone does not have any weapons or tools and cannot speak. *Insect Clones* are able to cast up to 2 D-Rank Aburame Clan Hijutsu.

After the clone reaches 0 Hit points, performs 2 Aburame clan Hijutsu, its Summoner has ended its turn more than 120 feet away or is dismissed as a bonus action the jutsu ends.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at A-Rank, increase the rank of jutsu Insect clones can cast to C-Rank.

## VOLATILE SWARM

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (45-Foot Line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You collect a swarm of tunnelling centipedes and burrowing beetles along your arms and fingers, unleashing them in a torrent of bugs in a line in front of you. All creatures in a 45 foot long, 5-foot-wide line, originating from you, must make a Dexterity Saving Throw, taking 5d6 Poison Damage on a failed save, and half as much on a successful save.

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

## INSECT JAR TECHNIQUE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, when you or an allied creature in range would take damage.

**Range:** Self (10-feet)

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your insects swarm around you and allied creatures creating a 10-foot barrier centered on you. The barrier erected has  $4d10+12$  hit points, and intercepts damage meant for you or any creature within the barriers area. This barrier lasts until the beginning of your next turn and creatures within the barriers area cannot be targeted by jutsu or effects that require line of sight.

When this barrier is erected, all creatures of your choice are ejected from its area, being pushed to the closest space on the outside of the barriers area.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and hit points by  $2d10+6$

## B-RANK:

### INSECT AMP

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You fill your insects with an intense surge of Chakra enhancing their overall potential and abilities.

For the duration, when you would cast an Aburame Hijutsu that deals damage, its increase is increased by +1 damage die and now adds your ninjutsu ability modifier if it did not already.

Additionally, if an Aburame Hijutsu you cast would increase the base cost of a creatures jutsu, that base cost penalty is increased by an amount equal to the rank of the Hijutsu cast. (D-Rank: +4, C-Rank: +6, B-Rank: +8, A-Rank: +10, S-Rank: +12)

## PARASITIC INSECT CLOUD

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your insects create a noxious gas that is exuded from your body. When you cast this jutsu, you select an area you can see within range and the gas is moved to this area. Creatures in the path of the gas on the way to the chosen location, and creatures who start their turn in the gas, must make a Constitution saving throw, becoming Envenomed and taking 5d8 poison damage on failure, or taking half damage and suffering no effects on a success. At the beginning of a creatures turn where they start inside the gas, they repeat the saving throw. As a bonus action on each turn thereafter, for this jutsu's duration you may move this cloud 30 feet.

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

## A-RANK:

### PARASITIC GIANT INSECT

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You insert a special insect that burrows into the skin of your target and then explosively grows the more flesh and chakra it consumes. Make a Melee Ninjutsu Attack. On a hit, at the start of the target creature's next turn, the insect explodes out of their body, leaving a giant hole in their wake, dealing  $10d10$  Necrotic Damage that ignores Damage Reduction,  $8d10$  Chakra Damage, and inflicting 2 ranks of Bleed. The creature then has to succeed a Constitution Saving Throw to resist the poison the insect leaves behind or gain a rank of Envenomed. A creature can have more than one parasitic giant insect implanted in them at a time.

You can choose to plant the insect subtly by making a Sleight of Hand Check against the target's Passive Perception. You can also delay its growth by designating the number of rounds the insect will wait to start eating at the time of casting, to a maximum of 10.

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

## CLAN FEATS

### HIVE MINDED

Category: Clan

Prerequisite: Aburame Clan, Level 8+

Your insects treat you and your body as a hive, it's queen, and its army. You gain the following benefits;

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When you would make a check to maintain concentration on an Aburame clan Jutsu, you may instead make an **Intelligence (Chakra Control)** check.
- When you would make an Intelligence or Charisma saving throw to resist the effects of a Genjutsu, you may use the bonus provided by your *Bug Host* feature for these saving throws.

### INSECT NEST INTEGRITY

Category: Clan

Prerequisite: Aburame Clan

You learn to utilize the hive mind integrity of your insects to cast and maintain Ninjutsu, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You reduce the cost to maintain Aburame clan jutsu by an amount equal to its rank. (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)
- You learn one additional Aburame clan jutsu that you qualify for.
- You can learn and create Aburame clan jutsu in half the time.

### SYMBIOTIC INSECTS

Category: Clan

Prerequisite: Aburame Clan, Level 4+

You provide more than just a home for your insects to thrive, and they provide more than just combat utility. You gain the following benefits;

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain 60 feet of Darkvision as insects who thrive in total darkness impart on to you their extrasensory abilities.
- You can go for 1 week without food or Water as the insects inside your body pass on their survival capabilities. After 1 week without appropriate levels of food or Water, you gain 1 rank of exhaustion for every extra day you go without.
- When you would complete a short rest, your insects transpose their energy onto you. You roll a number of additional d4's equal to half of your Proficiency bonus, adding the result to your Chakra points regained.



# AKIMICHI CLAN

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

—Tatsunami Aburame

The Long Road, Ch. 6 excerpt.

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

## BIG APPETITE

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

## AKIMICHI TRAITS

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

Con, +1 Str

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

**Skill Proficiencies:** Athletics, Survival

## AKIMICHI FEATURES

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

**Lunch Breaks:** When you take a short rest, you regain additional Hit Points equal to twice your current **Calories**.

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

**Food Pills:** At 3rd Level, the you gain access to a special form of military food pills. These Pills enhance the intensity of your metabolism allowing for powerful bonuses based on which pill you take. The Pills can be taken in whichever order you wish once you gain access to them. Regardless, if you ever take two of these pills during a single initiative, one minute after consumption you must make a DC 18 Constitution Save. On a failure you gain 4 ranks of Weakened for the next 10 minutes, which cannot be removed, unless by a Jutsu that removes conditions of at least B-Rank cast on you. You gain each pill at the described levels.

If you would consume all three pills, after 1 minute you enter the unconscious condition. Every 10 minutes thereafter, you must make a DC 23 Constitution save. If you fail this save three times in 1 hour, you drop to 0 hit points and begin Dying. While dying in this way, you cannot regain hit points. The only way to be stabilized is to have a Jutsu, with the *Medical* keyword that removes conditions of at least A-Rank cast on you. If you are not stabilized within 1 hour after entering this state, you die.

Beginning at 18<sup>th</sup> level, you cannot fall unconscious as a result of consuming all three pills.

- **Green Spinach Pill:** At 3rd level, you gain the green spinach pill. As a Bonus action you can eat this pill. Upon consumption, you must spend 5 calories. When you do, increase the damage die of all unarmed attacks and Taijutsu you cast by 1 Step ( $d4 > d6 > d8 > d10 > d12$ ) for 1 minute. You can gain the benefit for this pill, twice per rest.
- **Yellow Curry Pill:** At 7th Level, you gain the yellow curry pill. As a Bonus action you can eat this pill. Upon consumption, you must spend 5 calories. When you do, you gain +4 to your Strength ability score, +2 to your constitution saving throws, and temporary hit points equal to your level, for the next minute. You can gain the benefit of this pill, twice per long rest.
- **Red Chili Pill:** At 11th Level, you gain the Red Chili Pill. As a Bonus action you can eat this pill. Upon consumption, you must spend 7 Calories. Increase the damage die of Unarmed attacks by +1, and Akimichi Clan Jutsu by +2, for 1 minute. You can gain the benefit of this pill, twice per long rest.

**Fat Insulation:** Beginning at 15th level, your fat protects you from harmful conditions. When you would suffer the Shocked or Chilled conditions you can spend 4 Calories to end one of such conditions.

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



# AKIMICHI CLAN JUTSU

## D-RANK:

### BODY FAT CUSHION

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** CM

**Cost:** 4 Chakra or 2 Calories

**Keywords:** Hijutsu, Ninjutsu

**Description:** You expand your body like a balloon reducing damage by cushioning impacts. You gain resistance to Bludgeoning and Slashing damage, and take an additional die of damage from Piercing damage, until the start of your next turn.

### EMPTY CRASH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra or 2 Calories

**Keywords:** Hijutsu, Taijutsu

**Description:** You smash the ground upheaving chunks of stone and hurling them towards a target creature within range. Make a Ranged Taijutsu attack. On a Hit you deal 4d6 Bludgeoning damage. If the *Partial Expansion* Clan jutsu is active when you use this jutsu, you instead deal 6d6 Bludgeoning damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the Chakra cost of this jutsu by 3 or the Calorie cost by 1 and damage by 2d6

### HUMAN BOULDER

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 5 Chakra or 3 Calories

**Keywords:** Hijutsu, Taijutsu, Clash

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

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

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

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the Chakra cost of this jutsu by 3 or the Calorie cost by 1 and damage by 2d12 and 2d6. If this jutsu is cast at B-Rank or higher your hair spikes as you deal an additional 4d6 piercing damage to the target creature and creatures you pass through. If this jutsu is cast at S-Rank, increase the distance you can move up to 90 feet, being able to move in any direction and turn corners. Creatures can only be affected by this jutsu no more than twice if you would pass over them more than once using this additional movement.

### PARTIAL EXPANSION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 4 Chakra or 2 Calories

**Keywords:** Hijutsu, Taijutsu

**Description:** If you spend Calories to activate this jutsu, you do not have to spend Chakra to maintain this jutsu for the duration. You temporarily expand a portion of your body enhancing the impact potential of each unarmed attack. Your unarmed attack range is 10 feet for the duration and your unarmed damage die becomes a d8.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the Chakra cost of this jutsu by 3 or the Calorie cost by 1. When cast at B-Rank, increase the damage by 1d8 (2d8). When cast at S-Rank, increase the damage by 2d8. (3d8).

## C-RANK:

### FULL-BODY-EXPANSION

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

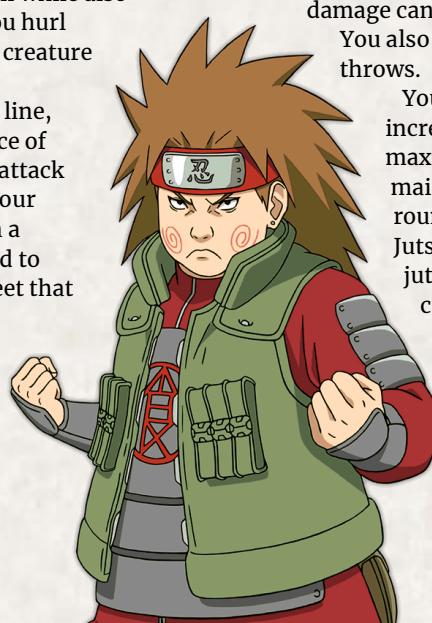
**Cost:** 8 Chakra or 4 Calories

**Keywords:** Hijutsu, Ninjutsu

**Description:** If you spend Calories to activate this jutsu, you do not have to spend Chakra to maintain this jutsu for the duration. You temporarily expand your entire body growing in size. For the Duration you increase your Size by 1 Category (Medium > Large > Huge). You also increase the damage you deal using Akimichi clan jutsu that use strength by  $xd4$  ( $X$ = your Strength Modifier). This bonus damage can be applied no more than twice per turn.

You also gain advantage on all Constitution saving throws.

You can cast this Jutsu a second time, increasing your size by 1 category to a maximum of Huge. This makes the Cost of maintaining this jutsu become 8 Chakra per round. If you become huge as a result of this Jutsu, the bonus damage your Akimichi clan jutsu deals instead becomes  $Xd6$ . Also, creatures make saving throws against Akimichi Clan Jutsu you cast at disadvantage.



## MULTI-SIZE ARM MISSILE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 9 Chakra or 5 Calories

**Keywords:** Hijutsu, Taijutsu, Clash

**Description:** You can only cast this jutsu while gaining the benefits of either *Partial Expansion* or *Full-Body-Expansion* Akimichi clan jutsu.

When you cast this jutsu you hold your arm out in front of you as you then inject a mass of Chakra and calories into it as it rapidly expands. So quickly in fact that it strikes, crushes and pushes everyone in a 30-foot line originating from you. All creatures in range must make a Strength saving throw taking your unarmed damage + 2d8 on a failed save or half as much on a success.

Creatures who failed their saving throw are bruised, knocked back 10 feet, and are knocked prone.

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

## SUPER OPEN HAND SLAP

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, M

**Cost:** 9 Chakra or 5 Calories

**Keywords:** Hijutsu, Taijutsu, Clash

**Description:** As part of the requirements of this jutsu, you must already have either *Partial Expansion* or *Full-Body-Expansion* jutsu active. Chakra erupts from the palm of your hand to the point of it becoming visible. This Chakra increases the weight, muscle density and impact of your palms. As a part of the activation of this jutsu, make a Melee Taijutsu Attack. On a Hit, you deal your unarmed damage + 5d8.

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

**At Higher Ranks:** For each rank

you cast this jutsu above C-

Rank, Chakra cost

of this jutsu by 3

or the Calorie

cost by 2 and

the damage by

2d8.

## B-RANK:

### BUTTERFLY MODE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 minute

**Components:** HS, CM

**Cost:** 6 Calories

**Keywords:** Hijutsu, Ninjutsu

**Description:** You release Chakra from your back as it forms into the shape of butterfly wings and becomes visible to the naked eye of your design. For the duration of this jutsu, you cannot use the *Full-Body-Expansion* jutsu and you gain immunity to poison damage. You increase the damage you deal making melee weapon or unarmed attacks or casting Akimichi Hijutsu using strength, by an amount equal to Xd6 (X= your Proficiency bonus). If you would cast a Taijutsu that isn't an Akimichi clan Hijutsu, you instead increase the damage by half the bonus damage die, you would if it were an Akimichi Hijutsu. This bonus damage can be applied no more than twice per round. You also gain advantage on strength and constitution and saving throws, and Strength based ability and skill checks. When this jutsu ends, you lose all remaining Calories and cannot gain calories until you complete a long rest.

### CALORIC RECHARGE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** CM

**Cost:** Special

**Keywords:** Hijutsu, Taijutsu

**Description:** By spending any number of calories, you are able to regain hit points by forcibly converting them into healing energies.

For every Calorie spent this way, you regain 1d8 hit points, up to a maximum of 10 calories spent. Once you cast this jutsu, it cannot be cast again for 10 minutes.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at S-Rank, you instead regain 1d12 hit points per Calorie.



## A-RANK:

### BUTTERFLY BULLET BOMB

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** Special

**Keywords:** Hijutsu, Taijutsu, Clash

**Description:** As part of the requirements for this jutsu, you must have either *Full-Body-Expansion* or *Butterfly Mode* jutsu active. You forcibly convert all of your remaining calories into Chakra and funneling it into your fist as you attempt to make a devastating single attack. Reduce your remaining calories to 0. Make a melee taijutsu attack against a creature in range. On a hit, you deal  $10d10$  Bludgeoning +  $1d10$  additional damage for every Calorie you had remaining before this jutsu's casting and all creatures in a 30-foot cone behind the target creature must make a Dexterity saving throw, taking half the damage dealt as bludgeoning damage, being knocked back 20 feet and becoming staggard on a failed save. After the conclusion of this jutsu, Butterfly Mode ends immediately, and you cannot regain Calories until you take a long rest.

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

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#### ART CREDIT

Dennisstelly on Deviant Art

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## CLAN FEATS

### FOOD BORN HARDINESS

Category: Clan

Prerequisite: Akimichi

You learn to store more calories in your fat, you gain the following benefits:

- Increase your Constitution score by 1, to a Maximum of 20.
- Increase your Calorie count by your character level.
- Increase your calorie count by an additional +1 calories every level thereafter.

### FAT CONVERSION [NAME/CHANGED]

Category: Clan

Prerequisite: Akimichi Clan, Level 8+

You have learned to convert your Calories to provide additional benefits. You gain the following Benefits;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- As a bonus action on your turn, you can spend 5 Calories and 2 Chakra die. When you do, you regain a number of chakra equal to the result of the spent Chakra die + your Constitution ability score. You can do this once per long rest.
- Akimichi clan Jutsu you cast using Calories, have their calorie cost reduced by 1.

### IRON GUT

Category: Clan

Prerequisite: Akimichi Clan, Level 4+

You have undergone rigorous training to condition your body to absorb nutrition from anything. You gain the following benefits;

- When you would eat a consumable, such as a *Blood Pill*, *Military Ration Pill*, or any other ingestible consumable item, you regain 1d4 calories. You can regain calories this way twice per short rest.
- You have resistance to the Envenomed and Weakened Condition rolling advantage on all saving throws and checks made to resist such conditions.
- Poison damage you take from the Envenomed condition is reduced by 1 step (D6>D4).
- You gain advantage on skill checks and Saving throws to resist environmental Hazards & Conditions.



# BAKUTON CLAN

"We are in way over our heads!" Senko says. "Don't you dare give up on me!" her red haired Uzumaki friend responds. They find themselves in a rather dangerous situation. The building is collapsing in around them, their enemies have escaped, and they have a downed ally, while they are also all wounded. "You have to use it Senko!" the Uzumaki screams. "What!? No! I haven't mastered it yet, what if the blow back~" she begins, but is caught off guard by her friend's tearful pleas. "Fine! Stand back. I'm about to blow us out of here. Stand back!!!"

—Tye Tiken  
At Worlds End, Ch. 3 excerpt.

## AN EXPLOSIVE PERSONALITY

The Bakuton Clan is a clan without a clear family name, but one with a fearsome history and purpose. Members of this clan can be found in villages, across the country, and are used to great effect in different military institutions. The Bakuton Family line is one of power, and absolute authority. These shinobi are known to control a battlefield through force alone, and very few can say they would stand a chance against one in a head-to-head match.

### BAKUTON TRAITS

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

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

**Skill Proficiencies:** Chakra Control, and your choice between Ninshou or Martial Arts.

**Explosion Release Affinity:** You begin with either Earth or Lightning Release Affinity. (Pick one)

### BAKUTON FEATURES

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

**Branch Style:** At 1st level, you realize which part of the Bakuton branch style you hail from. From time long immemorial the Bakuton blood split creating diverging family traits. You can learn Clan jutsu with the corresponding Branch style Keyword. This cannot be changed later on.

- **Artistic Style:** One with the ability to mold clay, stone and other inorganic material into malleable catalyst for your Explosion Release given the title
- **Reckless Style:** One with the ability to manipulate and create explosions on command within their physical reach, but at an increased potency.

**Cataclysmic:** Beginning at 1st level, Bakuton Hijutsu you cast deals double damage to structures, constructs and objects. At 11th level, four times damage, and at 18th, six times damage.

**Concussive Blasts:** Beginning at 3rd level, your high ordinance blasts leave your enemies reeling. You gain a number of shrapnel Dice, which are d6's equal to your proficiency bonus. When you would roll damage for a Bakuton clan Hijutsu, you can increase that damage by spending shrapnel die, up to your remaining amount, rolling the spent die and adding the result to the damage dealt. You regain spent die when you complete a short or long rest.

Beginning at 7<sup>th</sup> level, you can add your Ninjutsu ability modifier to your Bakuton Hijutsu, if you did not already, twice per turn.

Beginning at 11th level, your shrapnel die size increases by 1 step to a d8.

Beginning at 15<sup>th</sup> level, you have learned to create more focused and compressed explosions. Whenever you would spend Shrapnel die to increase the damage of your Bakuton Hijutsu, the total damage ignores resistance and pierces Damage reduction and you can choose one creature for each Shrapnel Die spent to exclude them from your Jutsu's area of effect.

Beginning at 18<sup>th</sup> level, whenever you roll an 8 or higher naturally on your shrapnel die, you can roll that die again, adding the new roll to the previous roll as additional force damage. If you would roll the maximum amount again, you can repeat this process until you don't roll the maximum.

**Explosion Release:** The Bakuton clan has a unique talent for manifesting Explosion Release due to their close affinity to both Earth and Lightning Release. Beginning at 7<sup>th</sup> level you gain the second Nature release you didn't select from *Explosion Release Affinity* clan trait and when casting a Bakuton Clan Hijutsu or Ninjutsu with the Earth or Lightning Release Keywords, you can change the damage type if any to Force and if the range is a Cone, Sphere, or Square, increase the area of effect by 15 feet.

## BAKUTON CLAN JUTSU

### D-RANK

#### EXPLOSION RELEASE: BREAK

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

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

**Description:** You create a precise, targeted explosion, inflicting 10 force damage to an unattended object that you can see within range. Even if the object remains intact, it flings small shards of shrapnel at creatures within 5 feet of it. Each creature must make a Dexterity saving throw, taking 3d6 piercing damage on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above D-



Rank, increase the cost of this jutsu by 3 and damage to objects by 10 and the damage to creatures by 2d6.

## EXPLOSION RELEASE: CLAY BIRDS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Lightning Release, Earth Release, Fuinjutsu, Artistic Style

**Description:** You mold clay, earth, or another inorganic earthen substance into three birds of your description. These birds then soar towards a target within range, ignoring cover. Make one ranged Ninjutsu attacks. On a hit you deal force damage equal to  $3d10 +$  your Ninjutsu ability modifier. On a hit, affected creature(s) must make a Strength saving throw, being *Concussed* until the end of their next turn on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the number of creatures you can target by +1 and the damage by  $1d10$ .

## EXPLOSION RELEASE: CLAY SPIDERS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 45 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Lightning Release, Earth Release, Fuinjutsu, Artistic Style

**Description:** You mold clay, earth, or another inorganic earthen substance into a cluster of small spiders that scurry and skitter towards a creature before attaching themselves to it and detonating in a glorious explosion.

Select one creature you can see within range. The spiders climb their way onto the target. At the beginning of the creatures next turn you can decide if the spiders detonate forcing the original target and all creatures within 10 feet of them to make a Dexterity saving throw. On a failed save creatures take  $3d6$  force damage on a failed save or half as much on a successful one.

If the affected creature would take fire damage before the spiders detonate, the spiders react like gunpowder and explode immediately, forcing the creature to make a dexterity saving throw at disadvantage, taking  $5d6$  force damage on a failed save.

If the affected creature takes lightning damage, or casts a Jutsu with the lightning release keyword with a range of self the spiders become inert immediately ending nullifying this jutsu.

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

### ART CREDIT

Davonnnn on the Naruto reddit

## EXPLOSION RELEASE: FURY

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu, Lightning Release, Earth Release, Reckless Style

**Description:** You begin to channel explosive chakra throughout your body, making everything you touch explode on contact, giving you an advantage in hand-to-hand combat.

For the duration your [Unarmed Damage] becomes  $2d6$  and instead deals force damage. The first time each turn when you would deal [Unarmed Damage] to a creature with DR (damage reduction) as a result of Armor, you reduce their total DR by -2 for the next minute. This effect can stack up to 3 times. A creature whose DR is reduced by this jutsu can spend an Action restore their DR back to its original value.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B-Rank or higher, the DR penalty increases to -3. If this jutsu is cast at S-Rank, the damage die becomes  $3d6$ .

## EXPLOSION RELEASE: PUNCH!

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu, Lightning Release, Earth Release, Reckless Style

**Description:** You channel explosive chakra into one of your fists, before swinging out in a furious haymaker. Make a taijutsu attack against a creature or object within range. On a hit, you deal your unarmed damage  $+ 6d4$  force damage.

Additionally, the target must make a Strength saving throw, being pushed back 15 feet, falling prone and being Dazed on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by  $2d4$ . If this jutsu is Cast at B-Rank or higher, the number of attacks you can make is increased to two.

## EXPLOSION RELEASE: SOOT PILE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15-Foot cube)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You emit a large explosion of toxic ash and soot from your palms, creating a lingering cloud of poison filling a 15-foot cube originating from you, that settles after one minute. Creatures other than you, that enter the cloud's radius for the first time on their turn, or are within the cloud

at the beginning of their turns, must make a Constitution Saving Throw, gaining 1 rank of Envenomed on a failure.

## C-RANK

### EXPLOSION RELEASE: CLAY FLIGHT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Lightning Release, Earth Release, Fuinjutsu, Artistic Style, Construct

**Description:** You mold clay, earth or another inorganic earthen substance into the shape of a single bird of your description that you then inject your chakra into through a special chakra seal. You do not lose concentration of this jutsu as a result of failing a concentration check.

This bird grows in size until it is large enough to carry one creature on its back and has the capability to aid you in battle. This bird is proficient in all saves and uses half of your ninjutsu ability modifier as its proficiency bonus.

You can command the bird as a bonus action on your turn. The bird has the following statistics;

### EXPLOSION RELEASE: FLIGHT OF THE TSURUBEBI

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, M

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu, Lightning Release, Earth Release, Reckless Style

**Description:** You build up chakra in your palms, and the soles of your feet, and release it in bursts to fly short distances. You do not need to spend chakra to maintain concentration on this jutsu and it uses your ninjutsu attack bonus or save DC for effects that require it.

For the duration you gain 3 special movements that you may take instead of your movement action on each of your turns. Each movement allows you to move up to half of your speed by flying. This movement does not provoke attacks of opportunity, and whenever you use one of these movements, all creatures within 5 feet of where you began your movement must make a dexterity saving throw, taking 3d8 force damage on a failed save. You must end each movement on a solid object or ground that can hold you. If you do not, you fall and your movement ends.

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

### CLAY BIRD

*Large Construct, unaligned*



**Armor Class:** 12+ Your Ninjutsu Ability Modifier

**Hit Points:** 33

**Speed:** 45 ft Flying Speed.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

**Damage Vulnerability:** Lightning

**Damage Immunities:** Poison, Psychic

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

**Senses:** passive Perception 10

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

**Elemental Weapons.** The Clay Bird attacks are chakra enhanced.

### ATTACKS

**Multiattack.** The Clay Bird can attack 2 times with its Peck.

**Peck. Melee Weapon Attack:** reach 5 ft., one creature. **Hit:** 8 (2d6 + 3) Piercing damage.

**Ram.** If the Clay Bird flies in a straight line for at least 30 feet it can perform the Ram attack. All creatures in a straight line after the bird has moved at least 30 feet must succeed a Dexterity saving throw, taking 6d6 bludgeoning damage on a failed save or half as much on a success.

**Detonation:** As an action the Clay Bird explodes in a beautiful incendiary display. All creatures within 10 feet of the bird must succeed a Dexterity saving throw vs your Ninjutsu save DC. On a failed save they take 6d8 force damage or half as much on a successful save.

### EXPLOSION RELEASE: PRIME

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** 8 Hours

**Components:** HS, CM

**Cost:** 6 Chakra

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

**Description:** You seal explosive chakra into a non-chakra enhanced medium or smaller object that you touch, priming it to be detonated on your command. Anytime during the duration of this jutsu, you can use an action, bonus action, or Reaction to detonate any number of objects affected by this jutsu, if you have line of sight each of them. Upon detonation, each creature within 15 feet of it must make a Dexterity saving throw, or take 3d8 Force damage. A creature in the area of more than one fiery burst is affected up to three times. Objects within the radius of the blast take damage as well.

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



## EXPLOSION RELEASE: REPELLING BLAST

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction which you take when hit by a melee or ranged attack.

**Range:** 60 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 6 Chakra

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

**Description:** You hold up an opened palm, and launch forth an explosion, precise enough to send projectiles flying back at their senders. Reduce the damage of the attack by  $5d6 +$  your Ninjutsu Modifier. If this reduces the damage to 0, the attacking creature becomes the target of the attack, using your damage reduction result as damage so long as they are within range. This jutsu can transfer the attack's effects as well.

Additionally, if this reduces the damage of a melee attack to 0, the attacking creature must make a Strength save. On a failed save, a weapon of Greater or lesser quality is destroyed.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage reduction by  $2d6$  and the quality of a melee weapon that can be destroyed is increased by 1 step.

## B-RANK

### EXPLOSION RELEASE: ABSOLUTE DEATH BOMBING

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 200 feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 14 Chakra

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

**Description:** You create a small, volatile ball of chakra, hurling it into the air, where it flies towards a space you can see within range towards the ground and explodes in a 40-foot radius. All creatures in the area must make a constitution saving throw, taking  $6d8$  force damage, or half as much on a successful save. Creatures who fail the save by 5 or more take an additional  $3d8$  damage and gain the deafened and weakened condition for 1 minute.

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

### EXPLOSION RELEASE: CLAY CHASE DOWN

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Lightning Release, Earth Release, Fuinjutsu, Artistic Style, Construct

**Description:** You create two constructs made of clay that will autonomously hunt down creatures of your choice.

The constructs have hit points equal to twice your ninjutsu save DC and an AC equal to your Ninjutsu save DC. If the constructs hit points reach 0, it explodes.

Select a target for each construct to hunt down. At the end of each of your turns, the construct moves 30 feet towards its target, if the target is flying it will move to a space where it is as close as physically possible to the creature. If the construct ends its movement within 5 feet of its target, it explodes.

When a construct explodes, all creatures within 10 feet of it must make a Strength saving throw. A creature can only be affected by an explosion caused by a construct made by this jutsu once per turn. On a failed save, they take  $8d6$  force damage and gain 1 rank of Bruised or half as much on a successful save.

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

## EXPLOSION RELEASE: LANDMINE FIST

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Taijutsu, Lightning Release, Earth Release, Reckless Style

**Description:** As a part of the activation of this jutsu, you must have *Explosion Release: Fury!* active. You gather a frightening amount of chakra into your fist, before slamming it into an opponent. Make a melee taijutsu attack. On a hit, you deal your [Unarmed Damage] +  $8d6$  Force damage. Each creature in a 10-foot cone behind the initial target must make a Dexterity saving throw, On a failed save, creatures take the same damage the original creature took. On a success, they take half damage.

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

## A-RANK

### EXPLOSION RELEASE: TOWER OF THE SUN

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** Full Turn Action

**Range:** Self

**Duration:** Instant

**Components:** CM

**Cost:** 20 Chakra

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

**Description:** You release the chakra limiters in your body, and create a monstrous, tower shaped explosion using your body as its catalyst. You die, and leave behind no corpse.

All creatures within 500 feet of you must make a Constitution saving throw, taking  $200d4 + 100$  Force damage on a failed save or half as much on a success.

Unattended objects and structures within range of this jutsu are instantly destroyed.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and damage by  $25d4 + 25$ .

## A-RANK

### EXPLOSION RELEASE: ATOMIC MISSILE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** Full Turn Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Taijutsu, Lightning Release, Earth Release, Reckless Style

**Description:** You propel yourself at a target within range. The target can be a space, a creature, object or structure as your use your explosion release launches you like a missile. While propelling yourself, your chakra rotates you furiously like a bullet as smoke begins to trail behind you, as you ram into your target causing a reckless explosion on impact.

All creatures, and non-worn objects and structures within 60 feet of the target, excluding you must succeed a Dexterity saving throw. On a failed save taking your unarmed damage + 10d8 force damage or half as much on a successful save.

Additionally, all creatures within 15 feet of the target excluding you must succeed a Constitution Saving Throw. On a failed save, they take 6d8 Force damage and all equipment not being carried or worn of Greater Quality or lower is destroyed, or they take half as much damage and no other effects on a success.

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

### EXPLOSION RELEASE: CLAY DRAGON

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CM, HS

**Cost:** Special (22 Chakra)

**Keywords:** Hijutsu, Ninjutsu, Lightning Release, Earth Release, Artistic Style, Construct

**Description:** You weave your handsigns, summoning a huge dragon formed from clay, earth or another inorganic earthen substance of your description.

You cannot lose concentration on this jutsu as a result of a failed concentration check.

You command the dragon telepathically and it only listens to you. It enters the initiative directly after you and requires no action to command it. It is proficient in all saving throws, using your ninjutsu ability modifier as its proficiency bonus and uses your ninjutsu attack bonus or save DC for effects that require it.

You may as a bonus action or reaction cause the dragon to use its Detonation ability.

The dragon has the following Statistics;

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Hit points by 2d10 + 15



### CLAY DRAGON

*Huge Construct, unaligned*

**Armor Class** 14+ Your Ninjutsu Ability Modifier

**Hit Points** 138 (12d10 + 60)

**Speed** 60 ft Flying Speed.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

**Damage Vulnerability** Lightning

**Damage Immunities** Poison and Psychic; Bludgeoning, Piercing and Slashing.

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

**Senses** passive Perception 10

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

**Elemental Weapons.** The Clay Dragon attacks are chakra enhanced.

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

### ATTACKS

**Multiattack.** The Clay Dragon can attack 2 times with its Tail.

**Tail.** Melee Weapon Attack: reach 10 ft., one creature. Hit: 19 (3d8 + 5) Bludgeoning damage.

**Ram.** If the Clay Dragon flies in a straight line for at least 10 feet it can perform the Ram attack. All creatures in a straight line after the dragon has moved at least 10 feet must succeed a Dexterity saving throw, taking 6d8 bludgeoning damage on a failed save or half as much on a success.

**Explosive Breath (Charges: 3).** The Clay Dragon casts **Explosion Release: Clay Birds** at A-Rank as if you had cast it, using your Ninjutsu attack bonus, save DC or ability Modifier when needed.

**Detonation.** The Clay Dragon explodes in a beautiful incendiary display. All creatures within 20 feet of the dragon must succeed a Dexterity saving throw vs your Ninjutsu save DC. On a failed save they take 12d8 force damage or half as much on a successful save.

### ART CREDIT

C2 Dragon by goriverde on Deviant Art

## CLAN FEATS

### AUGMENTED EXPLOSIVES

Category: Clan

Prerequisite: Bakuton Clan, Level 4+

The destructive potential of your explosions have increased significantly. You gain the following Benefits;

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- You gain +2 additional shrapnel die.
- When you would spend a *Shrapnel Die*, you instead add twice the result.

### ART IS AN EXPLOSION!

Category: Clan

Prerequisite: Bakuton Clan, Level 8+

You have learned to feed into both forms of art. You gain the following Benefits;

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- You gain the second clan Style that you did not pick at 1st level, gaining access to all of that Styles Hijutsu.
- Your shrapnel die increases by 1 step.

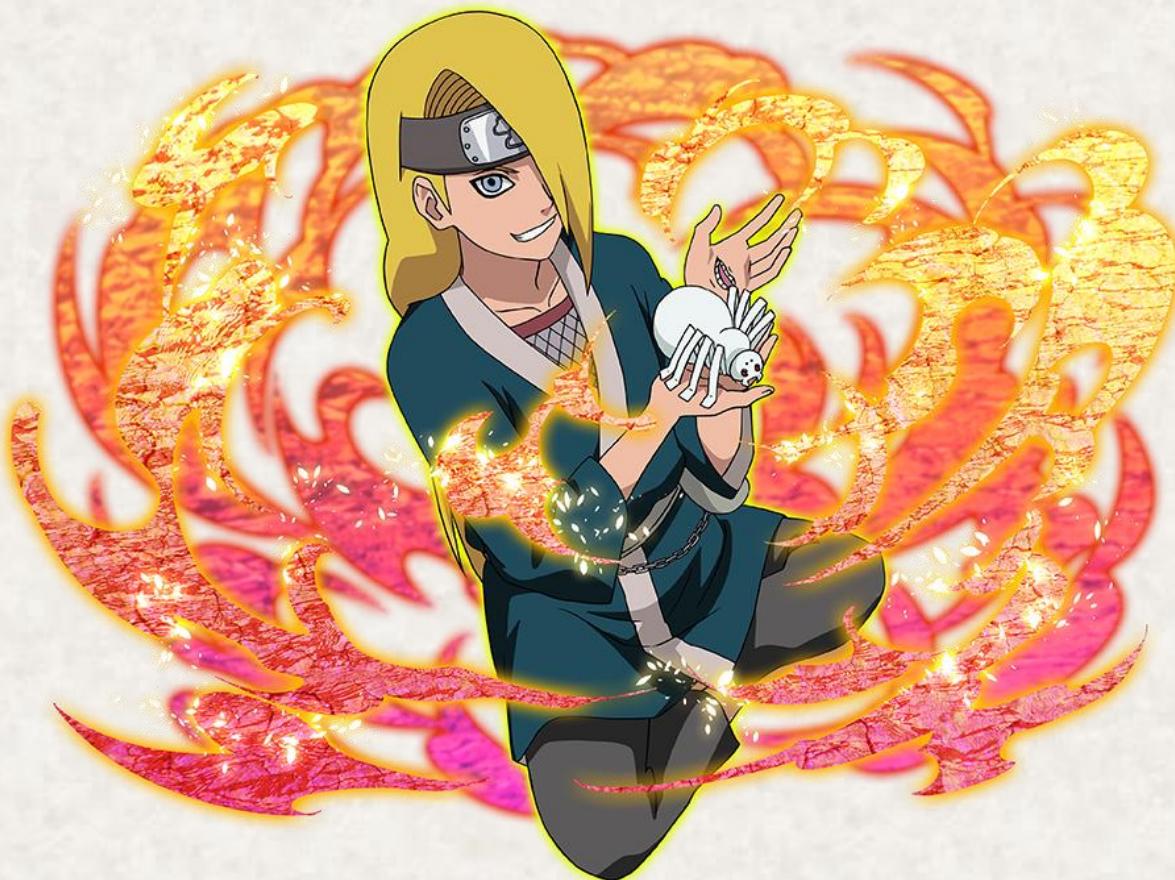
### DETONATOR'S GAMBIT

Category: Clan

Prerequisite: Bakuton Clan, Level 12+

When something explodes, you just can't contain yourself. You find that all explosions push you ever closer to ecstasy. You gain the following Benefits;

- When you roll a Shrapnel die, you treat 1's as 2.
- You gain +2 additional shrapnel die.
- Whenever you naturally roll the maximum damage on a *Shrapnel Die* or a Bakuton clan Hijutsu damage die add +3 Force damage to the total damage dealt.
- When you would cast **Explosion Release: Tower of the Sun**, you instead do leave behind a corpse. If you are revived after casting this jutsu, you are unable to cast that ever again.



# CHINOIKE CLAN

"You're going to tell me everything you know or else!" The Mist captain yells at a wounded farmer, pointing a sword at his neck. The farmer appears to be in a trace from shock. Beneath their feet lie the bodies of 5 warriors who tried fighting off the mist shinobi but to no avail. The farmer gives no answer. "Ugh! This guy is useless! Tonima, use your genjutsu to figure out where those Anbu went!" "On it boss!" Tonima moves towards the old man and weaves the signs to enter his mind. Near instantaneously, Tomina is surrounded by a pool of red water and is greeted by a pair of ominous black and red eyes in the sky. He ends his jutsu and recoils in horror, dazed and in a pool of sweat. Before the captain and the other squad can ask what is wrong, a voice can be heard in the distance. "You mist shinobi really are all brawn no brain." A man walks from behind the trees and faces towards the Mist. As the Mist began exclaiming as the mysterious figure, the man calmly responds. "The residents of this village died a long time ago." The eyes of the man turn black with an ominous red as the corpses and the wounded villager begin rapidly producing a black, cancerous growth from their bodies. In a flash, the bodies erupt, turning the Mist to ash."

—Kikushi Uchiha  
The Long Road, Ch. 30 excerpt.

## BLOOD ARCHITECTS

The Chinoike is a clan that was active in the land of lightning then exiled to the valley of hell in the land of hot water which then led to peace for generations until a civil war broke out and many of the Chinoike clan died. In the present day, only a few Chinoike remain, scattered throughout the world.

### CHINOIKE TRAITS

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

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

**Skill Proficiencies:** Illusions, pick one Chakra Control or Ninshou

**Passive Affinity:** You begin with the Water release affinity.

### CHINOIKE FEATURES

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

**Sanguine Prowess:** Beginning at 1st level, you begin to understand how to manipulate iron present in liquids and develop an affinity towards techniques with blood. When you would cast a jutsu with the Water Release keyword, as part of the same action, you can cut yourself and release your blood, losing an amount of hit points equal to the rank of the jutsu cast (*D-Rank: -2, C-Rank: -4, B-Rank: -6, A-Rank: -8, S-Rank: -10*) In exchange, the jutsu cast gains the benefit of being near a sufficient source of water, if applicable. If not applicable, reduce the cost of the jutsu by -1.

Starting at 3rd level, your control over blood in conjunction with water release chakra improves, becoming far more complex and intricate. When a jutsu would benefit from this feature, you can grant the jutsu, once per casting, an additional die of damage, healing, or a +1 to Save DC. At 11th level, you can pick a 2nd benefit, though you cannot select the same benefit twice.

**Ketsuryūgan:** The fabled *Ketsuryūgan* of the Chinoike clan, this haunting Dojutsu is able to manipulate the blood of the enemies of the Chinoike clan to destroy them upon the inside. This eye is also the catalyst for incredible genjutsu that rivals the Sharingan in power.

Beginning at 3rd level, you can as a bonus action spend 5 chakra to activate this mythical Dojutsu for 10 minutes. While this eye is active, you have resistance to necrotic damage and advantage against the bleeding condition. Additionally, whenever you deal cold damage, you can change the damage type to necrotic.

Starting at 11th level, your eye improves the circulation of blood. You become immune to the bleeding condition, and creatures that you apply the bleeding condition to increase the damage die of the bleeding condition by 1 step.

Starting at 15th level, when a creature takes damage from the bleeding condition that was inflicted by you, they take an additional amount of flat damage equal to the ranks of bleeding they possess.

For the duration of your *Ketsuryūgan*, you can take the following actions; You can use these clan features a number of times equal to your proficiency bonus per long rest.

- Action:** You can supercharge the circulation of blood within yourself and allied creatures within a 15-foot radius of you until the end of your next turn. All affected creatures gain a +1 to AC and damage rolls and a +15 bonus to movement speed and the benefits of the *Disengage* action. Additionally, allied creatures other than yourself affected by this enhanced blood circulation gains bonus damage die to their next two instances of damage dealt equal to your Ninjutsu (or Genjutsu, whichever is higher) ability modifier before the beginning of your next turn.

- Bonus Action:** When you cast a jutsu with the Water Release keyword, you can use the prowess of the *Ketsuryūgan* to mold the excess chakra of the jutsu to improve your defense and drain the life force of enemies. You gain temporary hit points equal to your jutsu's Save DC for the next minute, and if your jutsu deals damage with an attack or failed saving throw, its damage becomes necrotic and you recover Xd6 hit points on a hit or failed save, once per casting, where X is equal to your proficiency bonus. If the creature is resistant to your damage, halve the amount gained.

- Reaction:** You improve the flow of blood within the brain to enhance you or an ally's mental acuity to defend against attacks of the mind. When you or an allied creature within 30 feet would fail a *Mental* saving throw, you can grant the creature a bonus to these types of saving throws equal to your Wisdom or Intelligence modifier (Pick one).

At 7th level, the affected creature gains advantage on rolls to resist *Mental* conditions, and resistance to psychic damage, until the end of their next turn.

Starting at 18th level, when you would fail a saving throw against a genjutsu, you can choose to automatically succeed, suffering no damage or effects.



**Blood Pact:** Starting at 7th level, by leaving traces of your blood within your allies, you can form a bond with one another, your blood acting like an aegis.

During a long rest, you and one willing creature can spend 1 hit die each to transfuse each other's blood into yourselves. The allied creature becomes known as your **Bonded ally**. While bonded to a creature this way, you both gain the following benefits until both of you complete a full rest; At 15th level, you can have a 2nd Patron.

- You know if you and your **Bonded ally** are within 1 mile of each other. You also know if they are dead or out of chakra.
- You and your **Bonded ally** are aware of any negative conditions affecting each other, provided you are both within 1 mile.

- When either you or your **Bonded ally** would receive healing from a medical jutsu, the creature in question can use their reaction to split the healing between one another, as long as you both are within 90 feet of each other.
- Your **Bonded ally** adds half your Wisdom or Intelligence modifier (pick one), rounded up, to any death saving throws. If your **Bonded ally** would automatically fail a death saving throw, they instead roll another saving throw, rather than immediately fail.
- Lastly, if a creature would attempt to read the mind or force one of your **Bonded ally** to give information or act against their will, the triggering creature(s) must make a Charisma saving throw against your Genjutsu Save DC. On a failed save, the creature sees the eyes of your *Ketsuryūgan* appear and they immediately take  $Xd10$  psychic damage, where X equals your proficiency bonus. The jutsu or ability which triggered this feature, immediately fails. Affected creatures who are unprepared for this effect, are surprised. Once this ability activates, your Blood Pact with this Patron ends.



# CHINOIKE CLAN JUTSU

## D-RANK

### BLOODLETTING WEAPONRY

**Classification:** Hijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keyword:** Hijutsu, Water Release, Ninjutsu

**Description:** You bite your thumb and swathe your arm to the side, forming a melee weapon in your hand using the blood of your thumb and the water molecules in the air.

Select one melee weapon of your choice. You create this weapon as a +1 weapon. This weapon loses the heavy property if it possessed it and gains the Finesse property if it does not possess it. You are always proficient with weapons you create with this jutsu and can use Wisdom for weapon attack and damage rolls. The weapon's damage can be either cold or necrotic (you choose upon casting), though the weapon still counts as its original damage type for the purpose of casting *Bukijutsu*.

If your *Ketsuryūgan* is active while this jutsu is active, you cannot lose concentration on this jutsu as the result of damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank or higher, its duration becomes 10 minutes. If this jutsu is cast at B-Rank or higher, this weapon gain an additional weapon property and once per turn when you hit a creature with an attack using this weapon, they must succeed a Constitution saving throw or gain one rank of Bleeding. If this jutsu is cast at A-Rank or higher, it becomes a +2 weapon. If cast at S-Rank, its duration is increased to 1 hour and Once per turn, when you attack with this weapon, you can make an additional weapon attack.

### BLOOD DAGGERS

**Classification:** Hijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** 10 Minutes  
**Components:** HS, CM  
**Cost:** 5 Chakra

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

**Description:** You manipulate the water and iron in the atmosphere to make two iron-rich aqua daggers that swirl around you in the air. As a bonus action, you can send out one dagger at a creature within 60 feet. Make a ranged ninjutsu attack, dealing  $3d4 + \text{your Ninjutsu ability modifier}$  in piercing damage on hit. Once all daggers have been thrown, this jutsu ends.

If your *Ketsuryūgan* is active while this jutsu is active, on a successful hit the affected creature makes a Constitution saving throw gaining a rank of bleed on a failure.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank or higher, increase the number of daggers this jutsu generates by +1. If this jutsu is cast at B-Rank or higher, increase its damage die to a d6. If this jutsu is cast at A-Rank or higher, increase the number of daggers this jutsu generates by +1. If this justu is cast at S-Rank increase its damage die to a d8.



## ENHANCED CIRCULATION

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** CM

**Cost:** 5 Chakra

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

**Description:** You quickly improve the blood flow to your heart, briefly granting you heightened reaction speed and survivability. Until the start of your next turn, increase your AC by +4, including against the triggering attack, and you have advantage on Constitution saving throws.

## GENJUTSU: ICHOROUS ILLUSIONS!

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS,CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Visual, Unaware

**Description:** As part of the requirements for casting this jutsu, you must have the *Ketsuryūgan* clan feature active. You make eye contact with a creature and place them under a unique genjutsu which hijacks the blood flow to their brain. The creature must make a Wisdom saving throw. Affected creatures can repeat their saving throw at the end of each of their turns, and once per turn when they would take damage. A creature resistant or immune to fear has advantage on this saving throw.

**Critical Success:** This jutsu ends and the target becomes immune to this jutsu for  $1d4+1$  rounds.

**Success:** The creature experiences a mild tension headache, but is able to resist this jutsu's effects, ending this jutsu.

**Failure:** The target begins to hallucinate, distorting the appearance of creatures around them, making them unable to distinguish friend from foe. When the target would go to target one of your allies, it must succeed a Perception check vs your Genjutsu Save DC at disadvantage. On a failure, the creature believes your ally to be one of their allies and attacks a creature that is hostile to you within range instead. If there is no such creature within range, their attack or jutsu fails. The creature is also unable to utilize or benefit from abilities that would allow them to omit creatures from being affected by an attack or jutsu for the duration.

**Critical Failure:** Same effects as a failure, however, the creature is now swarmed with panic. A creature under this jutsu's effects can only move, take the attack action, or cast a jutsu of C-Rank or lower on their turn.

## GENJUTSU: KETSURYŪGAN!

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Genjutsu, Visual, Tactile

**Description:** As part of the requirements for casting this jutsu, you must have the *Ketsuryūgan* clan feature active. You look into the eyes of a creature and utilize your *Ketsuryūgan* to make your genjutsu more effective.

As part of casting this jutsu, you can cast any D-Rank Genjutsu that you have on your jutsu known list, at no additional chakra cost. The jutsu must have a casting time of 1 action or bonus action, must not have the range of self, and must not have the NT or M components, to be used with this jutsu. The range of the genjutsu cast becomes the range of this jutsu and can only affect the target you are making eye contact with. This jutsu can be used without breaking stealth.

Your Genjutsu gains a +1 to attack, damage die, and initial Save DC. If the Genjutsu allows the creature to repeat their saving throw to end the jutsu's effect, the next time they would do so, they roll at disadvantage.

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

## C-RANK

### GENJUTSU: BLOOD LAKE!

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Water Release, Genjutsu, Tactile

**Description:** A genjutsu that causes the target to experience a drowning sensation, exhausting themselves as if their body truly underwent physical trauma. Select one target within range. This creature must succeed a Wisdom saving throw.

If this jutsu is used while your *Ketsuryūgan* is active, all creatures within 5 feet of the target, of your choice, must also make this saving throw.

**Critical Success:** The creature is able to resist this jutsu effects, and cannot be affected by this jutsu for 1 minute.

**Success:** The creature is able to resist this jutsu's effects.

**Failure:** The creature loses sight of their surroundings, and sees a small fissure open underneath their feet, revealing a red ocean. The creature falls into water and feels as though it has been trapped for several days, constantly trying to escape and not drown. The creature gains 2 ranks of Exhaustion for 3 rounds.

**Critical Failure:** Same effects as a failure, but the target takes  $4d8$  psychic damage, instead gain 3 ranks of Exhaustion.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the range by 15 feet, and the duration of the Exhaustion condition by 1 round.

## RED DEATH

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** Self

**Duration:** Instant

**Components:** HS, W (Shuriken, Kunai, or *Blood Dagger*)

**Cost:** 7 Chakra

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

**Description:** You can cast this jutsu as a Bonus Action while holding a Shuriken or Kunai. Or you can cast this jutsu as part of the casting the *Blood Daggers* Hijutsu.

These enhanced weapons are covered with vile blood, so potent that it appears almost black.

Once cast, until the end of your next turn, the next weapon attack or Ninjutsu attack made with your weapon, deals an additional  $3d10$  cold or necrotic damage. The creature must also make a Constitution saving throw, gaining 1 rank of bleeding, or Lacerated if they are currently lacerated on a failed save. Once you land this attack, this jutsu ends.

If this jutsu is used while your *Ketsuryūgan* is active, this jutsu's damage also deals damage to the creature's chakra points, and on a failed save the creature becomes unable to recover hit or chakra points until the end of your next turn.

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

## SANGUINE SPHERE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You form a large 10-foot sphere of water in front of you and spit fresh blood into a sphere, turning it completely red. You then move the sphere to a point within range and cause it to explode into shards of water.

Each creature of your choice within 20 feet of the sphere when it explodes must make a Dexterity saving throw. On a failed save, creatures take  $4d6$  cold damage and gain 2 ranks of bleeding, or half the ranks of bleeding as ranks of Lacerated if they are currently Lacerated. If an affected creature already has ranks of bleeding or is Lacerated, on a failed save, you can alternatively choose to give them the Weakened condition for the duration of their bleeding and/or lacerated condition.

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

## B-RANK

### BLOOD CLOT SPIKES

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when a creature would cast a Jutsu with the M component.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 10 Chakra

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

**Description:** As a reaction to a creature using a jutsu with the M component, you manipulate their blood to coagulate and spike, restricting their blood flow. Make a Ninshou or Illusions skill check contested by their Martial Arts. You gain a +1 to your skill check for each rank of Bleeding the target may possess (Max +5).

On a success, the creature's movement is interrupted being reduced to 0 until the end of their next turn, causing their jutsu to fail and chakra to be wasted. The creature also takes  $4d8$  necrotic damage.

If your *Ketsuryūgan* is active when you cast this jutsu and you succeed your skill contest by 5 or more, the target is restrained for the duration of this jutsu, able to make a Strength saving throw at the start of each of their turns to break free. If a target is restrained for an entire minute, they fall unconscious due to their inhibited blood flow.

### GENJUTSU: NUMBNESS!

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Genjutsu, Unaware

**Description:** As part of the requirements for casting this jutsu, you must have the *Ketsuryūgan* clan feature active. Make a ranged genjutsu attack against one creature in range. On a hit, you make a creature feel invincible, distracting them from the fact that their body has been compromised.

Each time the creature takes damage while this jutsu is active, if they possess damage reduction, their damage reduction value is treated as half, otherwise, they take an extra  $1d6$  + your Genjutsu ability modifier in necrotic damage, which cannot be reduced. A creature cannot be under this jutsu's effects multiple times.

This jutsu's effects can trigger a number of times equal to your proficiency bonus, after which this jutsu ends.

## A-RANK

### BLOOD DRAGON ASCENSION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CM, CS

**Cost:** 20 Chakra (Special)

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

**Description:** As a part of the requirements of this jutsu, you must have the *Ketsuryūgan* active and be near a sufficient source of water. You slash both of your wrists and allow the blood to pour into the water below. The wounds on your arms heal and the water bubbles and boils, until it erupts into a dragon.

You command the Dragon, and it only listens to you (no action needed). The cost of this jutsu cannot be reduced in any way. It is proficient in all saving throws, using your Ninjutsu or Genjutsu ability modifier as its proficiency bonus and uses your ninjutsu or genjutsu attack bonus or save DC for effects that require it. (You must decide whether the Blood Dragon uses your Ninjutsu or Genjutsu scores on casting. This cannot be changed later, and it must use the same score for both its proficiency bonus, and attack and save dc).

You may as a bonus action or reaction cause the Dragon to use its **Detonation** ability.

The Blood Dragon rolls initiative as it has its own turns, using your Ninjutsu or Genjutsu Ability Modifier as its Initiative, and uses the following Statistics;

The Blood Dragon uses your Ninjutsu attack bonus for its attack rolls.





## BLOOD DRAGON

Gargantuan Construct, Unaligned

**Armor Class** 15 + Your Ninjutsu or Genjutsu Ability Modifier

**Hit Points** 170 (16d10+75)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	25 (+7)	1 (-5)	10 (+0)	1 (-5)

**Damage Vulnerabilities** Earth

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Damage Immunities** Necrotic, Poison, Psychic

**Condition Immunities** Bleeding, Bruised, All Mental and Sensory, Paralyzed, Petrified, Envenomed

**Senses** Blindsight 60 ft., Passive Perception 10

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

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

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

**Liquidus Body.** Creatures are able to pass through your body at your summoner's discretion. If a creature ends their turn in your space, they are immediately ejected out of you in a space that can hold them.

## ACTIONS

**Multiaattack:** The Blood Dragon can attack 2 times with its Bite or Hydra Bullet.

**Bite:** Melee Weapon Attack: reach 10 ft., one creature. Hit: 3d10 + 6 Cold or Necrotic damage (pick one).

**Hydra Bullet:** Ranged Weapon Attack: Range (60/120), one creature. Hit: 4d6+6 Cold or Necrotic damage (pick one).

**Viscious Vortex:** The heads of the dragon converge and form into a gargantuan torrent of water, ripping everything it touches to shreds. The dragon travels to a space within its movement speed, taking a specific path that you designate. Each creature within this path must succeed a Dexterity saving throw, taking 10d4 cold or necrotic damage (pick one) and having their movement speed reduced by half until the end of their next turn on a failure, or half as much damage and no further effects on a success.

**Blood Ocean:** (Recharge 9-10): The Blood Dragon casts **Genjutsu:**

**Blood Lake** at A-Rank as if you had cast it twice, at two different locations, using your Ninjutsu Save DC.

## CLAN FEATS

### BLOOD MEDICINE

**Category:** Clan

**Prerequisite:** Chinoike Clan

To improve your manipulation of blood, you decide to take some time to study in the medical industry. You gain the following benefits;

- You gain the ability to learn jutsu with the **Medical** keyword.
- All Chinoike Clan Hijutsu you know gain the **Medical** keyword.
- Medical jutsu you cast can benefit from your *Sanguine Prowess* feature and *Ketsuryūgan* bonus action ability.
- Twice per long rest, when you heal a creature with a jutsu with the medical keyword, you can automatically remove all ranks of bleeding from them.

### SANGUINE ADEPT

**Category:** Clan

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

You become more efficient with your blood techniques, whilst simultaneously learning new ways to mold blood; You gain the following benefits;

- Increase your Intelligence or Wisdom score by +1, to a maximum of 20.
- When you damage yourself for your *Sanguine Prowess* feature, reduce the amount of hit points lost by -1.
- You can now use corpses as a sufficient source of water. When you do, you also simultaneously gain the benefits of your *Sanguine Prowess* feature, without needing to use your own blood. The amount of times this can be done with a corpse depends on its size. (*Tiny*-o uses, *Small*-1, *Medium*-3, *Large*-6, *Huge*-10, *Gargantuan*-20)
- You gain new options for your *Sanguine Prowess* feature;
  - Impose a -1d4 penalty against creatures who would attempt to counter, dispel, negate, or clash your jutsu
  - Deal an additional amount of chakra damage to one affected creature equal to the amount of damage die used by the jutsu (ex. Dealing 6d10 cold damage also deals 6 chakra damage).
  - Reduce the movement speed of all affected creatures by -10 feet, to a minimum of 5 feet, until the end of your next turn.

### EFFICIENT KETSURYŪGAN

**Category:** Clan

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

Your *Ketsuryūgan* improves in efficiency and speed due to your dedication to your clan's bloodwork. You gain the following benefits;

- Increase your Intelligence or Wisdom score by +1, to a maximum of 20.
- While your *Ketsuryūgan* is active, you cannot be Concussed.
- You now regain half your expanded uses of your *Ketsuryūgan* features on a short rest.
- Once per full rest, you may use a corpse of medium size or larger to regain uses of your *Ketsuryūgan* as if you took a short rest. If you have the *Sanguine Adept* feat, you can do this with any sized corpse.

### TETHERED PLASMA

**Category:** Clan, Rare

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

The bond that you form with creatures under the effects of your *Blood Pact* feature grows stronger. You gain the following benefits;

- Increase your Intelligence or Wisdom score by +1, to a maximum of 20.
- Features from your *Blood Pact* that have a set range, have that range doubled.
- **Bonded ally** gain advantage on checks and saving throws to resist the bleeding condition for the duration of your *Blood Pact*.
- When you and your **Patron** would share hit points gained from a medical jutsu, the creature being healed can spend 5 chakra instead of their reaction to do so.
- While in initiative with your **Bonded Ally** you may, as a free action, gain the benefit of the *Battle Sense* Genjutsu while in initiative.



## FUMA CLAN

"You aren't going to get away with this!" The injured kunoichi wearing red says aloud to the enemy standing before her. A thin but seemingly athletic man glares at her before responding. "And who exactly is gonna hold me accountable? They left you here to watch the safe, it's their fault for being dumb enough to~" he stops mid-sentence as a spinning Fuma-shuriken chops his ally in half. He drops into a defensive stance with eyes darting around the room. Unable to find where it could have come from there is only one entrance. A figure appears in the same entrances path. It reaches into a back pouch before launching multiple shuriken into the room so much so that it begins to tear into the thin man. "It's a shame. They sent you to rob it" the man wearing a chunin vest says while looking sternly at his student's adversary.

—Tatsunami Aburame  
The Long Road, Ch. 2 excerpt

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

## WE NEVER MISS

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

### FUMA TRAITS

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

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

**Skill Proficiencies:** Perception, Martial Arts

**Weapon Proficiencies:** You are proficient with all simple and martial ranged weapons and ranged weapons with the Thrown property.

### FUMA FEATURES

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

**Specialized Tools.** The Fuma may be known for their Shuriken but they are masters of all Ninja Tools. You may attach Paper Bombs to any weapon with the Thrown Keyword, not just Kunai. At 3rd Level, you may also attach Battle Wire to weapons with the Thrown property and give it the Returning Keyword and at 7<sup>th</sup> level, weapons you attach a Battle Wire to also gain the grapple property.

**Immaculate Precision:** Fuma Clansmen are known for their superior skill using throwing weapons. Beginning at 1st level, when making a ranged weapon attack or casting a Bukijutsu that requires ranged attacks you can use Dexterity in place of Strength for your Taijutsu Ability Modifier. Beginning at 3<sup>rd</sup> level, you increase the damage dice of Shuriken by +1. Fuma-Shuriken gain this bonus at 7<sup>th</sup> level and Monster Shuriken at 11<sup>th</sup> level. Additionally, Jutsu and effects that would multiply your [Weapons Damage] die by any amount, excluding critical hits, instead increases your

damage die by an amount equal to the following; (**Double:** +1, **Triple:** +2, **Quadruple:** +3, **Quintuple:** +4, **Sextuple:** +5.)

**Razor Sharp Senses:** Fuma Clansmen are expected to predict the trajectory of an attack long before they even draw their weapon, allowing them to bounce attacks off of unsuspecting surfaces. Beginning at 3rd level, twice per short rest, when you would miss a ranged weapon, or taijutsu attack that uses a weapon with the Thrown Property, you can remake the attack roll, taking the second result.

**Working the Angles:** Beginning at 7th level, attacks you make with ranged weapons or weapons with the thrown property using your Attack action can become a **Trick Shot**, up to twice per turn and weapons with the returning property can be returned to you at any range.

**Trick Shot.** A trick shot is a ranged weapon attack that can originate from any point within the weapons range as it bounces off of different surface. This attack ignores cover.

**Lethal Precision:** Fuma are rarely known for their lack of accuracy. Beginning at 11th Level, weapons with the Thrown property gain the Hidden property and +1 rank(s) of the Critical or Deadly property. You can select between these properties again at 18th Level, gaining another of your choice.



# FUMA CLAN JUTSU

## D-RANK

### FALLING HEAVEN: DIVIDE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instantaneous

**Components:** M, W (Any Thrown)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** By Coating your weapon in Chakra, and creating an extremely powerful spin you sharpen the edge just enough to split the air and even sound. Make a Ranged taijutsu attack, dealing  $3d10 + \text{Taijutsu ability modifier}$  Slashing damage on a hit.

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

### FALLING HEAVEN: SPLIT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** M, W (Any Thrown)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You release a collection of thrown weapons that cover a wide range piercing through everything and one in their path. Creature in range must make a Dexterity saving throw, taking your weapons damage+  $2d8$  on a failed save or half as much with a successful one.

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

### FALLING HEAVEN: RAIN

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (30-foot radius sphere)

**Duration:** Instant

**Components:** M, W (Any Thrown)

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You launch the thrown weapons into the sky before your weapons collide bouncing off of each other as they rain downward in a cascade of dangerous steel. Every creature in the target area must succeed a Constitution Saving throw to weather the rain of steel. On a failure they take your weapons damage+ $1d10$  and gaining 1 rank of Bleeding. On a success they take half damage and suffer no effects.

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

### FALLING HEAVEN: STORM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** M, W (Any Thrown & Battle Wire)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

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

## C-RANK:

### FALLING HEAVEN: CROSS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** M, W (Any Shuriken)

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You perform an enhanced version of Falling Heaven: Divide launching 2 Shuriken with either hand forming a cross as it cuts through anything to reach its objective. Make two ranged taijutsu attacks, dealing weapons damage+  $2d8$  Slashing damage on each hit. If you land both hits on the same creature, they must make a Dexterity saving throw, becoming blinded on a failed save, until the end of their next turn as their face is slashed and blood gets into their eyes.

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

### FALLING HEAVEN: PENETRATE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 minute

**Components:** CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You focus Chakra onto the edge of your next weapon thrown. For the duration, ranged attacks made with a Weapon with the Thrown keyword increases its damage die by 1 step. ( $d4 > d6 > d8 > d10 > d12$ ) and gains a +1 bonus to its critical threat range.

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

## FALLING HEAVEN: PROTECT

**Classification:** Hijutsu

**Rank:** C-Rank

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

**Range:** Self

**Duration:** 1 Turn

**Components:** M, W (Any Thrown)

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You spin your weapon in front of you while coated in your Chakra creating a spinning shield. When you take damage, roll your [Weapons Damage] + 1d10, reducing the damage by the result, until the end of the current turn.

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

## B-RANK:

### FALLING HEAVEN: FOCUS

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** M, CM

**Cost:** 11 Chakra

**Keywords:** Hijutsu

**Description:** You pour chakra into your retina's increasing your focus and overall accuracy with ranged weapons. For the duration, when you make a ranged attack, you may roll an additional 2d4 adding the result to your roll. On a roll of two 4's you treat the roll as a critical hit.

You can gain the benefit of this jutsu, twice per round.

### FALLING HEAVEN: CALAMITY

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (40-feet)

**Duration:** Instant

**Components:** M, W (Any Thrown)

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You begin to spin launching weapons in every direction piercing and slashing enemies as they fall within range. Creatures of your choice, within 40 feet of you must succeed a Dexterity saving throw, taking your weapons damage + 5d8 Slashing damage on a failed save.

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

## A-RANK:

### FALLING HEAVEN: EXECUTION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 feet Line

**Duration:** Instant

**Components:** M, W (Any Thrown)

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** The perfected and secret art of the Fuma Clan. The most lethal of their Falling Heaven series of jutsu. The user takes their Shuriken and line it with Chakra thin enough to separate Water molecules, and coats the blades of their weapon in such an aura before launching it with enough force to momentarily cut through gravity itself making the weapon immune to the forces of gravity for a short time. Make one Ranged Taijutsu Attack and compare the result to each creature's AC in range (10-Foot Wide, 90-feet long). On a hit they take [Weapons Damage] +10d12 Slashing damage.



## CLAN FEATS

### LETHAL ACCURACY

Category: Clan

Prerequisite: Fuma Clan, Level 12+

Your ability to never miss has become stuff of legends that even other Fuma's gossip about. You gain the following Benefits;

- You gain two additional uses of your *Razor-Sharp Senses* clan feature, per long rest.
- You can spend a use of *Razor-Sharp Senses* clan feature to maximize your weapons damage die.
- As a bonus action, you may call your next shot, by selecting one creature whom you can see within 60 feet. The first ranged weapon or taijutsu attack that deals weapon damage from a weapon with the thrown property that you make, is treated as a critical hit. You may do this twice per long rest.

### RAZORS EDGE

Category: Clan

Prerequisite: Fuma Clan, Level 8+

You have learned how to sharpen your weapons both literally and metaphorically to a point where they can even cut through chakra. You gain the following Benefits;

- As a bonus action you can coat your ranged weapons in a razor thin chakra. Until the end of your next turn, you deal maximum weapon damage to constructs and structures created as a result of jutsu.
- Whenever you would score a crit with a ranged weapon attack, you instead triple your weapons damage die. You can do this twice per rest.
- Whenever you would roll the maximum value on an ammunition die, you increase the die by 1 step, up to a d12.

### RANGED ARTILLERY

Category: Clan

Prerequisite: Fuma Clan, Level 4+

You have expanded your mastery of Throwing weapons to also include other forms of ranged combat. You gain the following Benefits;

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- When you deal damage with a ranged weapon or Bukijutsu, reroll all 1's and 2's taking the second result.
- Bukijutsu cast that requires a ranged attack roll, cannot be made at disadvantage.
- Increase the Ammunition die of all weapons with the Ammunition property to a d12.

### ART CREDIT

Eiki Fuma by Toroi-san on DeviantArt



# FŪSHIN CLAN

The man walked down the long winding road. The howling wind buffeting against him, each step seeming harder than the last. He finally manages to get to some cover a cave, and sighs in relief. He notices his clothes were shredded by the wind, and small cuts had begun to form over his body. The whole time he had been on this island there was a constant wind, and he had not been informed of this prior to starting his mission. No natural wind he could think of was this wide spread, this long-lasting, and this powerful. "This must be a jutsu," he thought to himself. Through the entrance of the cave, he saw a figure emerge. A kunoichi with a Land of Water headband and an air of confidence about her. He sees that her clothes are pristine, and immediately understands that she was the one who cast this jutsu. His screams were deafened by the roaring, insistent wind.

- Himitsu Yuki

*The Longswordbearer, Ch. 13 excerpt.*

## ONE WIND THE WIND

The Fūshin Clan is a clan native to the Land of Water who are few in number, but make up for some of the most powerful wind users in the shinobi world. Seemingly blessed by the wind itself, this clan can devastate the battlefield with their techniques, that seem to tower over others, who are unfortunate enough to face them in battle.

### FŪSHIN TRAITS

**Recommended Ability Score Increase:** +2

**Int, +1 Dex**

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

**Skill Proficiencies:** Ninshou, Chakra Control

**Passive Affinity:** You have the Wind Release Affinity.

**Wind Literacy:** Your Ninjutsu ability score is counted as being +2 higher, for the purpose of qualifying for jutsu of B-Rank or Higher with the Wind Release Keyword.

### FŪSHIN FEATURES

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

**Wind Release Simplicity:** Starting at 1<sup>st</sup> level, when creating or learning Ninjutsu with the Wind Release Affinity reduce the time it takes to complete the task by half. This does not stack with other similar effects.

**Go With The Flow:** Beginning at 1<sup>st</sup> level, when you cast a Ninjutsu with the Wind Release keyword, you ignore half cover. Also at 1<sup>st</sup> level, you reduce falling damage by half as the wind naturally protects you. Starting at 11<sup>th</sup> level, you also ignore 3/4's cover.

Also at 11<sup>th</sup> level, you can spend your reaction to take no damage from fall as you are cradled in a collection of wind.

**Raging Tempest:** Beginning at 3<sup>rd</sup> level, your wind has started to wander, almost gaining a mind of its own. When you would cast a Ninjutsu with the Wind Release Keyword, that has an area of effect, you may increase the area by 5 feet in every direction. Starting at 18<sup>th</sup> level, this increases by an additional 10 feet and you may also double the range of the jutsu.

**Swirling Cyclone:** Beginning at 3<sup>rd</sup> level, your ability to control the currents and direction of wind is enhanced tremendously due to your Typhoon Release. When you cast a Ninjutsu with the Wind Release keyword that does not utilize the *Swirl* mechanic, you may spend 3 chakra to give it this mechanic, once per casting.

Alternatively, you may also choose to remove the Swirl mechanic if the jutsu possesses it. If you do, reduce the cost of the jutsu by -1 instead.

Beginning at 18<sup>th</sup> level, all Fūshin Hijutsu may gain the benefits of this feature at no additional cost, and increase the radius of Swirl by 5 feet.

**Typhoon Release:** The Fūshin clan has a unique talent for manifesting Typhoon Release, a powerful variant of Wind Release that tears through most defensives. Beginning at 7<sup>th</sup> level, when casting a Ninjutsu with Wind Release Keyword, you can change the damage type to wind, and you increase your jutsu's damage die by 1 step. (d4->d6->d8->d10->d12)

Beginning at 15<sup>th</sup> level, once per turn, when you would deal wind damage, you inflict 1 rank of bleed.

**Forceful Gale:** Also, at 7<sup>th</sup> level, your wind moves at such speeds that it tears through most defenses. Your wind damage ignores resistance and disperses vapors, gases, and fogs that can be dispersed by strong winds.

At 11<sup>th</sup> level, your wind's speed is unmatched, once per rest, when a creature would cast a Reaction against a wind release jutsu you cast, you can force them to make a Dexterity saving throw against the jutsu save DC, being unable to take their reaction on a failed save.

At 15<sup>th</sup> level, after you have used this feature, you may spend 5 chakra to use it again. A jutsu can only force this save once per casting.



# FŪSHIN CLAN JUTSU

## D-RANK

### TYPHOON RELEASE: JETTISON

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you are targeted by an attack

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

**Duration:** 1 Round

**Components:** CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release, Clash

**Description:** You release an explosion of wind protecting you with a burst of air. Until the start of your next turn, you have a +4 Bonus to AC including the triggering attack. Creatures who are within 10ft. of you when you cast this jutsu must succeed a Strength saving throw, taking 2d6 wind damage and push to the edge of this jutsu's radius into a space that can hold them on a fail.

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

### TYPHOON RELEASE: SOARING WIND VEIL

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You create a vortex of ferocious wind 15-foot-radius, 60-foot-high cylinder centering on you. When a creature other than you enters the jutsu's area for the first time on a turn or starts its turn there, they are pushed back by the pressure and must make a Strength saving throw taking 3d6 wind damage on a failed save or half as much on a successful one. Creatures inside the radius of this jutsu are heavily obscured from creatures who aren't and vice versa.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 and radius by 5 feet. When you cast this jutsu at B-Rank or Higher, you can see through this obstruction.

### TYPHOON RELEASE: STORM GEYSER

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You conjure a blast of wind that launches upwards from under a creature that you can see within range. The target must succeed a Dexterity saving throw taking 2d8 wind damage and being knocked up 30ft., falling prone on a failed save and half as much on a successful save and no further effects.

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

### TYPHOON RELEASE: TEMPEST STEP

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You coalesce a powerful gust of wind at your feet, allowing for a burst of quick movement. Choose an unoccupied space within 30 feet in any direction, including up. Each creature you pass within 5 feet of during this movement must make a Dexterity saving throw, being knocked prone on a failed save. This movement does not provoke an attack of opportunity.

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

## C-RANK

### TYPHOON RELEASE: VACUUM COLLAPSE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You coat your hand in wind chakra before releasing it as a disrupting pulse. Make a melee ninjutsu attack, dealing 4d10 wind damage against the target creature on a hit the target. On a hit, the target must also succeed a Constitution saving throw, becoming weakened until the end of their next turn on a failed save as the air is forced out of their lungs.

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

### TYPHOON RELEASE: VICIOUS VORTEX

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot radius sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You unleash a rotating force of wind that drags everything to its center. Each creature in a 15-foot radius sphere centered on you, other than you, must make a Strength saving throw. On a failed save, creatures and objects take 5d6 wind damage and are pulled to the center being knocked prone or half as much damage and no additional effects on a successful save. This jutsu deals double damage to structures and objects.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 and radius by 5 feet.

## TYPHOON RELEASE: WIND SERPENT'S MAW

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (45-foot Cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release, Clash

**Description:** You create a maw of wind that roars pushing back all in its path. Creatures in range must succeed a Strength saving throw being knocked back 30ft. and taking 4d8 wind damage and suffering 1 rank of bleed on a failed save. On a successful save, creatures take half as much damage and no additional effects. If a creature knocked back by this jutsu collides with a solid object, their movement is stopped, taking the damage they would have taken as if they had fallen an equal distance.

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

## B-RANK

### TYPHOON RELEASE: WHIRLWIND BOMB

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You condense a rampaging ball of wind before throwing it, causing it to explode. Make a ranged ninjutsu attack against the target. On a hit, the target takes 7d8 wind damage. Hit or miss, the target and each creature within 15 feet of it must succeed on a Constitution saving throw or take 4d4 wind damage and becoming dazed until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 1d8 and 1d4 respectively.

### TYPHOON RELEASE: HIGH WIND

#### DESTRUCTION

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (90-foot radius)

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release, Sensory

**Description:** You create a powerful swirling area of wind that prevents creatures from acting against your will. You can choose a number of creatures equal to your Ninjutsu ability modifier to be unaffected by the adverse effects of this jutsu as the wind flows around them. When a creature other than you creature enters the jutsu's area for the first time on a turn or starts its turn there, they are pushed back by the wind and must make a Strength saving throw being knocked back 45ft. on a failed save or half as much on a successful one. Flying creatures are knocked back twice the distance.

Creatures inside the radius of this jutsu are heavily obscured from creatures who aren't and vice versa. You always know the location of creatures inside the radius of this jutsu, ignoring any visual penalties. All creatures other than you in the area are treated as if they are in difficult terrain, even for flying creatures. If a creature knocked back by this jutsu collides with a solid object, their movement is stopped, taking double the damage they would have taken as if they had fallen an equal distance.

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

## A-RANK

### TYPHOON RELEASE: SEVERE WIND

#### DESTRUCTION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self (45-foot Cylinder)

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keyword:** Hijutsu, Ninjutsu, Wind Release

**Description:** You create a spiraling pillar of wind centered on yourself that towers over even the tallest of creatures. This tornado has a 45-foot-radius and is 150-foot-high. This cylinder becomes difficult terrain for each creature other than you for the duration, even for flying creatures. Unattended objects in this cylinder that are large or smaller are pulled upwards and spins around the center at 150 mph.

A creature that starts its turn in the cylinder must succeed on a Strength saving throw or be pulled upwards towards the center and be restrained while in motion. All objects and creatures inside the cylinder take 5d12 wind damage at the start of each of your turns.

Creatures can make a Strength saving throw at the start of each of their turns as to not be restrained for this turn. If a creature or object other than you is in this jutsu's radius for 3 consecutive turns they are flung out, after rising to the height of this cylinder taking falling damage and being knocked prone.

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





## CLAN FEATS

### RAMPAGING WIND

**Category:** Clan

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

Your wind has grown even more ferocious. You gain the following benefits;

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- Fūshin clan Ninjutsu have their area of effect increased by 5 feet in every direction.
- Fūshin clan Ninjutsu have their knock back increased by 10 feet.
- You have advantage on concentration checks when you are only concentrating on Jutsu with the Wind Release keyword.

### SLIPSTREAM

**Category:** Clan

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

You have learned to flow like the wind when you move.

You gain the following benefits;

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- Your speed increases by 10 feet. You increase your movement speed by an additional 5 feet for each jutsu with the Wind Release keyword you are concentrating on.
- While you are concentrating on a jutsu with the Wind Release Keyword you don't provoke opportunity attacks.

### WINDBORNE

**Category:** Clan

**Prerequisite:** Fūshin Clan

The wind itself has adopted you as one of its own. You gain the following benefits;

- Increase your Intelligence or Dexterity score by 1, to a maximum of 20.
- You can use Dexterity instead of Intelligence as your casting modifier for Fūshin Clan Hijutsu.
- You ignore difficult terrain and visual obstructions created by wind or jutsu with the Wind Release Keyword.
- You gain a +1d8 bonus to clash checks when clashing with a jutsu with the Wind Release keyword.

# FUTTON CLAN

"And you think we are just gonna hand over the client?" Diane asks her assailants who are surrounding her traveling party. "You seem to think you have the leeway to respond to my demands with a question huh little girl?" The Black-haired Bandit says with a condescending scowl. "That's Genin, to you, whoever you are. But I think you better move, before I get mad, your people end up burned, and boiled" She responds with an aggravated look in her eye. The bandits attacks her for her statements. She inhales and exhales a gas of boiling hot steam, that creates a stream of screams from her would be assailants that slowly, but surely, goes silent.

—Lyo Hataka  
At Worlds End, Ch. 2 excerpt.

## A CORROSIVE BREATH

The Futton Clan is a clan without a clear family name, but one with a deadly history and purpose. Members of this clan can be found in villages across the country, and are used to great effect in different military institutions. The Futton Family line is one that has a clear influence in Kirigakure (The Land of Water), even having one of its descendants as the Mizukage at one point in time. This clan uses its acidic Jutsu to melt the competition.

### FUTTON TRAITS

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

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

**Skill Proficiencies:** Martial Arts, and your choice between Ninshou or Athletics.

**Boil Release Affinity:** You begin with either Water or Fire Release Affinity. (Pick one)

### FUTTON FEATURES

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

**Boil Over:** Beginning at 1st level, Jutsu you cast that deals acid damage gain a +2 bonus to the damage they deal. This becomes +4 at 11<sup>th</sup> level and +6 at 18<sup>th</sup>. This bonus damage happens twice per casting.

**Corrosive Pressure:** Beginning at 1st level, your highly corrosive chakra has the ability to melt through almost anything. You can learn Jutsu that deals Acid damage or inflicts the corroded Condition. Additionally, when you would deal Acid damage to a construct or structure you pierce any DR (damage reduction) it has, if any. Starting at 11th level, this pressure enables Futton clan Hijutsu you cast that to ignore resistance to the damage it deals. Beginning at 18<sup>th</sup> level, Futton clan hijutsu you cast, treats immunity as a resistance.

**Boiling Chakra:** Beginning at 3rd level, you have learned how to boil your chakra in distinct ways. You gain a pool of Boil points which you use to fuel the following abilities. You have a number of Boil Points equal to your proficiency bonus that refreshes on a long rest. You can spend 1 boil point as a bonus action to accomplish any of the following effects.

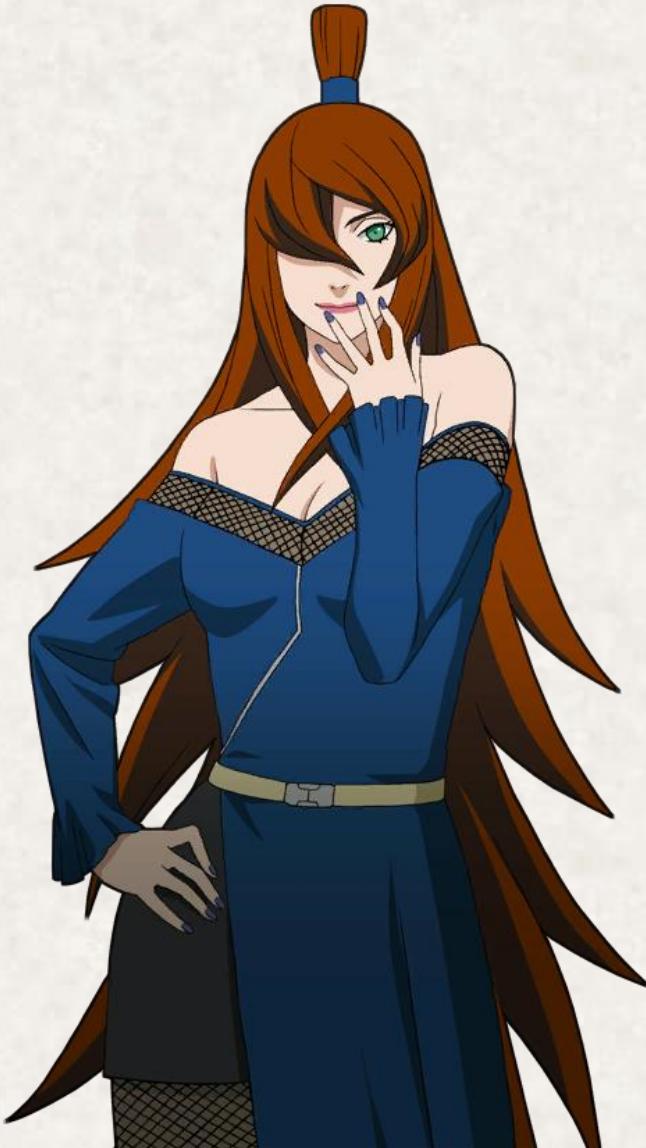
- **Boiling Body:** Gain a +4 DR bonus vs incoming damage until the beginning of your next turn. This bonus becomes +8 vs Fire, Wind or Cold damage. This bonus increases to +8 and +12 respectively at 11<sup>th</sup> level.
- **Boiling Might:** Gain a +2 bonus to melee Taijutsu attacks and a +2 bonus to all Ability and Skill checks that require Strength until the beginning of your next turn. Both of these bonuses increases to +3 at 11<sup>th</sup> level.
- **Boiling Power:** Increase the damage of the next jutsu a willing creature (excluding yourself) within 15 feet of you cast by +2d6 Acid damage. This bonus increases to 4d6 at 11th level.
- **Boiling Mind:** The next Jutsu you cast with the Fire or Water Release keyword(s) has its cost reduced by an amount equal to half of your proficiency bonus.
- **Boiling Force:** A creature you deal damage to with ranks of corroded loses all sources of Resistance until the beginning of your next turn. Beginning at 11th level you can instead spend an additional Boil Point to make them lose Immunity to one damage type of your choice for the same duration.
- **Boiling Focus:** You can touch a willing creature (other than yourself). When you do, their chakra begins to boil over granting them a surge of strength. Until the beginning of your next turn, they cannot lose concentration on jutsu they cast as a result of damage. This bonus can be applied to up to two willing creatures, including yourself at 11<sup>th</sup> level.

**Boil Release:** The Futton clan has a unique talent for manifesting Boil Release due to their close affinity to both Fire and Water Release. Beginning at 7th level you gain the second Nature release you didn't select from **Boil Release Affinity** clan trait and can learn Ninjutsu that deals Acid damage. Also, at 7th level, when casting a jutsu with either Fire or Water release keywords, creatures you damage lose all of their temporary hit points before proceeding with damage calculations. Additionally, you can



change the damage type of jutsu you cast with the Fire or Water release keywords, if any to Acid. When you would reach 11<sup>th</sup> level, your Boil release, can evolve a creature corroded condition to a new level, called *Deteriorate*. When a creature with 5 ranks of the corroded condition would gain another rank of the corroded condition, the instead begin to *Deteriorate*, losing all ranks of corroded as it is replaced with 1 rank of *Deteriorate*. A *Deteriorating* creature suffers the following effects.

- A *Deteriorating* creature is counted as having 5 ranks of corroded for the purposes of interacting with feature, traits and jutsu and cannot gain ranks of the *Corroded* condition while they are *Deteriorating*.
- A *Deteriorating* creature gains a -10 penalty to its DR (Damage reduction) and cannot gain additional DR for the duration.
- A *Deteriorating* creature gains a -5 penalty to all Constitution based checks and saves.
- A *Deteriorating* creature loses all Resistances it has for the duration.
- A *Deteriorating* creature can spend a Full-Turn action in an attempt to clean the broiling chakra from themselves, by making a DC 23 Dexterity saving throw to cleanse themselves.



## FUTTON CLAN JUTSU

### D-RANK

#### BOIL RELEASE: SKILLED MIST

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You expel a powerful cloud of mist from your mouth that begins to melt anything it touches. Creatures, objects and structures in range, must make a Dexterity saving throw, taking 4d6 acid damage on a failed save, and gaining a rank of Corroded or half as much damage and no additional effect on a successful one.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 2d6. If this jutsu is cast at B-Rank, you instead inflict 2 ranks of corroded on a failed save.

#### BOIL RELEASE: ERUPTING PROPULSION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Movement speed

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu, Fire Release, Water Release, Clash

**Description:** You expel a powerful jet stream of mist from your body that jets you forward allowing you to strike a creature with accelerated force. As a part of the activation of this jutsu, you may select a space, you can see within your movement speed range, that is adjacent to a hostile creature, and immediately move to that space. Make a melee taijutsu attack against the target creature dealing your [Unarmed Damage] + 2d8 on a hit. On a hit target creature must make a Constitution saving throw, being pushed 15 feet and falling prone on a failed save.

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

#### BOIL RELEASE: ERUPTING PHYSIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu, Fire Release, Water Release

**Description:** You swirl boiling chakra into your muscles. You do not need to spend chakra to maintain concentration on this jutsu. For the duration, Taijutsu you cast can deal an additional 1d8 Acid damage twice per turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B-Rank or higher, the bonus damage becomes 2d8. If this jutsu is cast at S-Rank, the bonus damage becomes 3d8.

## BOIL RELEASE: STEAM BULLET

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You expel a powerful bullet of acid from your body. Make a ranged ninjutsu attack against a creature within range, dealing  $4d8$  acid damage on a hit and forcing the target to make a constitution saving throw. On a failed save, the target gains 1 rank of the corroded condition and is blinded until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by  $2d8$ . If this jutsu is cast at B-Rank increase the number of creatures you can target by +1.

## BOIL RELEASE: WATER EVAPORATION/ FIRE EXTINGUISH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you would take when a creature would cast a Ninjutsu with the Fire or Water release keywords

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

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

**Description:** You see a creature conjuring fire or water using it for either an offense or defense as you *interrupt* the casting of the jutsu.

You attempt to *Interrupt* the jutsu being cast. Make a Contested check using your Ninshou vs the targets Constitution saving throw. On a success, the target jutsu's casting fails. Due to the clash of chakra, they spend twice their jutsu's base cost.

## C-RANK

### BOIL RELEASE: UNRIValed STRENGTH

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, M

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Taijutsu, Fire Release, Water Release

**Description:** You compress your boiling chakra into your body rapidly amplifying your physical strength to a great degree. You do not need to spend chakra to maintain concentration on this jutsu and you cannot lose concentration of it when you take damage. If you use Strength as your Taijutsu ability score, your [Unarmed Damage] die becomes  $3d6$ .

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank. If this jutsu is cast at A-Rank or higher, your [Unarmed Damage] die instead becomes  $3d8$ .

## BOIL RELEASE: STEAM ARMOR

**Classification:** Hijutsu

**Rank:** C-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You release powerful jets of steam from every pore of your body, creating a powerful barrier of steam between you and the triggering attack. Roll  $3d10 + 5$ , reducing damage by the result. If damage would be reduced to 0, and at least one hostile creature is within 20 feet of you, select one hostile creature to take  $5d8$  Acid damage and inflict 1 rank of corroded.

If this jutsu would reduce the damage of a jutsu that deals either the Fire, Wind, or Cold damage, you double the amount of damage this jutsu would reduce.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, The damage reduction by  $1d10 + 5$ , and damage done by  $2d8$ .

## BOIL RELEASE: CORROSIVE VIPER FANG

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Taijutsu, Fire Release, Water Release

**Description:** You coil corrosive Boil Release chakra around your arm as it forms a snake made of steam. Make two melee taijutsu attacks dealing your [Unarmed Damage] +  $2d8$  Acid Damage. If the target creature has ranks of the Corroded condition, you gain a +2 bonus to your attack roll. On a hit, the next time the damaged creature would make a saving throw against a Futton clan Jutsu, they reduce the result of their saving throw by -2 until the end of their next turn.

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



## B-RANK

### BOIL RELEASE: ACIDIC DRAGONS BREATH

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

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

**Description:** You fire a beam of acid in a straight line spreading a massive wave of corroding acid. Creatures in a 30-foot long, 5-feet wide line in front of you must succeed a Dexterity saving throw, taking 8d8 Acid damage, and gaining 2 ranks of Corroded on a failed save, or half as much on a successful one.

Also, creatures, excluding you, within 5 feet of the beam must make a constitution saving throw taking 6d6 Acid damage and 1 rank of corroded on a failed save.

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

### BOIL RELEASE: SCORPIONS STINGER

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Taijutsu, Fire Release, Water Release, Clash

**Description:** You coat your body in a highly compressed cloak of steam, that you then shape into a stinger the same shape as a Scorpions stinger. Make a melee Taijutsu attack. On a hit, you deal your unarmed + 5d12 acid damage and the target gains +1 rank of Corroded.

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

## A-RANK

### BOIL RELEASE: ACIDIC EXPLOSION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot radius sphere)

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

**Components:** HS, CM

**Cost:** 18 Chakra

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

**Description:** You release a massive flux of acidic steam for your body, enough to fill a 20-foot radius sphere. All creatures, objects, and structures of your choice, in the radius must make a constitution saving throw taking 10d10 Acid Damage and gaining 3 ranks of Corroded on a failed save. On a successful save they take half damage.

After this jutsu's initial casting, your body continues to release acidic steam. At the beginning of each creatures turns who begins within the steams radius or who would enter the radius for the first time each turn, they must make a constitution saving throw, taking 5d10 acid damage and gaining 2 ranks of corroded on a failed save.

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



## CLAN FEATS

### BROILING BODY

Category: Clan

Prerequisite: Futton Clan, level 4+

Your Chakra has a hard time not melting everything around you from how hot it can get. You gain the following Benefits;

- Increase your Strength score by 1, to a maximum of 20.
- You gain a new Boiling Chakra effect called Boiling Strength.
  - Boiling Strength. You can increase your [Unarmed Damage] die by +1 until the end of your next turn.
- When you would cast a Futton clan Hijutsu with the *Taijutsu* keyword as your Action, you can spend your Bonus action to make 2 Unarmed attacks.

### BROILING MIND

Category: Clan

Prerequisite: Futton Clan, level 4+

Your Chakra has a hard time not melting everything around you from how hot it can get. You gain the following Benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain an additional +2 Boil points.
- You gain a new Boiling Chakra effect called Boiling Power.
  - Boiling Power. Select one allied creature within 15 feet of you. The next jutsu they cast that requires concentration does not cost Chakra to maintain concentration on for its duration, before the end of their next turn.

### BROILING RECHARGE

Category: Clan

Prerequisite: Futton Clan, level 8+

You can boil, boil, and boil, and never run out of steam. You gain the following Benefits;

- Increase your Strength or Intelligence score by 1, to a maximum of 20.
- You gain an additional +1 Boil points.
- As an Action, you can convert your Chakra into boil points. For every 10 Chakra you spend, you generate 1 Boil Point. You cannot have more than your maximum number of Boil Points using this ability.

### BROILING RAGE

Category: Clan, Rare

Prerequisite: Futton Clan, level 12+

Your Chakra is constantly bubbling and seems to never have a limit. You gain the following Benefits;

- You gain resistance to Acid damage.
- If you would deal Acid damage with a Futton Hijutsu, they must succeed a Constitution Saving Throw vs your Ninjutsu Save DC or gain 1 rank of Corroded.
- When you would cast a Futton clan Hijutsu, you can spend a Bonus Action, to gain Temporary Hit Points equal to twice the cost of the jutsu spent. These Temporary Hit Points last until the start of your next turn.



# GENWA CLAN

"Remind me why I'm bringing you along again?" An Iburi Shinobi states to his partner as they approach a large steel door barricaded with advanced technology. "Sir! Because my skills can get us into the enemy fortress! Sir!" The nervous partner stands upright, sending a small wave of sweat at the Iburi. "Right... Well listen let's hurry on up before we get caught—" In an instant, a chain of smoke explosions appears from far behind the pair, as a myriad of Sand Shinobi emerge. "Ah great. Hidden Sand." The Iburi laces a chained hand scythe with his smoke kekai genkai. "Listen man, hurry up and get us in. Wind natures are kind of a problem for me." The Hidden Sand quickly marches towards the two in a loud charge, before a sudden blue flash blinds all, and the Hidden Sand lie incapacitated in a sea of spectral blue swords. The Iburi turns towards his partner, gobsmacked. "W-Well... You said that these guys would be trouble for you." The Iburi pauses then grins. "Hey kid what's your name?" "Sir! Yugene Genwa! Sir!" The Iburi pats Yugene on the shoulder. "Yugene. I think we're gonna be great together."

– Delsan Iburi  
The Long Road, Ch. 30 excerpt.

## DIMENSION WALKERS

The Genwa Clan is a custom homebrew clan created by Blasteroid. Formally hailing from the Hidden Rain, members of this clan commonly share an affinity with Lightning, and occasionally, they can manifest something greater. A powerful nature release transformation known as Data Release, which possesses a unique affinity for technology. The Genwa formally worked with the Akatsuki to gather information during the rule of Hanzo of the Salamander. However, after his defeat and the rise of Pain, the Genwa were forced into hiding, eventually splitting from the Rain and scattering themselves among other lands.

### GENWA TRAITS

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

**Int, +1 Dex**

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

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

**Extra Language:** Machine-Speak. You can understand and communicate with machines.

**Passive Affinity:** You have the Lightning Release Affinity.

### GENWA FEATURES

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

**1s and 0s:** Starting at 1st level, you are a natural wiz when it comes to machines. You gain proficiency in the Hacker and Security kits. You also always count as possessing a **Radio Link**, and your signal cannot be interfered with or traced using ninja tools.

Starting at 3rd level, you ignore penalties and have advantage on checks made with the Hacker and Security kits. When you would need one of these kits but do not have one or have any remaining charges, you can spend 5 chakra to temporarily create the kit for 1 minute and can spend 2 chakra to create/replenish any charges.

Starting at 7th level, you can read the data stored within Recording Scrolls, Data Scrolls, and Data Server Scrolls just by touching them. Additionally, you can spend 1 chakra die to attempt to create a keycard out of

pure data release. Make a Ninshou check vs. a DC equal to  $8 + \text{a rank of your choosing}$ . On a success, you create a keycard that lasts for 1 day, able to open doors in facilities equal to or lower than the rank you choose, a number of times equal to half your proficiency bonus, rounded up, before dispersing. This can even open doors that are not technological. (E-Rank: 2, D-Rank: 5, C-Rank: 9, B-Rank: 13, A-Rank: 17, S-Rank: 21)

**Stable Frequency:** Starting at 1st level, you learn how to use electricity to increase the range and depth perception of Sensory jutsu. Select a number of jutsu you have known with the Sensory keyword equal to your proficiency bonus. These jutsu gain the Lightning Release keyword.

When you cast a Genwa Hijutsu or jutsu with the Sensory and Lightning Release keywords, that requires concentration, you can double the jutsu's cost to change the duration to 1 minute, without concentration, though you can end the jutsu early as a bonus action. You can only benefit from this feature once at a given time.

**Data Channels:** Starting at 3rd level, you have learned to tap into the frequencies of various Shinobi networks across the 5 great nations, gathering new covert information which you are able to use to improve your own abilities; like free lessons. You gain 2 **Data Channels** as shown on the Data Channel table. You gain an additional Data Channel at 11th, 15th, and 18th levels.

**Data Release:** The Genwa have a unique talent for manifesting Data Release, due to their close affinity to Lightning release. Starting at 7th level, when you cast a jutsu with the Lightning release keyword, you can change the damage type to force and increase the damage dealt by 1 step or Save DC by +1, once per casting.

Starting at 11th level, when you affect a creature with a Genwa Hijutsu, you can perform a **Data Leak** on the creature. When you do, you data mine 2 of the following pieces of information, the data being displayed above their head as floating text that only you can see. You can perform a Data Leak twice per long rest. At 18th level, this feature resets on a short rest.

- Two of the creature's attack bonuses.
- Two of the creature's saving throw bonuses.
- Two of the creature's Save DCs.
- The amount of hit and chakra points the creature has lost.
- Number of Tenacity Die/ Legendary Resistances.
- All General, Role, or Clan Traits  
(Pick one)



## DATA CHANNELS

Channel	Prerequisite	Effect
<b>Hidden Cloud</b>		You overhear conversations of Hidden Cloud Shinobi and the tactic of chakra resonance utilized to make them harder to attack. You have advantage on saving throws against jutsu with the Lightning Release keyword. Once per turn, when you cast a jutsu with the Lightning release keyword, your AC increases by +1 until the start of your next turn.
<b>Hidden Leaf</b> 11th level		You overhear conversations of Hidden Leaf Shinobi and their ability to utilize fire release chakra to guarantee success in battle. When you would cast a Genwa Hijutsu that deals damage, you deal an additional amount of flat damage equal to half the amount of damage die used.
<b>Hidden Mist</b>		You overhear conversations of Hidden Mist Shinobi and their ability to use the existing environment to efficiently cast jutsu. Reduce the cost of Genwa Hijutsu by -1. Once per turn, you may drain a non-jutsu based source of electricity near you (Ex. Generators, Batteries, etc) to reduce the cost of a jutsu with the Lightning Release keyword by -1 or pay its concentration cost for 1 round.
<b>Hidden Rain</b> 7th level		You overhear conversations of Hidden Rain Shinobi discussing a different method of breathing that improves the flow of one's chakra network. You ignore the HS component of Genwa Hijutsu. While concentrating or benefitting from a Lightning Release jutsu, you gain resistance to chakra damage.
<b>Hidden Sand</b> 7th level		You overhear conversations of Hidden Sand Shinobi and their ability to mold chakra to shield their bodies. Once per turn, when you cast a jutsu with the Lightning Release keyword, you gain a number of temporary hit points equal to your Ninjutsu ability modifier and double the amount if it was a Genwa Hijutsu. This feature cannot stack with itself but can stack with temporary hit points granted by Lightning Release jutsu.
<b>Hidden Sound</b>		You overhear conversations of Hidden Sound Shinobi and their strategies for stealth. You gain proficiency in Stealth and Illusions and can use Intelligence for these skills. While benefitting from a Genwa Clan hijutsu, you gain a +2 bonus to checks made with these skills.
<b>Hidden Stars</b>		You overhear conversations of Hidden Star Shinobi and maneuvers used to read the chakra signatures of others. You have advantage on saving throws against the Blinded condition from sources of light, or that would imitate light. When looking at a creature within 120 feet, you automatically learn of its chakra natures.
<b>Hidden Stone</b>		You overhear conversations of Hidden Stone Shinobi and the techniques used to fortify creations of chakra. When you create a construct using a jutsu with the Lightning Release keyword, it gains additional hit points equal to half your Ninjutsu Save DC.

## GENWA CLAN JUTSU

### D-RANK

#### DATA RELEASE: BLADE CRASH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Ninjutsu, Lightning Release

**Description:** You manifest Data Release within your hands as you mold it into a more stable shape, creating a digital sword that you throw at an enemy in order to pin them.

Make a ranged ninjutsu attack against a creature within range, dealing 2d8 force damage and imposing a grappling contest against the creature on a hit. For this contest, you may use your Ninshou skill. If you succeed this check, the creature is pinned to the ground by the sword for 1 minute, grappled. A creature grappled this way counts as restrained. A creature grappled this way at the start of each of its turns may remake the check, ending this condition on a success.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and the damage by 2d8 or number of targets by +1 (Pick one).

#### DATA RELEASE: FIREWALL

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** As a reaction when you would take damage, you can quickly manifest a barrier of data release to protect you.

Reduce the initial instance of damage you would receive by 3d8. After this occurs, your barrier splits from yourself, transforming into a shield of your design. This shield floats around you, and while you have a shield, the next time you take damage, you can block with a shield, reducing the damage taken by 4d4. After you block with a shield, it is destroyed. This jutsu ends early if all shields you possess are destroyed. For each shield you possess, you gain a +1 bonus to AC.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and the damage reduced by 1d8. If cast to B-Rank, increase the number of shields created by +1, and the damage reduction for each shield to d6s. If cast to S-Rank, increase the number of shields created by +1, and the damage reduction for each shield to d8s.

## DATA RELEASE: SURGE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

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

**Description:** You weave signs to manifest your Data Release chakra behind you, forming into holographic wings of a color of your choice. Until the start of the next turn, you gain flying speed equal to your movement speed, can hover, and ignore difficult terrain. Also, when you first cast this jutsu, you may take the Dash or Disengage actions, as part of the same action.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast to C-Rank or higher, you can choose to concentrate on this jutsu, giving it a casting time of Concentration, up to 1 minute.

If cast to B-Rank or higher, you can concentrate on this jutsu for 10 minutes, and when you Dash or Disengage as part of casting this jutsu, gain +30ft of movement speed until the start of your next turn.

If cast to A-Rank or higher, this jutsu no longer requires you to concentrate on it to benefit from it for 10 minutes.

If cast to S-Rank or higher, your movement speed is increased by +30ft for the duration of the jutsu, and when you Dash or Disengage as part of casting this jutsu, +30ft (60ft total) until the start of your next turn.

## DATA RELEASE: TORRENT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

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

**Description:** You outstretch your hand and launch a series of prismatic particles and glitches that cause your arm to appear pixelated and emit 10 feet of bright light of any color.

Make two ranged ninjutsu attacks against a creature within 30 feet as you launch blasts of data at them, dealing 2d8 force damage and imposing a Strength saving throw on each hit. On a failed save, the creature is knocked back 10 feet and falls prone. A creature knocked prone and/or knocked out of this jutsu's range, as a result of this jutsu, does not result in consecutive attack rolls made with this jutsu to be made at disadvantage due to the creature being prone, or prevent the creature from targeted due to limited range.

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

## C-RANK

### DATA RELEASE: COMPILE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** CM

**Cost:** 9 Chakra

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

**Description:** You generate a stream of Data release which flows down your arms which converges into either a large broadsword of opake blue chakra, or two large claws of translucent red chakra. You cannot lose concentration of this jutsu as the result of taking damage or failing a concentration check. On your turn, you can spend 3 chakra to switch your weapon to the other weapon this jutsu provides.

- Data Sword:** This sword deals 2d6 force damage and possesses the Deadly, Finesse, Light, and Versatile (d8) properties. This sword uses Intelligence for attack and damage rolls. This sword can cast any Bukijutsu that does not require a ranged weapon, and that deals Slashing damage.
- Data Claws:** These claws deal 3d4 force damage and possess the Critical, Finesse, Light, and Unarmed properties, and can use Intelligence for attack and damage rolls.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and gain a +1 to unarmed/weapon attack and damage rolls with your Data Sword/Data Claws.

### DATA RELEASE: VPN

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action, or Reaction

**Range:** Touch

**Duration:** Special

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You quickly cover a willing creature within reach in a reservoir of Data Release chakra, generating an obscuring aura to immerse the creature. For the duration, the creature does not produce sound and is Invisible, until they make an attack, deal damage, or receive damage.

At the end of each of your turns (or every 10 minutes, if not in combat), you must spend 4 chakra, plus +1 chakra for each instance of this jutsu you have active at a time. Creatures under this jutsu's effects can mentally communicate with each other across any distance.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the range you can affect creatures from by 10 feet, and the number of creatures you can affect during this jutsu's initial casting by +1.

## DATA RELEASE: ZIP BLADE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keyword:** Hijutsu, Ninjutsu, Lightning Release

**Description:** You mark a target within range and generate 3 holographic blades which fly at them like a zipline. Make a ranged ninjutsu attack. On a hit, the target takes  $4d10$  force damage and is Shocked until the end of your next turn. This attack roll ignores bonuses to AC from a jutsu, trait, or feature (excluding changes to AC calculation).

If you exceed the target's AC by 5 or more, the swords collide in a small explosion on the target. Each creature within 5 feet of the target, other than the target, of your choice, must succeed a Dexterity saving throw or take half the damage dealt.

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

## B-RANK

### DATA RELEASE: ANTIVIRUS

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

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

**Components:** HS, CM, CS

**Cost:** Special (12 Chakra)

**Keyword:** Hijutsu, Ninjutsu, Fuinjutsu, Lightning Release

**Description:** You release a pulse of Data Release from yourself which can causes an angel or demonic construct to materialize and fight alongside you. When you cast this jutsu, choose between a **Data Angel** or **Data Demon**. Your choice affects the appearance and abilities of your construct. Angels appear as winged centurion knights, meant to aid the weak. Demons appear as monsters, meant to punish the wicked.



**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 4, and the number of constructs created by +1. You can choose whether these additional constructs are Angels or Demons.

## DATA ANGEL/DEMON

*Large Celestial/Demonic Construct, unaligned*

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

**Hit Points:** 90 (10d+45)

**Speed:** 40 ft flying (Can hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities:** Acid, Necrotic, Poison, Lightning

**Damage Resistances:** Bludgeoning, Piercing, Slashing from non-chakra enhanced weapons

**Condition Immunities:** All **Mental** and **Sensory**, Exhaustion, Petrified, Envenomed

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

**Embedded Programming.** Data Angels/Demons can only be commanded by their summoner. They are proficient with all saving throws, using their summoner's Ninjutsu ability modifier as their proficiency bonus. They also use their summoner's Ninjutsu attack bonus and Save DC. The summoner can command any number of Angels/Demons to move on their turn (no action required) and can command one as a bonus action to take its action. At S-Rank, the summoner can command one Angel/Demon to take its action on their turn (no action required), once per round.

**Engineered Ability.** Depending on your summoner's selection of a Data Angel or Data Demon, you gain the following;

**Angel:** You are classified as a Celestial, and gain a Broadsword melee weapon that deals  $2d6+3$  force damage on hit. You emit an invigorating healing aura. Allies (excluding other Angels) within 20 feet of you gain a +1 to saving throws and recover 5 hit points at the start of each of their turns. (This can stack up to twice, with multiple Angels.)

**Demon:** You are classified as a Demon and gain a Claws melee weapon that deal  $3d4+3$  force damage on hit. You have a wrathful presence. For every Demon within 30 feet of you, your attacks gain a +1 to attack rolls and Save DC. Allies within 15 feet of you pierce 3 DR when dealing damage to a hostile creature (This can stack up to twice, with multiple Demons)

**Holographic Weapons.** The attacks from Data Angels/Demons are chakra enhanced.

**Immutable Form.** Data Angels/Demons are immune to any Jutsu or effect that would alter their form.

## ATTACKS

**Multiattack.** You can make two attacks with your Broadsword or Claws respectively.

**Dive Bomb.** You fly high into the air and soar down with incredible speed, sending down a blast of blue (angel) or red (demon) chakra at a space within 60 feet. All creatures within 15 feet of this space of your choice must succeed a Dexterity saving throw, taking  $4d6$  + half your Summoner's level in force damage on a failed save, or half on a success.

**(Angel) Blue Laser.** You launch a beam of blue chakra in a 60-foot long, 5-foot-wide line. Each creature within range of your choice must succeed a Wisdom saving throw, taking  $5d8$  force damage and becoming Blinded until the start of their next turn, or half damage and no effects on a success.

**(Demon) Red Missiles.** You spin in mid-air and form 3 spheres of red chakra. Make 3 ranged ninjutsu attacks. On a hit, the creature takes  $1d12+3$  force damage, piercing DR, and must succeed a Constitution saving throw, becoming Weakened until the end of their next turn on a failed save.

## DATA RELEASE: DATA VISUALIZATION

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Touch

**Duration:** Special

**Components:** HS, CM

**Cost:** 10 Chakra

**Keyword:** Hijutsu, Ninjutsu, Sensory, Lightning Release

**Description:** You touch a willing or incapacitated creature and begin combing through their memories searching for a specific event. The creature does not need to remember said event at the present moment to use this jutsu, they simply need to have seen or heard it. Make a Ninshou or Sleight of Hand check with your choice of Dexterity or Intelligence vs. a DC equal to how far back the memory was recorded. (*Within the past day: 12, Within the past week: 16, Within the past month: 20, Within the past six months: 24, Within the past year: 28, Within the past five years: 32, six or more years: 36+*)

On a success, you locate the memory and retract your hand from the creature, holding a sphere of Data Release containing a copy of the memory. The length of the memory starts at 10 minutes, though you can, as many times as you'd like, increase the cost of this jutsu by 1 to add one more minute. You can then choose to broadcast the memory in a small cloud of lightning across a 15-foot space that you could reach, or place it into a monitor.

Alternatively, you can crush the orb, releasing the memory into the minds of all willing creatures within 15 feet. Each creature is immersed completely in the memory, standing the same place it was recorded, perfectly recreated, and able to explore/move in their own way as if they were time travelers.

When viewing a memory, you can freely pause, rewind, or fast forward through the memory, and can move up to 60 feet in the memory's space, potentially revealing new information.

Once you succeed this check and end this jutsu, you cannot use this jutsu on the creature again for 1 day and cannot cast this jutsu again for the next 8 hours as the technique is taxing on your chakra network.

## A-RANK

## DATA RELEASE: DDOS ATTACK

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90-foot Cube

**Duration:** Instant

**Components:** HS, CM

**Cost:** 22 Chakra

**Keyword:** Hijutsu, Ninjutsu, Lightning Release

**Description:** The ultimate jutsu of the Genwa Clan, the absolute culmination of all Data Release techniques. You stick your hands out in front of you, forming two large discs of data release, one blue, one red. The sky darkens, causing your discs to become the brightest source of light. You then crash your hands together, shattering the discs and releasing particles in a 90-foot cube in front of you. From these particles, **Data Angels** and **Data Demons** form, soaring past all creatures, slashing, clawing, and blasting at them.

Each creature must succeed a Dexterity saving throw, taking  $7d8$  Force damage, becoming Weakened, and falling prone on failed save, or half damage and no further effects on a success.

The angels and demons then rise into the air and dive down with incredible force, resulting in a massive explosion. Creatures must succeed a Strength saving throw, at disadvantage if they failed their Dexterity saving throw, or take  $7d8$  Force damage and become Dazed and Shocked, or take half damage and no further effects on a success.



## CLAN FEATS

### UPLINK

Category: Clan

Prerequisite: Genwa Clan

Your mind is constantly flooded with new information from your surrounding environment, due to the over fluxing nature of Data Release. You dedicate time to meditate and focus your kekkei genkai's energy to utilize its potential. You gain the following benefits;

- Increase your Intelligence or Dexterity score by 1, up to a maximum of 20.
- All of your ability scores are counted as being +2 higher, for the purpose of casting higher ranked Sensory jutsu through any ability score restrictions.
- You can learn and create jutsu with the *Sensory* keyword in half the time.

### LIVELEAK

Category: Clan, Rare

Prerequisite: Genwa Clan, Level 4+

The Genwa are best known for their ability to uncover the truth and expose it to the masses. While you do not have many elders to teach you their ways, you learn of the infamous nature of the Genwa, and figure out how to do it all yourself. You gain the following benefits;

- Increase your Intelligence score by 1, up to a maximum of 20.
- Reduce the cost of all Genwa Hijutsu by -1.
- When you cast a jutsu with the Lightning Release keyword with a duration greater than instant, that does not require concentration, its duration is automatically doubled.
- You can always connect to the Ninja-Net, no matter the distance or interference, as long as you are on the same plane of existence as the servers used to run it.
- Once per short rest, you can choose to begin streaming your vision to a device you are holding or that can be accessed through the Ninja-Net (Ex. a computer screen in the Hokage's office while you are in the Hidden Rain.) This counts as concentration, and you must spend 3 chakra at the start of each of your turns to maintain this.

### ZERO TO HERO

Category: Clan

Prerequisite: Genwa Clan, Level 4+

You discover a method of using Data Release to store raw information within yourself, as if you had a second mind, enabling you to subconsciously mold lightning more effectively. You gain the following benefits;

- Increase your Intelligence score by 1, up to a maximum of 20.
- When you cast a jutsu with the Lightning Release keyword that can be *Overcharged*, you can choose to spend 4 chakra as opposed to a bonus action to overcharge it.
- You always count as possessing a *Recording Scroll*, and the amount of words and audio you can record in a Recording scroll is doubled. You can share the contents you have stored by broadcasting it to a device you can see, or creating a small cloud of Data Release that shows onlookers what you have stored.
- Twice per short rest, when you would cast a Genwa Hijutsu, you can cast another Genwa Hijutsu at half cost, as part of the same action. The 2nd jutsu cast cannot deal damage or affect a hostile creature.

### HEAVEN'S HELLFIRE

Category: Clan

Prerequisite: Genwa Clan, Level 12+

The power and influence of technology continue to grow as the world continues to evolve. You are a part of this trend, exceeding all those around you who have become *dated*. You gain the following benefits;

- You gain access to another **Data Channel**.
- You can perform a **Data Leak** a number of times equal to your Intelligence modifier, instead of only twice.
- When you would use **Stable Frequency** to change the duration of a jutsu to 1 minute, you no longer have to double the jutsu's cost to do so. If you still do, the duration becomes 3 minutes.
- You cannot lose concentration of Genwa Hijutsu as the result of taking damage or failing a concentration check.

### ART CREDIT

inFAMOUS by yamaishi on DeviantArt

# HANAMI CLAN

I looked forward seeing the group of 30 men in front of me and steeled my nerves. Shouting out to the group "What's wrong, you afraid of a little kid?"

That got their attention. All at once they rushed in trying to swarm me. Before I even got a chance to react a few even managed to get a good hit on me.

I reacted swiftly. In one single fluid motion I threw my fist into the ground creating a massive shockwave knocking all my attackers backward and begun to heal my wounds. By the time the attack began again I was as good as ever. I may not be able to win this fight, but I will buy Hans and Chiyo all the time they need.

— Fujima Hanami

The Long Road, Ch. 30 excerpt.

## BUILT FOR COMBAT

The Hanami Clan believes in perfecting one's physical body, while also studying how to heal their and other's wounds. The Hanami are known for their monstrous strength and blending medical jutsu into their combat style.

### HANAMI TRAITS

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

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

**Skill Proficiency:** Marital Arts, Medicine

**Medical Proficiency:** You can add jutsu with the medical keyword to your jutsu list.

### HANAMI FEATURES

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

**Medical Simplicity:** When creating or learning jutsu with the medical keyword reduce the time it takes to complete the task by half. This does not stack with other similar effects.

**Medical Fist:** Beginning at 1st level, the Hanami are known for their brute strength and combative ability. When you cast a jutsu that uses your Unarmed Damage, you gain a +10ft. bonus to range and deal double damage to structures. Additionally, your [Unarmed Damage Die] becomes a 1d6.

When you cast a Hanami Hijutsu, or Ninjutsu with the Medical keyword that makes a melee attack roll, you can use Strength as your casting modifier and treat the attack as a melee Taijutsu attack, adding your [Unarmed Damage] to the jutsu's first damage roll, if it would not already include your unarmed damage.

Starting at 7<sup>th</sup> level, your bonus to range becomes +20ft and when you would make a check to maintain concentration of a Taijutsu or jutsu with the Medical keyword, you may add half your Strength modifier to the result, up to a max of +5.

Starting at 11<sup>th</sup> level, your bonus to range becomes +30ft.

**Combat Medicine:** Beginning at 3rd level, you have drilled in the fundamentals of both medical and taijutsu. Once per rest, when you cast a Taijutsu, or take the Dash, Disengage, or Dodge actions, you can cast a Supportive Medical Jutsu with the casting time of one Action, as a bonus action. You gain additional uses of this feature at 7<sup>th</sup> and 15<sup>th</sup> levels.

**Empowered Healing:** Beginning at 3<sup>rd</sup> level, the potency of your medical chakra allows medical jutsu to go beyond their intended design and be even more beneficial. Twice per long rest, when you would use a jutsu with the Medical keyword that is Supportive, you may remove all ranks of any one condition affecting the creature as if you used the Restorative Ninjutsu, cast at your highest known jutsu rank.

If you would cast a jutsu with the Medical keyword that removes conditions, you may spend a use of this feature to leave a remnant of your chakra within the creature, making them immune to gaining one condition removed again, from a hostile creature, for the next minute. You gain an additional use of this feature at 11<sup>th</sup> and 18<sup>th</sup> levels.

**Hanami Boons:** Beginning at 7<sup>th</sup> level, when you cast a jutsu with the Medical keyword, you can inflict one of the following **Hanami Boons**, based on whether the jutsu is Offensive or Supportive. You can provide one **Hanami Boon** per round, to all affected creatures. You may use this feature a number of times equal to half your proficiency bonus, rounded up, per long rest.

- Blessed (Supportive):** Affected creatures gain a +1d4 bonus to their next attack roll, skill check, or saving throw. They also reduce the next instance of damage they take by half the healing given.
- Unhindered (Supportive):** Affected creatures gain a +10 bonus to movement speed, ignore difficult terrain, and treat any penalties to d20 rolls as half their listed value. These effects last until the end of each affected creature's turns.
- Fragile (Offensive):** Affected creatures gain a -1d4 penalty to their next attack roll, skill check, or saving throw that uses Strength, Dexterity, or Constitution. They also take an additional 3 damage from unarmed, weapon, and Taijutsu attacks, up to four times total.
- Dispirited (Offensive):** Affected creatures gain a -1d4 penalty to their next attack roll, skill check, or saving throw that uses Intelligence, Wisdom, or Strength. Any bonuses they receive from jutsu, features, or traits, are also halved until the start of your next turn.

**Hardened Body, Hardened Mind:** Beginning at 11th level, you have trained your body and mind to resist the will of others. Twice per long rest, when you are forced to make a Dexterity or Constitution saving throw you can instead make a Strength saving throw, alternatively when you are forced to make an Intelligence or Charisma Saving Throw you can instead make a Wisdom saving throw. You gain two extra uses of this feature at 15<sup>th</sup> level.

**Overloaded Regeneration:** Finally at 18th level, you have mastered both Taijutsu and Medical Jutsu and have learned to use them in tandem. When you cast a Taijutsu, you may immediately cast a Medical Jutsu that restores hit points on yourself as part of the same action, once per round.

Additionally, medical jutsu you cast increase the size of their healing die by 1 step.



### SUPPORTIVE VS. OFFENSIVE MEDICAL JUTSU

**Supportive Medical Jutsu:** Provides hit points, temporary hit points, damage reduction, or a boost or boon.

**Offensive Medical Jutsu:** Affects hostile targets in a negative way, such as damage or conditions.

\*In cases where a jutsu could be seen as Offensive and Supportive, the Offensive classification takes precedence.

# HANAMI CLAN JUTSU

## D-RANK

### HANAMI STYLE: MEDICAL FIST

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** You coat your hands in medical chakra designed to sap the life force of anyone you touch. Your [Unarmed Damage] becomes 1d8 and deals Necrotic damage, when you would hit someone with an unarmed or melee taijutsu attack, you gain temporary hit points equal to the damage roll of your Unarmed Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of the jutsu by 3 and increase the damage die by 1d8 up to a maximum of 3d8. If this jutsu is cast as a B-Rank, you increase the [Unarmed Damage] granted by this jutsu to d10s. If cast as an S-Rank, you gain twice as many temporary hit points when you gain temporary hit points this way.

### HANAMI STYLE: SAPPING STRIKE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** Your hands glow a pinkish hue as you get ready to strike your target. Choose one creature in range and make a melee ninjutsu attack, on a hit you deal 3d8 Necrotic damage, and regain hit points equal to half the damage dealt.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of the jutsu by 3 and increase the damage by 1d8. If you cast this jutsu at A-Rank or higher you instead regain hit point equal to the full damage dealt.

### HANAMI STYLE: BLOOMING CHERRY BLOSSOM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Taijutsu, Hijutsu, Combo

**Description:** You rush towards a target before unleashing a volley of attacks. Make two taijutsu attacks against a creature within range. On a hit you deal your [Unarmed Damage] + 1d6. If you hit with two or more of these attacks the target is knocked prone.

Until the end of your turn, you can target one affected creature with a Taijutsu *Finisher* regardless of range, once per turn, using either an Action or Bonus action, ignoring its listed casting time.

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

increase the damage by 1d6. If this jutsu is cast at B-Rank or higher increase the number of attacks by +1.

### HANAMI STYLE: LASTING HEALING

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** You cover your hands in chakra, which being glowing in a light pink hue. A creature you touch immediately regains 2d6 Hit Points. Additionally, at the start of each of the affected creatures turns they regain 1d4 Hit Points.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of the jutsu by 3 and increase per turn healing by 1d4.

## C-RANK

### HANAMI STYLE: HEALING CLOAK

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** Your entire body is covered in soothing medical chakra as you begin to glow a soft pink. When you cast this jutsu you regain 2d8 hit points. Also, while in combat, while you have at least 1 hit point, at the beginning of each of your turns for the duration, you regain 1d8 hit points. You may as a reaction heal 3d8 hit points, when you do this jutsu immediately ends.

### HANAMI STYLE: COLOSSAL IMPACT

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet (30-foot radius)

**Duration:** Instant

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu, Hijutsu

**Description:** You drive your fist into the stomach of a creature with enough power to lift them off their feet, you then slam them into the ground with a massive amount of force. Make a melee taijutsu attack, on a hit you deal your [Unarmed Damage] + 3d8 and each creature (excluding you) within 30 feet must make a dexterity saving throw as you slam the creature into the ground, taking 3d6 bludgeoning damage on a failed save or half as much on a success. The creature you initially attacked has disadvantage on this saving throw and is knocked prone on a failure.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of the jutsu by 3 and increase the damage by 1d8 and 1d6.

## HANAMI STYLE: DEFENSIVE CLOAK

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** You cover your entire body in vile cloak of medical jutsu, that harms any who touch you. You do not pay concentration costs to maintain this jutsu. When a creature hits you with a melee attack, they take 2d6 Necrotic damage and you gain temporary hit points equal to half the Necrotic damage dealt.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of the jutsu by 3 and increase the damage die by 1 step (d6>d8>d10>d12). If you cast this jutsu at A-Rank or higher you instead gain temporary hit points equal to the full damage dealt.

## B-RANK

### HANAMI STYLE: OFFENSIVE CLOAK

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** Special (12 Chakra)

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** You cover your entire body in a bolstering cloak of medical jutsu. When you make an unarmed attack, you deal an additional 2d8 Necrotic damage, up to three times per turn. Also, once per turn, an affected creature must succeed a Constitution saving throw or be unable to regenerate hit points until the end of their next turn.

### HANAMI STYLE: CHERRY BLOSSOM FINALE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Hijutsu, Finisher

**Description:** This jutsu can only be cast as a **Finisher**. You slam your fist into the ground creating a giant shockwave. Each creature in range must make a Dexterity saving throw, taking your [Unarmed Damage] + 8d8 on a failure, or half as much on a success. If a creature is prone, they have disadvantage on the saving throw. After the conclusion of this jutsu, the area is counted as difficult terrain.

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

## A-RANK

### HANAMI STYLE: FALLING BLOSSOM REPRISE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Medical, Hijutsu

**Description:** You must be under the effects of “Hanami Style: Defensive Cloak” and “Hanami Style: Offensive Cloak” to cast this jutsu.

A last-ditch technique of the Haruno Clan, You use your finite control of medical chakra, spreading it throughout yourself. Your veins begin to glow a dark magenta as the chakra spreads throughout your chakra network. You lose the effects of Defensive and Offensive cloak, with this jutsu instead taking their place. You cannot concentrate on another jutsu while this jutsu is active. While under the effects of this jutsu you gain the following benefits:

- When a creature hits you with a melee attack, they take 3d12 Necrotic damage and you regain an equal amount of Hit Points.
- Your [Unarmed Damage] becomes 4d8 and deals Necrotic damage, additionally when you deal damage to a creature with a melee attack, they are unable to regain hit points until the end of their next turn.
- When you score a critical hit with a Medical or Taijutsu, you instead triple the damage dice.

At the conclusion of this jutsu, you are no longer able to mold chakra until you complete a long rest, as your chakra network is throttled by your overuse.



## ART CREDIT

The first/third picture comes from Rozeluxe on the Naruto Fanon Wiki

The second picture comes from Strawberry-senpai on Tumblr

## CLAN FEATS

### IMPROVED COMBAT MEDICINE

Category: Clan

Prerequisite: Hanami Clan, Level 8+

You have mastered weaving your medical jutsu into your combat style, you gain the following benefits:

- Increase your Strength or Wisdom score by 1, to a maximum of 20.
- Choose one jutsu you know with the Medical keyword that deals damage, this jutsu gains the *Combo* keyword as if it was a Taijutsu. You can switch the chosen jutsu out on a long rest.
- When you cast a Taijutsu with the *Combo* keyword, you can cast a Medical jutsu that deals damage as if it were a *Finisher*.

### MASS RELEASE

Category: Clan

Prerequisite: Hanami Clan

Your extreme control over your chakra allows you to resist and aid others at resisting genjutsu. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You learn the *Release* Genjutsu. When you cast this jutsu the range is increased to 60 feet, and you can target any number of creatures in range. For each creature after the first that you target increase the cost of the jutsu by 3.
- Twice per long rest, when you cast a jutsu with the Medical keyword on a creature you may also cast the *Release* Genjutsu as a part of the same action.

### REFINED CHAKRA NETWORK

Category: Clan

Prerequisite: Hanami Clan, Level 12+

Some Hanami Clan members have an innate talent for optimizing how they use their chakra; you are one such member. You gain the following benefits:

- Increase your Strength, Constitution, or Wisdom score by 1, up to the maximum of 20.
- When you cast a Taijutsu, you may apply the *Blessed* or *Unhindered* Hanami Boons to yourself, as part of the casting. Alternatively, if you cast a Taijutsu that makes an attack roll or imposes a saving throw, you may apply to the *Fragile* or *Dispirited* Hanami Boons.
- Reduce the cost to maintain concentration on jutsu with the Taijutsu or Medical keyword by -2, to a minimum of half.
- If you were to fail a Chakra Control check to maintain concentration, you can choose to spend 1 Chakra Die to reroll the concentration check, taking the second result.
- Reduce the cost of Ninjutsu 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)



# HATAKE CLAN

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

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

## BARING WHITE FANGS

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

### HATAKE TRAITS

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

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

**Skill Proficiencies:** Ninshou, Perception

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

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

requirement to learn and cast Jutsu with the Lightning Release keyword by 2. For Ability score requirements, check the SHB, pg.121).

### HATAKE FEATURES

**White Chakra:** The Hatake Clan are extremely proficient Chakra molders. They innately have the ability to call upon a unique source of Chakra called *White Chakra*. Beginning at 1<sup>st</sup> level, you have 5 *White Chakra* which you can only spend on Jutsu with the **Lightning Release** keyword. You gain 1 White chakra every level. When you finish a short rest you regain half of your spent white chakra. Your White chakra pool is fully refilled on a long rest.

**Lightning Release Simplicity:** Beginning at 1st level. When creating or learning jutsu with the **Lightning Release** Affinity, reduce the time it takes to complete the task by half.

**Lightning Release Adept:** Also, at 3rd level, reduce the cost of jutsu with the **Lightning Release** Keyword 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**). If you would spend at least 1 White chakra, this cost reduction per rank instead becomes the following. (**D-Rank: 2, C-Rank: 3, B-Rank: 4, A-Rank: 5, S-Rank: 6**).

Starting at 7th level, your skill with lightning Release has grown to a considerable degree. When you could cast a Jutsu with the lightning release keyword and an

**Overcharge** effect, you can choose to spend an amount of White chakra equal to its rank to fulfill the **Overcharge** requirements to gain their effects. (**D-Rank/C-Rank: 1 White Chakra (WC), B-Rank/A-Rank: 2 WC, S-Rank: 3 WC**)

**White Lightning:** Beginning at 7th level, when you would cast a Jutsu with the **Lightning Release** Keyword that deals damage by spending a certain amount of *White Chakra* based on the rank of the jutsu used, you increase the number of damage die by +1 for this Jutsu's casting. This damage die bonus increases to +2 at 15<sup>th</sup> level. (**D-Rank/C-Rank: 1 White Chakra (WC), B-Rank/A-Rank: 2 WC, S-Rank: 3 WC**)

Also, at 7th level, when you would cast a jutsu without the **Lightning Release** keyword, you may spend a number of white chakra equal to its rank (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**). When you do, the jutsu cast gains the **lightning release** keyword, its damage type becomes lightning and increases its damage die by +1.

Beginning at 11th level, once per turn, when you would deal damage to a creature, you can deal additional lightning damage equal to your proficiency bonus.



## CLAN FEATS

### LIGHTNING ROD

Category: Clan

Prerequisite: Hatake Clan

You learn to retain some of the Chakra spent, converting and molding it into white Chakra. You gain the following benefits;

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you would cast a jutsu with the *Lightning Release* keyword without spending *White Chakra*, you may spend a bonus action to gain *White Chakra* equal to the half of the jutsu's cost. You can use this feature twice per long rest.
- When you would take Lightning damage, you can, as a reaction, forcefully convert half of the damage taken into *White Chakra*. You can use this feature once per long rest.

### LIGHTNING TAMER

Category: Clan

Prerequisite: Hatake Clan, Level 8+

Your ability to gauge the speed and trajectory of Lightning while also reacting to these movements is unmatched. You gain the following benefits;

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you cast a Ninjutsu with the *Lightning Release* keyword, your movement is doubled until the end of your turn.
- When you would make a Dexterity saving throw, you may spend either 3 *White Chakra* or a reaction. Whichever you choose, you enhance your agility by using *Lightning Release*, making that save at advantage and granting yourself resistance to Earth damage until the end of that turn.
- When you would be targeted by a jutsu with the *Lightning Release* keyword or cast a Jutsu with a range of *Self* with the *Lightning Release* keyword, you may, as a reaction, increase your AC by half your Proficiency bonus until the beginning of your next turn.

### WHITE CHAKRA SURGE

Category: Clan

Prerequisite: Hatake Clan, Level 4+

You have begun to master your White Chakra, increasing your potential with *Lightning Release* Techniques, gaining the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain additional White Chakra equal to your character level. You gain an additional +1 white Chakra every level after you gain this feat.

### PURPLE LIGHTNING

Category: Clan

Prerequisite: Hatake Clan, White Chakra Surge, Level 12+ You have mastered your *White Chakra*, learning to transform it into an even stronger form known as *Purple Lightning*. granting you the following benefits;

- You can convert your *White Chakra* into a new form known as *Purple Lightning* at the end of any rest by spending multiples of 2 *White Chakra*. For every 2 *White Chakra* spent in this way, grants you 1 *Purple Lightning* (PL). You can have up to 10 *Purple Lightning* in this way per rest.
- *Purple Lightning* can be spent in the following ways;
  - *Purple Surge* (1 PL): By spending 1 *Purple Chakra* when you cast a Jutsu with the *Lightning Release* keyword, you add your proficiency bonus to your next two damage rolls.
  - *Violet Endowment* (1 PL): By spending 1 *Purple Lightning*, you cover one limb of yours with purple lightning. Until the end of your next turn, the first two weapon attacks you make deal 3d6 bonus lightning damage.
  - *Amethyst Wave* (2 PL): By spending 2 *Purple Lightning*, when you would cast a jutsu with the *Lightning Release* keyword, you manifest and create a shockwave of lightning from you. All creatures of your choice within 30 feet of you must make a Constitution save vs your Ninjutsu save DC. On a failed save they gain 2 ranks of shocked that cannot be removed by normal means, but lasts for 1 minute.
  - *Lilac Overcharge* (5 PL): By spending 5 *Purple Lightning*, until for the remainder of combat, all Ninjutsu you cast with the *Lightning Release* keyword gains their overcharge effects. If the jutsu cast does not have an overcharge effect, you instead upcast one of the cast jutsu by 1 rank, ignoring rank limitations. Once you use this effect, you cannot gain the benefit of it again until you complete a long rest.



### ART CREDIT

This picture comes from takechi IO on Zerochan

# HEBI CLAN

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

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

## THE BASILISK'S BLESSINGS

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

### HEBI TRAITS

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

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

**Skill Proficiencies:** Survival, Animal Handling

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

**Tool Proficiencies:** Poisoner's Kit.

### HEBI FEATURES

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

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

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

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

**Poisonous Diet:** The Hebi clan feeds its young micro doses of some of the most potent venoms, poisons and toxins in the known world, enhancing their resilience towards it. Beginning at 1<sup>st</sup> level, you have a +2 bonus to saving throws to resist Poison damage or the Envenomed condition. This increases to +4 at 11<sup>th</sup> level

and starting at 18<sup>th</sup> level, you gain immunity to Poison damage and the envenomed condition.

**Regeneration:** You have learned to tap into your clan's innate ability to enhance its self-regeneration. Beginning at 1st level you can as a bonus action begin to focus on your accelerated regeneration, regaining 1d8+Half your level in hit points. On your subsequent turns, you may spend 4 chakra to activate this healing again as a free action (this does not expend multiple uses of this feature). This chakra cost cannot be reduced by any means and you cannot regain hit points this while at 0 hit points. This increases to 2d8+Half your level at 7<sup>th</sup> and 3d8 + Half your level at 15<sup>th</sup>. You can activate this feature twice per long rest, regaining one use every short rest.

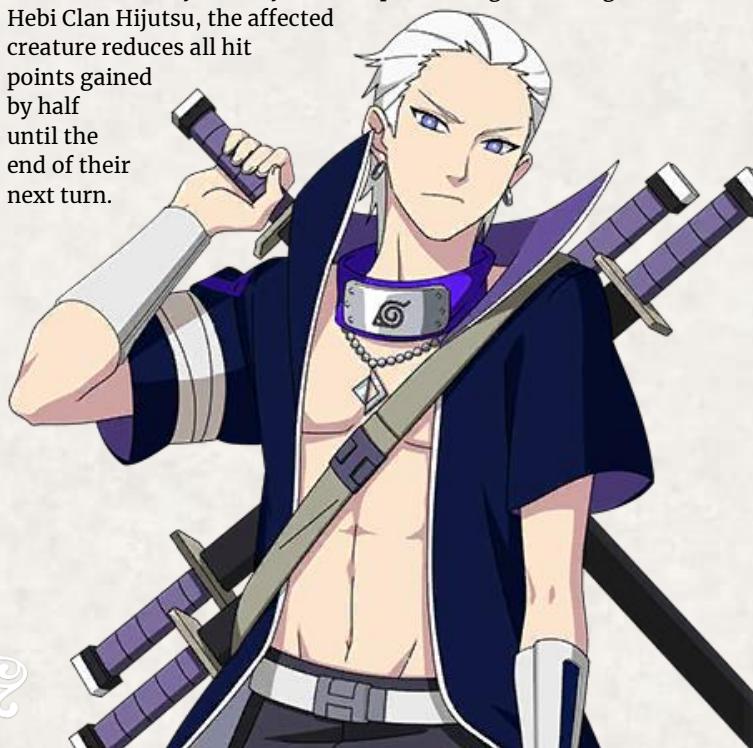
At 7<sup>th</sup> level, you are now able to maintain your Regeneration even at 0 hit points, and while your Regeneration is active you do not automatically fall unconscious at 0 hit points. The chakra cost to recover hit points at 0 hit points through Regeneration is doubled. You also gain an additional use of your Regeneration per long rest.

At 15<sup>th</sup> level, while you have a **Physical** condition that has Ranks, you may, while your Regeneration is active, forgo the healing you would normally receive on a turn to instead remove all ranks of one of these conditions. When you do, until the end of your next turn, against hostile creatures you gain resistance to the condition removed and cannot gain this condition without a failed saving throw as your body immediately cures you of it.

**Poison Potency:** The Hebi clans' rituals, have been ingrained into you, enhancing your knowledge of poisons and their potency when you use them. Beginning at 3rd level, you have learned to coat your weapons in a potent poison. As a bonus action you coat a weapon you are holding in a type of poison known as the Vipers Venom.

For the next minute your [Weapons Damage] type becomes Poison and twice per turn your weapon deals a bonus +1d4 damage. This increases to +1d6 at 11<sup>th</sup>, and +1d8 at 18<sup>th</sup>. You can coat a weapon in poison this way twice per rest and a weapon coated in this way ignores resistance to Poison damage and still counts as its original damage type for the purpose of qualifying for Bukijutsu.

Beginning at 7<sup>th</sup> level, when you deal poison damage to a creature when you roll your [Weapon Damage] or using Hebi Clan Hijutsu, the affected creature reduces all hit points gained by half until the end of their next turn.



# HEBI CLAN JUTSU

## D-RANK

### ADAPTIVE CAMOUFLAGE TECHNIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your coat your body in Chakra, performing a more advanced version of the *Body Camouflage Technique* changing the texture of your skin while also adapting to the changing environment not having to consistently focus on your surroundings. For the duration, you gain a +4 bonus to checks made with the *Hide* and *Sneak* actions. Additionally, you cannot be tracked without the aid of a Jutsu as you leave behind no tracks or traces of your movement.

### STRIKING STANCE: COBRA

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Bukijutsu

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

You enter the coiling stance of a Cobra. For the duration, weapon and taijutsu attacks made using a component weapon ignores temporary hit points, instead dealing direct damage to the target creature.

### FORMATION OF ONE THOUSAND SNAKES

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

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

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You release a series of blade swings so much so that you create the visage of one thousand snakes coiling around you. Your attacks are so viscous that all creatures of your choice in a 15-foot cube originating from you must succeed a dexterity saving throw. A creature who fails the save takes double your weapons damage die plus your taijutsu ability modifier or half as much on a successful save. If the weapons has two or more base damage die (such as an Odachi's 2d6), you instead add one additional damage die.

A creature who would fail their saving throw by 5 or more gains 1 rank of bleed.

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

multiplier by 1. (Double or +1 damage die > Triple or +2 damage die > Quadruple or +3 damage die > Quintuple or +4 damage die > Sextuple or +5 damage die).

### STRIKING STANCE: PYTHON

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

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

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

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

You enter the striking stance of a python. For the duration, creatures gaining a bonus to their AC as a result of a jutsu, feature or trait and structures summoned as a result of a jutsu, feature or trait intended to intercept damage dealt become Vulnerable to the first Taijutsu Attack you make using a component weapon on your turn.

## C-RANK

### MAMBAS HARDENED SCALES

**Classification:** Hijutsu

**Rank:** C-Rank

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

**Range:** Self

**Duration:** 1 round

**Components:** CM

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your skin becomes encased in Chakra taking the shape of a snake's scales layering itself and hardening at the point of impact reducing the potency of incoming damage. You gain +6 DR (damage reduction) vs all sources of damage until the beginning of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and DR by +4.



## POISON COBRA DANCE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

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

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You perform a flurry of graceful strikes each with the deadly precision of a cobra's bite. Make two melee Taijutsu attacks, dealing your [Weapons Damage] + 2d8. On a hit, the affected creature must make a Strength saving throw being knocked prone on a failure.

If these attacks are made against a creature with ranks of envenomed, increase the damage dealt by +1d8.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at A-Rank, increase the number of attacks made by +1.

## PYTHONS GAZE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

## STRIKING STANCE: VIPER

**Classification:** Hijutsu, Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** W (Katana, Broadswords or Odachi)

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Bukijutsu

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

You enter the poisonous stance of a Viper. For the duration, weapon attacks and Hebi clan Bukijutsu cast using one of this jutsu's components ignore slashing resistance and pierces damage reduction, instead dealing direct damage to the target creature.

Additionally, the component weapons chosen can now be used as components with Bukijutsu that requires *Melee Piercing*.

## B-RANK:

### SERPENT ADAPTATION

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** M, CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu, Taijutsu, Bukijutsu

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

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

### MAMBA POISONOUS BLADE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, W (Katana, Broadswords or Odachi)

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Bukijutsu

**Description:** You envelop your weapon in a poison only found in the infamous Black Mamba. Twice per turn, your weapon deals an additional +2d6 poison damage. Creatures who take poison damage from this weapon must make a constitution saving throw, gaining +2 ranks of Envenomed on a failed save.

A creature Envenomed by this jutsu has difficulty taking reactions. When they are first Envenomed by this jutsu, they cannot take a reaction until the beginning of their next turn. At the beginning of each of their turns, they must remake their constitution saving throw, losing the ability to take a reaction until the beginning of their following turn on a failed save. On a success, they can take reactions as normal.



## VIPERS POISONOUS WAVE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30 feet)

**Duration:** Instant

**Components:** HS, CM, W (Katana, Broadswords or Odachi)

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Bukijutsu

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

If the weapon you use is under the effects of **Mamba's Poisonous Blade**, or the **Poison Potency** Hebi Clan Feature, creatures make their save with a -2 penalty. If the weapon you use is under the effects of both **Mamba's Poisonous Blade** and the **Poison Potency** Hebi Clan Feature, you instead deal 6d12 Poison damage or half as much on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and damage by 2d8 or 2d10.

## A-RANK:

### SILVER COBRAS BLESSING

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Hijutsu, Taijutsu

**Description:** You ingest a powerful potent Poison that reduces your current Chakra to 0. You gain the Envenomed condition at the conclusion of this jutsu which cannot be removed, resisted, or ignored by any means for the next hour. For the next minute you gain the following effects;

- You cannot suffer the effects of the Bruised, Envenomed, weakened, slowed condition for the duration.
- Your Taijutsu ability score increases by any amount equal to your Proficiency bonus.
- You can cast all Hebi clan jutsu that you have on your known jutsu list at no cost.
- Hebi clan jutsu that have the "*Striking Stance:*" pre-fix can be cast using an action, bonus action or reaction.
- You can concentrate on up to 3 different Hebi Clan Jutsu ignoring any effects that would prevent you from maintaining more than one Striking Stances.

After one minute, you fall unconscious for the next hour, being unable to be awoken until the hour has passed. When you awake, you awake with 1 Chakra.



## CLAN FEATS

### APEX HERITAGE

Category: Clan

Prerequisite: Hebi Clan, Level 4+

You consumed the knowledge passed down by your ancestors about the truth of your blood right. You gain the following benefits;

- Increase your Strength, Dexterity or Constitution score by 1, to a maximum of 20.
- Your tremor sense range is increased to 45 feet.
- You gain +1 additional use of the *Regeneration* clan feature. You gain an additional use at 11<sup>th</sup> and 18<sup>th</sup> levels.
- When you deal poison damage to a creature as a result of weapon damage, until the end of their next turn reduce hit points they would regain by an amount equal to your proficiency bonus. This is in addition to the 7<sup>th</sup> level *Poison Potency* clan feature.

### SERPENTINE AFFINITY

Category: Clan

Prerequisite: Hebi Clan, Level 4+

You have mastered the art of converting Ninjutsu of certain nature affinities into that of a unique nature release called Serpentine Release. You gain the following benefits;

- Select up to 3 Ninjutsu that you know, with a nature release keyword. When you would cast one of the selected Jutsu, it loses all nature release keywords and gains the Serpentine Release keyword. You can switch the jutsu affected by this feature when you would complete a Full-Rest. Ninjutsu cast with the Serpentine Release keyword gain the following effects;
  - The jutsu cast can now deals Poison damage in place of its normal damage. Any effects that would trigger based on the jutsu's original damage type as a result of class features still trigger.
  - Poison damage inflicted by the chosen jutsu forces them to be unable to regain Hit or Chakra Points until the end of their next turn. This effect counts as a Physical Condition for the purposes of effects jutsu and traits that interacts with conditions.
  - If you would clash with this jutsu, you add 1d8 to the result of the check.

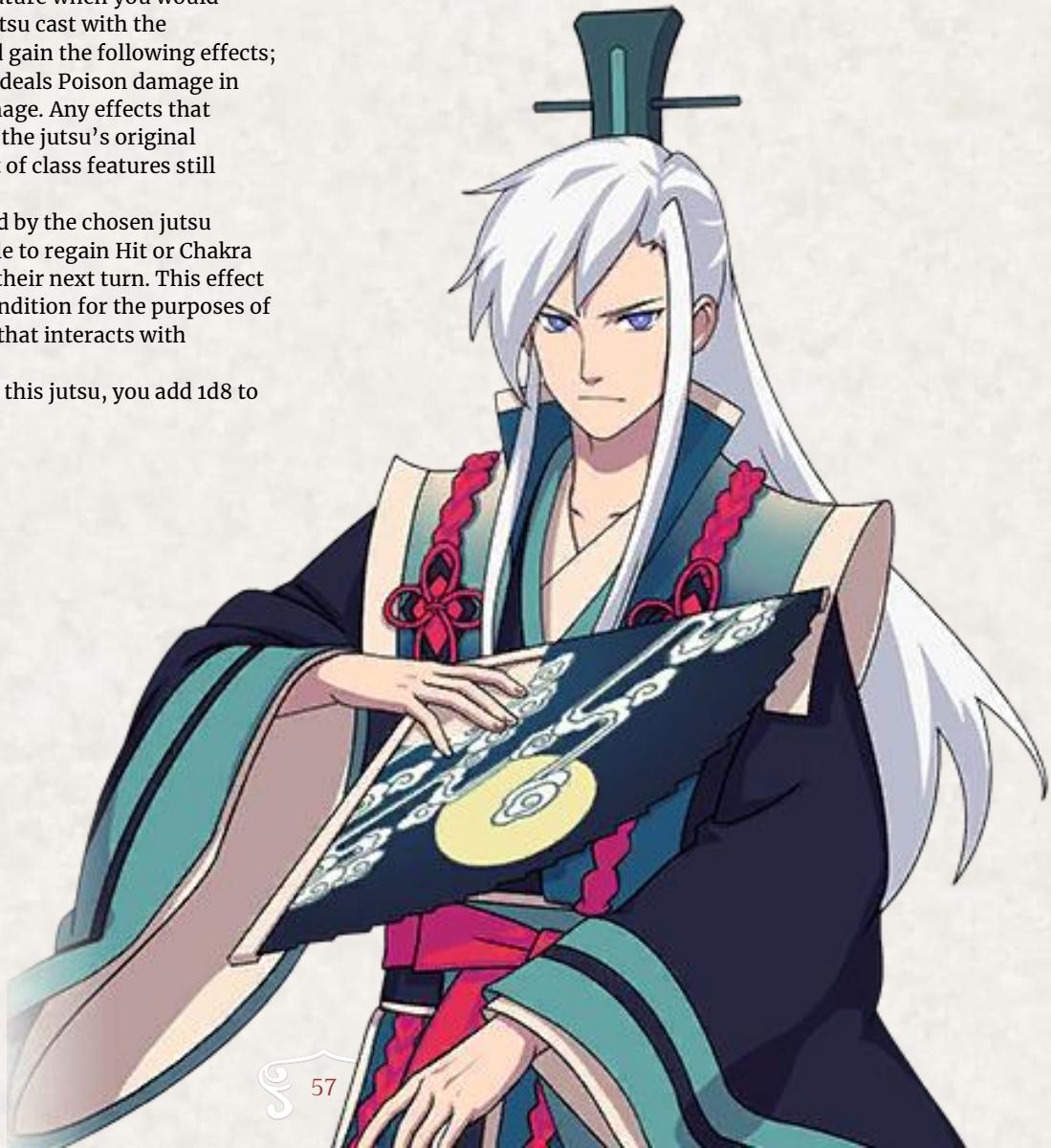
### SERPENTINE ALLY

Category: Clan

Prerequisite: Hebi Clan

You have found an ally in a serpent gifted to you from your clan, or one that you've found on your adventures.

- You learn the *Summoning Technique* Ninjutsu and gain the Snake Summoning Contract.
- Also, you gain one permanent Snake Summon.
  - This summon is always counted as your level for all purposes (Ex: calculating Traits, Hit Points, Jutsu Slots). When it reaches 0 Jutsu slots, it is not unsummoned or dispelled.
  - It has your *Serpent Mimicry*, *Poisonous Diet* and *Regeneration* features with its own use limits
  - It can add Hebi Hijutsu to its Jutsu list, with the exception of *Silver Cobra's Blessing*.
- If your permanent snake summon dies you can perform a 1-week ritual to revive, replace, or find another one. This new snake has the same statistics as the one that died.



# HOSHI CLAN

The leaf ninja stops in his tracks as a masked figure blocks the path forward. The leaf ninja foulishly pauses, mistaking the potential of their opponent. The figure then shifts their fingers to form a strange hand sign as waves of potent energy saturate the air and a brightly colored wreath of chakra manifests behind them. As if looking at the distant sun, the chakra donned by this mysterious ninja sends flares of light the leaf ninja must squint through. "...Incredible chakra...!?" the leaf ninja tensely describes after staggering back. This chakra aura reaches its crest as it takes shape, similar to a pinkish-purple manifestation of a large tail of feathers. The tension is cut by another approaching who urges, "Wait! Stand down! This one -- Naruto -- he's on our side".

— Makuzoyashi Hanami,  
*The Miracle Bindings*, Ch. 2, excerpt.

## STAR TRAINING

One calm night in the Land of Bears two hundred years ago, a sudden light glimmered in the dark sky before striking down into the wilderness. Soon after discovering the meteorite, the first Hoshikage founded Hoshigakure, the Village Hidden Among Stars, where he cultivated a secret technique to harness the powerful meteoric chakra which radiates from the fallen star. Soon this technique was taught to the village's ninja to strengthen Hoshigakure's position in the shinobi world.

## HOSHI TRAITS

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

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

**Skill Proficiency:** Chakra Control, Ninshou

**Hoshi Clan Jutsu:** You learn 1 additional D-Rank Hoshi Clan Hijutsu. This does not count against your jutsu known.

## HOSHI FEATURES

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

**Meteoric Casting:** Starting at 1st level, you may use Constitution as your casting modifier for the Attack and Damage rolls as well as Save DC of Hoshi Hijutsu.

**Star Chakra:** Also at 1st level, you've begun the process of absorbing meteoric chakra into your own chakra network. This process grants you access to a unique source of chakra, called **Star Chakra**, which can be used in place of regular chakra to fuel jutsu or features. You have a maximum pool of Star Chakra equal to your constitution modifier (min 1) + your level. You regain a number of Star Chakra equal to your Con mod after a short rest, and all Star Chakra after a long or full rest.

Star Chakra cannot be absorbed, damaged, or reduced by hostile effects. Jutsu cast using Star Chakra cannot be dispelled by a rank equal to or less than the jutsu cast, and if it has the Clash keyword it gains a bonus to its clash check equal to your Constitution modifier.

At 7th level, you begin harnessing the malleable nature of Star Chakra. When you cast a jutsu, except Hoshi hijutsu, using Star Chakra, reduce the cost of that jutsu by -1 for every 1 Star Chakra used in its casting. You cannot reduce a jutsu's cost by more than your Constitution modifier this way.

Also at 7th level, once per turn, when you cast a Hoshi Hijutsu using only its Star Chakra cost, it deals an additional die of force damage. At 15th level, it deals +2 extra dice.

**Celestial Body:** The land of bears breed mighty shinobi, and due to this vitality you're able to integrate Star Chakra throughout your entire chakra network. Starting at 3rd level, you have resistance to Chakra Damage. Effects that would reduce your chakra are halved, and if an effect would allow a creature to absorb chakra as a result of damaging or reducing your own, that creature instead takes force damage equal to the amount it would have gained.

At 15th level, Star Chakra has overcharged your natural resilience, granting you advantage on Constitution saving throws against jutsu and conditions.

**Kujaku Mode:** Also at 3rd level, as a bonus action you can activate this unique chakra mode twice per long rest. Your body becomes wreathed by a manifestation of translucent chakra shaped similar to a peacock's tail feathers, which unfurl on either side of you. Kujaku Mode lasts for 1 min or until you dismiss it (no action). You can activate this mode an additional time per long rest at 11th and 18th levels. For the duration this mode is active you gain the following benefits:

- You gain temp hit points equal to your maximum Star Chakra.
- Chakra Control checks you make add a +1d4 bonus. At 11th level, this becomes +1d6, and then +1d8 at 18th level.
- When interacting with an object, your reach is extended an extra 10 feet. Also, you may spend 2 Star Chakra when making a Strength Skill Check to make a Chakra Control check instead.
- You ignore the HS component on Hoshi Hijutsu.
- Increase your AC by +1. As a reaction when you take damage, you can reduce the damage received by 3d6. You may spend Star Chakra to enhance this damage reduction, reducing the damage further by 2 +



your Constitution modifier per point of Star Chakra spent.

# HOSHI CLAN JUTSU

## D-RANK

### COMET BEAM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra or 2 Star Chakra

**Keywords:** Hijutsu, Ninjutsu, Clash

**Description:** You launch a condensed beam of solid star chakra at a target in range. Make a ranged ninjutsu attack dealing  $3d10$  Force damage. A creature hit by this jutsu must also make a Strength save or be pushed 10ft.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 (or 1 star chakra), also increase the damage dealt by  $2d10$ , and pushes a target back 10 additional feet.

### STAR ROPE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra or 2 Star Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You condense a beam of Star Chakra into a fine, tangible rope. Make a melee Ninjutsu attack roll with reach against a target in range, dealing  $2d6$  slashing damage. On a hit, you may choose to also grapple the target, which lasts for 1 minute or until you dismiss it (no action), or it breaks free with a successful Athletics or Acrobatics check contested against your Ninjutsu save DC as an action.

When you hit a target with this jutsu, and it's no more than one size categories larger, you can also pull that creature up to 20 feet toward you.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 (or 1 star chakra), and the damage by  $2d6$ . If cast to B-Rank or higher, the target becomes restrained in addition to being grappled.

### KUJAKU BEAST

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** Special (6 Chakra or 3 Star Chakra)

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You cannot lose concentration on this jutsu as a result of taking damage. You summon a medium-sized bestial construct composed of pure star chakra in an unoccupied space within range. You may dismiss the construct at any time which ends the jutsu.

As part of the action to cast this jutsu, you may command the beast to move up to 30 feet and attack a single target within 5 feet of it. On subsequent turns you can command the beast to move and take the attack action as a bonus action. Otherwise, the construct defends itself.

**Synchronize:** Two Kujaku Beasts within 5 feet of each other can morph together to become stronger. As an action, you can spend half the cost of this jutsu to fuse the Beasts together, combining their current hit points and increasing its size category by 1, and its damage dice by 1.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 (or 1 star chakra), also increase the construct's hit points by  $2d6$  (or +8) and it deals an extra  $1d6$  damage. When you cast this jutsu at B-Rank or above, you create one additional construct.

### KUJAKU ART: FEATHER SLICE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 20 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra or 2 Star Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** As a prerequisite to this jutsu you must have the *Kujaku Mode* active. The feathers of your Kujaku Mode shape into blade-like density. Make a melee ninjutsu attack against a target in range, dealing  $3d8$  + your Ninjutsu ability modifier in Force damage and if the target is a creature, it must make a Constitution saving throw or gain one rank of Bleeding.

**At Higher Ranks:** For each rank you cast this jutsu above D-rank, increase the cost of the jutsu by 3 (or 1 star chakra), and it deals an extra  $2d8$  damage. When you cast this jutsu at B-Rank or above, you inflict one more rank of Bleeding.

### KUJAKU BEAST

*Medium Construct, Prof = Your Ninjutsu Ability Modifier*

**Armor Class:**  $10 + \text{your Ninjutsu ability modifier}$

**Hit Points:** 21 ( $3d6+9$ )

**Speed:** 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	1 (-5)	10 (+0)	10 (+0)

**Saving Throws:** The Kujaku Beast is proficient in all saving throws.

**Condition Immunities:** All *Mental*, Bleeding, Exhaustion, Envenomed

**Damage Immunities:** Chakra, Poison, Psychic

**Damage Resistances:** Force, Bludgeoning, Piercing, Slashing

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

**Immutable Form:** The Kujaku Beast is immune to any Jutsu or effect that would change its form.

**Cosmic Weapons:** The Kujaku Beast's attacks ignore resistance.

### ACTIONS

**Bite.** *Melee Weapon Attack:* Summoner's Ninjutsu attack bonus to hit, reach 5 ft., one target. Hit:  $2d6 + \text{Summoner's Ninjutsu modifier}$  in force damage.



## C-RANK

### KUJAKU ART: HYPNOTIC DANCE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra or 4 Star Chakra

**Keywords:** Hijutsu, Genjutsu, Visual

**Description:** As a prerequisite to this jutsu you must have the Kujaku Mode active. You sway your chakra feathers back and forth. Up to two creatures you choose that can see you within range must make a Wisdom saving throw. Targets that fail against this jutsu can repeat the save at the end of each of its turns, ending the effects on itself on a success.

**Success:** Affected target does not gain a rank of Charmed.

**Failure:** Affected target gains one rank of Charmed against the caster for the next minute. While charmed this way, it is also considered Dazzled.

**Critical Failure:** Affected creatures gain two ranks of Charmed against the caster for the next minute. While charmed this way, it is also considered Dazzled.

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

### KUJAKU ART: PEACOCK WINGS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 10 Minutes

**Components:** HS, CM

**Cost:** 8 Chakra or 4 Star Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** As a prerequisite to this jutsu you must have the Kujaku Mode active. The feathers of your Kujaku Mode shift into two pairs of wings that grant you a flying speed of 60 feet, and can hover. When you cast this jutsu, you may choose to force all creatures within a 15-foot radius of you to make a Dexterity save or be knocked prone by the beat of your wings.

Also, you can use an action to make a ranged ninjutsu attack against a target within 60 feet that you can see, as you launch chakra feathers from your wings. These chakra feathers deal  $3d6 + \text{your Ninjutsu ability modifier}$  in force damage. A creature hit by this attack reduces its speed by 10 until the end of its next turn.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 (or 1 star chakra), and increase the damage by  $2d6$ .



## NOVACHARGE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** CM

**Cost:** Special

**Keywords:** Hijutsu, Ninjutsu

**Description:** You overclock the power of your next Ninjutsu with a surge of Star Chakra. When you cast this jutsu, you spend a minimum of 2 Star Chakra and a maximum of 8 Star Chakra, empowering the next Ninjutsu you cast before the start of your next turn;

- **2+ Star Chakra:** For every 2 Star Chakra spent, your Ninjutsu deals an additional  $1d10$  force damage.
- **2+ Star Chakra:** All targets affected by your Ninjutsu must succeed a Constitution saving throw or be knocked back a number of feet based on the rank of the Ninjutsu cast (**D-Rank:** 5ft., **C-Rank:** 10ft., **B-Rank:** 20ft., **A-Rank:** 30ft., **S-Rank:** 40ft.).
  - If the target fails their save by 5 or more, they are Weakened until the end of their next turn.
- **4+ Star Chakra:** Creatures have disadvantage on effects to dispel, interrupt, or negate the casting.
- **6+ Star Chakra:** Targets make their Constitution saving throw at disadvantage.
- **8 Star Chakra:** The damage bonus of Novacharge becomes a d12, and adds twice your casting modifier.

## B-RANK

### KUJAKU ART: COSMIC PRESSURE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** CM

**Cost:** 13 Chakra or 6 Star Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** As a prerequisite to this jutsu you must have the Kujaku Mode active. The feathers of your Kujaku Mode bolden as your mere presence is fueled by cosmic energy. An aura of distorting starlight surrounds you, and with this cosmic presence you exude a calming or frightening pressure.

Until the jutsu ends, any creature that targets you with an attack or hostile jutsu must first make a Wisdom saving throw. On a failed save, the creature must

choose a new target or lose the attack or jutsu. A creature that fails a save this way also gains one rank of Charmed or Fear (pick one) which last for the duration.

Once a creature succeeds this Wisdom saving throw, it becomes immune to this effect until recast this jutsu.

Also, for the duration, a heavy aura of Star Chakra surrounds you in a 20-foot radius. Creatures that enter this radius for the first time or start their turn in it must make a Strength saving throw, gaining 1 rank of Slowed on a failed save. A target that fails this save is also unable to mold chakra while it remains in the aura. If a creature fails this save by 5 or more, they are restrained until the start of its next turn.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 (or 1 star chakra), increase the aura's radius by 5 feet.

## KUJAKU DRAGON

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** Special (14 Chakra or 7 Star Chakra)

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You cannot lose concentration on this jutsu as a result of taking damage. You form a massive swell of star chakra that shapes itself into a dragon-like creature composed of pure star chakra in an unoccupied space within range. This dragon is a huge-sized construct. You may dismiss the construct at any time, ending this jutsu.

As part of the action casting this jutsu, you may command the dragon to move up to 60 feet and make up to two attacks at targets within 15 feet of it. On subsequent turns you can command the dragon to move and take the attack action as a bonus action. Otherwise the construct defends itself.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 (or 1 star chakra), the construct's hit points by 2d8 (or +10) and it deals an extra 1d8 damage with its attacks.

## A-RANK

### KUJAKU ART: COSMIC FLARE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

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

**Components:** CM

**Cost:** 13 Chakra or 6 Star Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** As a prerequisite to this jutsu you must have the Kujaku Mode active. With your tail feathers pointed skyward, you gather a mass amount of star chakra above you. This star chakra radiates in a 120-foot sphere which ignores any form of cover and bypasses jutsu or chakra protection. For the duration, ranged attacks against you have disadvantage. You may exclude a number of creatures up to your proficiency bonus from the effects of this jutsu, all others that begin their turn in this sphere or enter it for the first time gain 1 rank of Slowed and must make two Constitution saving throws:

**1st Save:** On a fail, the creature is blinded for 1 minute or until it's obscured from view of the sphere's center.

**2nd Save:** On a failure, the creature gains two ranks of Weakened and 1 rank of Exhaustion. If this save is failed by 5 or more they are also stunned for 1 minute. A stunned creature can repeat its save at the end of each of its turns to end the stunned condition on itself on a pass.

On consecutive turns, as an action you may launch a concentrated blast of raw Star Chakra in a 120-foot cone originating from 10 feet above you. You can fuel additional Star Chakra into this attack to deal extra damage. All creatures in the cone must make a Dexterity saving throw or take  $10d10 + Xd10$  ( $X = \text{every 1 additional Star Chakra spent}$ ) Force damage, or half as much on a successful save. Once this attack has been made, the jutsu ends.



### KUJAKU DRAGON

*Huge Construct*

**Armor Class:** 15 + your Ninjutsu or Genjutsu Ability Modifier

**Hit Points:** 93 (9d8+60)

**Speed:** 40ft, 40ft (climb/flying), can hover

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	24 (+7)	1 (-5)	10 (+0)	10 (+0)

**Condition Immunities:** All *Mental*, Bleeding, Exhaustion, Envenomed

**Damage Immunities:** Chakra, Poison, Psychic

**Damage Resistances:** Force, Bludgeoning, Piercing, Slashing

**Saving Throws:** Str +10, Dex +7, Con +11

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

**Chakra Predation.** Once per turn when the Kujaku Dragon damages a creature with its **Bite**, that target loses chakra points equal to half the damage dealt, and the Dragon's hit points replenish by the same amount

**Cosmic Weapons.** The Kujaku Dragon's attacks ignore resistance.

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

**Star Chakra Furnace.** You can spend any amount of your own Star Chakra to increase the damage of Kujaku Dragon's **Breath** attack by 1d8 Force damage per 2 Star Chakra spent.

## ACTIONS

**Multiattack.** The construct makes either two attacks with its **Bite** or uses its **Star Breath**.

**Bite.** *Melee weapon attack:* Summoner's ninjutsu attack to hit, reach 15ft., one target. *Hit:* 4d8 + Summoner's ninjutsu modifier force in damage.

**Star Breath.** The Kujaku Dragon spews fiery chakra in a 90-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw (Summoners Ninjutsu DC), taking 8d8 Force damage on a failed save, or half as much damage on a success. A creature that fails this save by 5 or more gains 1 rank of Weakened for the next minute as meteoric radiation bleeds through its skin. Effected creatures repeat this save at the end of their turns to end the condition.

## CELESTIAL APPARITION

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction, which you take when you reach 0 hit points or would die

**Range:** Self

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** Special

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** When you would die, or otherwise be reduced to 0 hit points, you can cast this jutsu to restore yourself to a ghostly form as your essence is manifested into pure star chakra. You gain an extra reaction that can only be used to cast this jutsu. This reaction cannot be negated by conditions or effects. Once cast, your body dies but you become a shimmering spirit comprised of Star Chakra gaining the following;

- Equipment you carry is duplicated in your ghostly form, but when an item is no longer being worn or held by you it vanishes.
- Your unarmed and weapon damage becomes force.
- You have resistance to all damage besides necrotic, psychic, and chakra damage. This resistance cannot be overcome by any means.
- You cannot regain or spend chakra points after this jutsu is cast. Instead, casting only your remaining Star Chakra for all features and jutsu. You regain a number an amount of Star Chakra equal to your level. If this amount exceeds your maximum then you gain the remainder in temporary hit points.
- Your hit points remain at 0 and cannot exceed this amount, but you gain a number of temporary hit points equal to all current chakra you had before casting this jutsu. If you had 0 chakra, then you can spend a number of Star Chakra to gain temporary hit points (5 temp HP for every 1 Star Chakra). If these temporary hit points would reach 0, damage dealt to you reduces your Star Chakra total instead.



- You cannot be revived or restored of Hit Points, even after the effects of this jutsu end.
- You can immediately take an extra turn, entering yourself into initiative order at that moment.
- This ghostly form lasts for 10 minutes or until you reach 0 temporary hit points and Star Chakra.



## CLAN FEATS

### STAR CHAKRA RESILIENCE

Category: Clan

Prerequisite: Hoshi Clan

Your Star Chakra has grown exceptionally strong and resilient. You gain the following benefits;

- Increase your Constitution or Intelligence score by 1, to a max of 20.
- When you spend at least 2 *Star Chakra* when casting a jutsu that creates a construct, the construct created gains a number of temporary hit points equal to 3 times the rank of the jutsu cast (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5). While a construct has these hit points, it is resistant to Bludgeoning, Piercing, and Slashing damage.
- When you use *Star Chakra* to fuel a class feature, 1 Star Chakra Counts as 2 regular chakra.

### KUJAKU FLOURISH

Category: Clan

Prerequisite: Hoshi Clan, Level 4+

You have mastered weaving your medical jutsu into your combat style, you gain the following benefits:

- Increase your Constitution or Intelligence score by 1, to a max of 20.
- While you have temporary hit points as a result of activating *Kujaku Mode*, you also have resistance to bludgeoning, piercing, and slashing damage.
- Your *Kujaku Mode*'s colors may alter depending on your nature release. If you have a nature release, you gain resistance to that nature for the duration of your Kujaku Mode. When you spend the Star Chakra cost to cast a Hoshi Hijutsu, you can change its damage type to match that nature. If you have more than one nature release when you activate Kujaku Mode, you choose one nature release at a time to benefit from this feat. If you don't have a nature release, you instead gain resistance to Force.

### METEORIC CASTER

Category: Clan, Rare

Prerequisite: Hoshi Clan, Level 12+

Your masterful control in Hoshi techniques has made your ninjutsu casting both seamless and instinctual. You gain the following benefits;

- Increase your Constitution or Intelligence score by 1, to a max of 20.
- When you would cast a jutsu without the Hijutsu keyword, you may spend a number of *Star Chakra* equal to its rank (D-Rank: 2, C-Rank: 4, B-Rank: 6, A-Rank: 8, S-Rank: 10). When you do so you may use Constitution instead of its casting ability for its attack and damage rolls as well as Save DC.
- When you spend the full chakra cost of a jutsu using *Star Chakra*, its damage type becomes Force. If the jutsu doesn't deal damage, you instead gain  $Xd6$  temporary hit points, where  $X$  equals the jutsu's rank (D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5), which last until the end of your next turn.

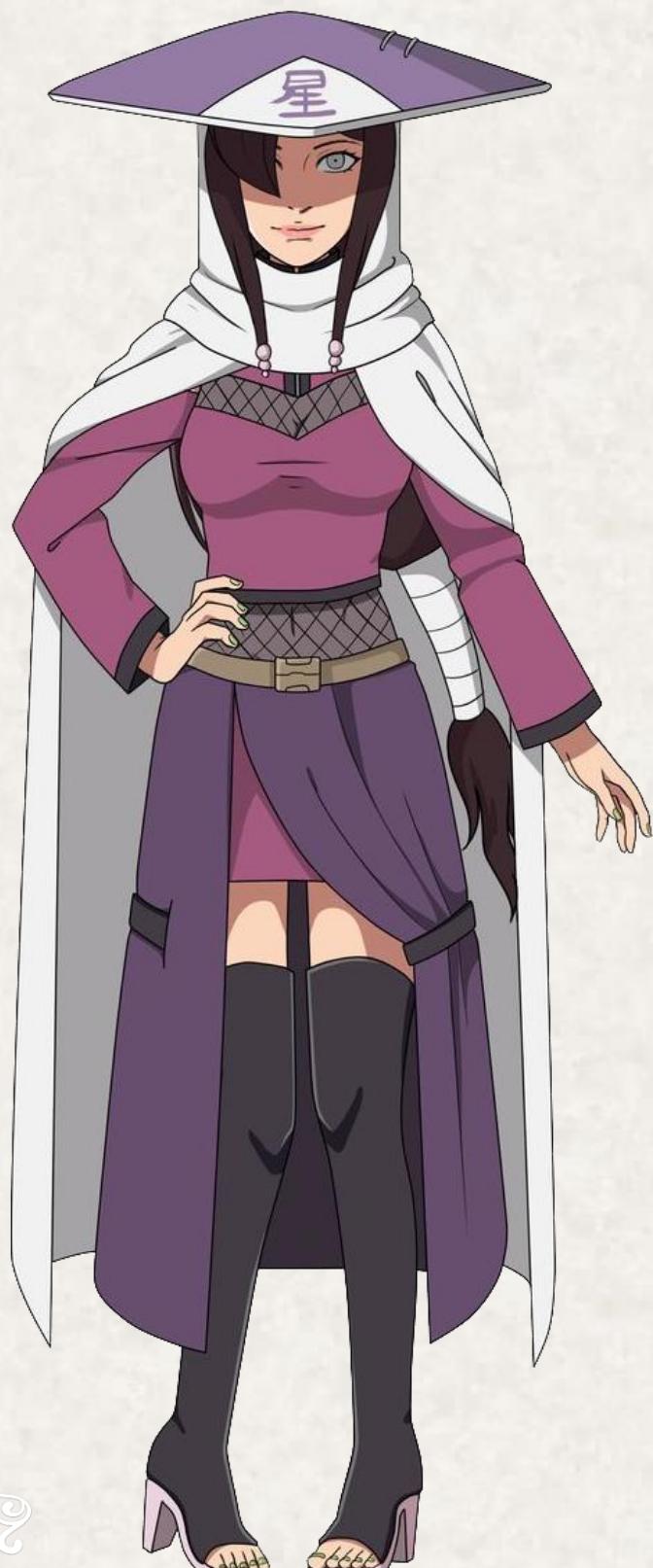
### COSMIC KUJAKU

Category: Clan

Prerequisite: Hoshi Clan, Level 16+

You have mastered weaving your medical jutsu into your combat style, you gain the following benefits:

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- You can activate your *Kujaku Mode* as part of initiative.
- When you activate *Kujaku Mode*, you may remove a number of ranks of a condition affecting you equal to your Constitution modifier (except Star Fatigue).
- While *Kujaku Mode* is active, the increase to AC becomes +2, and you add half your Constitution modifier (rounded down) to saving throws made against hostile Ninjutsu.



### ART CREDIT

All pictures of this character come from livinabox22 on DeviantArt

# HOSHIGAKI CLAN

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

—Tatsunami Aburame  
*The Long Road, Ch. 13 excerpt.*

## THE TAILLESS BEAST

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

### HOSHIGAKI TRAITS

**Recommended Ability Score Increase:** +2

Con, +1 Str

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

**Skill Proficiencies:** Animal Handling, Athletics

**Weapon Proficiencies:** Great Axe, Naginata, Odachi (Greatsword), Scythe, Tetsubo

**Dark Vision:** You have Darkvision up to 30 feet.

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

**Water Literacy:** You reduce the ability score requirement to learn and cast Jutsu with the Water Release keyword by 2. For Ability score requirements, check the SHB, pg.121).

### HOSHIGAKI FEATURES

**Aquatic Adaptation:** You have a Swimming and Water walking speed equal to your walking speed.

**Amphibious:** You can breathe air and Water.

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

**Commander of the Deep:** Beginning at 1<sup>st</sup> level, aquatic creatures have an affinity with people of your clan. You can communicate simple ideas with beasts that can breathe Water. They can understand the meaning of your words, though you have no special ability to control them directly. Starting at 7<sup>th</sup> level you learn the **Summoning Technique** D-Rank ninjutsu with a contract with the Shark tribe. You can cast this jutsu ignoring Ability Score Requirements. The Shark tribe you are contracted with are a bit more powerful than other shark tribes. This shark tribe gains additional ASI points equal to its rank. (D-Rank: +2, C-Rank: +3, B-Rank: +4, A-Rank +5, S-Rank: +6).

Additionally, when you summon these sharks, they are summoned in a large bubble of Water that they use for land travel, using their swimming speed to traverse the land. If they ever end their turns more than 60 feet away from you and they are not in a body of Water that is not this bubble, they are automatically unsummoned.

**Brute Strength:** Your immense strength lets you wield weapons in ways that others would find impossible. Beginning at 1<sup>st</sup> level, you gain proficiency in intimidation and weapons with the **Versatile** property deal their two-handed damage even if you wield them in one hand. Starting at 3<sup>rd</sup> level, when you are wielding one weapon, you can still use the hand holding it to cast jutsu with the hand seal (HS) and Chakra seal (CS) components, without putting the weapon down. Additionally, you always add your strength modifier to the damage rolls of to Bukijutsu you cast, unless otherwise specified. Starting at 7<sup>th</sup> level, while you have temporary chakra as a result of the **Ravenous Chakra** clan feature, you may add your proficiency bonus to damage rolls that use your strength twice per turn.

**Ravenous Chakra:** Your body yearns to consume the Chakra of others. The stronger your enemies, the stronger you can become, using their energy to fuel you. Beginning at 3<sup>rd</sup> level, when you cast a jutsu with the Water release keyword, the jutsu also deals Chakra damage equal to the result. You gain a number of temporary Chakra points equal to the rank of the Jutsu cast (D-Rank: 2, C-Rank: 3, B-Rank: 4, A-Rank: 5, S-Rank: 6). You can use this feature twice per initiative roll. This increases to three times at 15<sup>th</sup> level.

Beginning at 11<sup>th</sup> level, your jutsu can also consume the Chakra in other techniques as your jutsu becomes more shark like. If you would clash with a jutsu while using this feature, you gain a bonus to the clash check equal to 1d6. If you win the clash check, your jutsu deals additional damage equal to twice the losing Jutsu's cost.



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

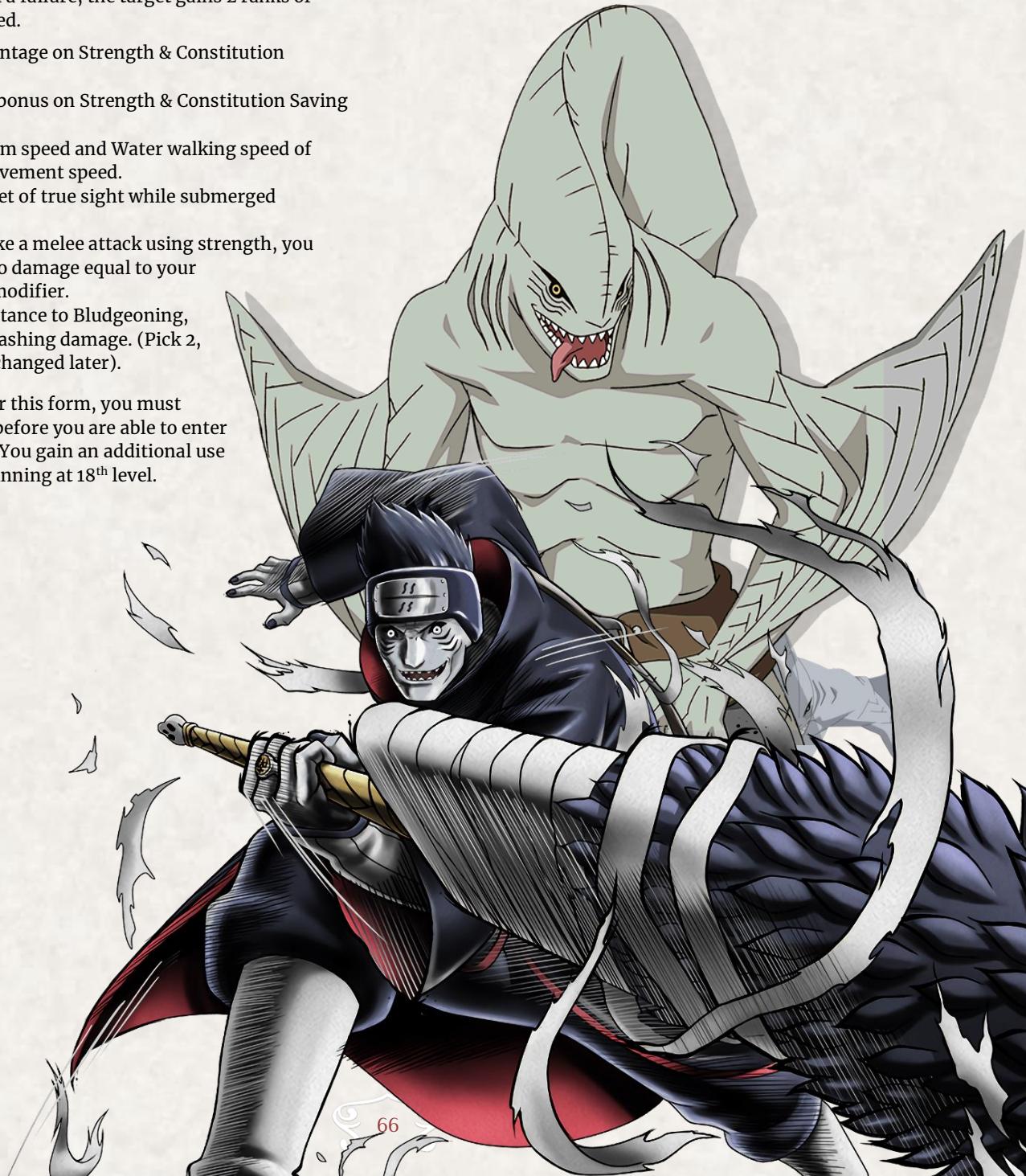
Starting, at 11<sup>rd</sup> level, you tap into your innate bloodline limit, allowing you to become one with your inner apex predator. As a bonus action on your turn, you enter a shark like form, growing large gills on your neck, large wing like fins grow from your shoulders down to your wrists, you grow webs between your fingers, your hair, if any fuses into your scalp, as your head, shoulders, and neck fuse into each other as your spine also grows into a long tail like appendage. You cannot cast Ninjutsu that does not have the Water Release Keyword. For the next minute you gain the following benefits;

- You can as an action perform a special action known as the *Apex Gaze* against a single creature you can see within 60 feet of you.

**Apex Gaze.** Targets must make a Wisdom saving throw vs your Taijutsu or Ninjutsu save DC (Your choice). On a failure, the target gains 2 ranks of Demoralized.

- You have advantage on Strength & Constitution Checks.
- You gain a +2 bonus on Strength & Constitution Saving throws.
- You gain a swim speed and Water walking speed of twice your movement speed.
- You gain 30 feet of true sight while submerged underwater
- When you make a melee attack using strength, you gain a bonus to damage equal to your Constitution modifier.
- You have resistance to Bludgeoning, Piercing, or Slashing damage. (Pick 2, This can't be changed later).

Once you enter this form, you must complete a rest before you are able to enter this form again. You gain an additional use of this form beginning at 18<sup>th</sup> level.



## CLAN FEATS

### APEX BERSERKER

Category: Clan

Prerequisite: Hoshigaki Clan, Level 12+

You have learned to tap into this bestial ferociousness within you. You gain the following Benefits;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- While you are gaining the benefits of **Shark Skinned Predator**, you can perform your Apex Gaze as a Bonus Action.
- While you are gaining the benefits of **Shark Skinned Predator**, you are immune to the Fear and Charmed Conditions.
- While you are gaining the benefits of **Shark Skinned Predator**, you have advantage on your first Weapon Attack against a target with the Bleeding condition on your turn.
- While you are gaining the benefits of **Shark Skinned Predator**, creatures who make contested grapple checks against you, make their checks at disadvantage.

### LIFEFORCE CONNECTION

Category: Clan

Prerequisite: Hoshigaki Clan, Wielder of a Legend, Level 12+

You've put enough of yourself into one of your weapons that it has become part of you, resonating with your chakra and becoming one with your body. You gain the following benefits;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Pick one weapon you own, you know where it is located as long as it is within 10 miles of you and you can sense everything within 10 feet of that weapon as if you were there yourself.
- You can spend a use of **Ravenous Chakra** to consume chakra through your chosen weapon. For the next minute, once per turn, when you would deal weapon damage with it, you deal Chakra damage to the target equal to the weapon's damage die. You gain half of the result as Temporary Chakra Points.
- When you would use your **Ravenous Chakra** clan feature on a creature whose level is greater than or equal to your own, they are an Elite or Solo adversary or if they have a higher Constitution ability score, and deal Chakra damage to them, you increase the damage dealt by 1 damage die. If the target has multiple resources that can be spent like chakra (Such as *White Chakra*, *Calories*, or even *Reserve Cells*), you also reduce that resource by 2 for each instance of Chakra damage you deal.

### MONSTER OF THE MIST

Category: Clan

Prerequisite: Hoshigaki Clan, Level 4+

You've grown more in touch with the primal side of your bloodline and unlocked a terrifying transformation. You gain the following benefits;

- Increase your Constitution score by 1, to a maximum of 20.
- You gain another use of **Ravenous Chakra**.
- You can spend one use of your **Ravenous Chakra** clan feature to enter a primally enhanced state. This causes your teeth to grow sharper, muscles to become denser and more other shark like qualities to become more prudent. You remain in this primal state for 1 minute, once per long rest and gain the following;
  - You cannot use the **Ravenous Chakra** feature for the duration of this form.
  - All Ninjutsu you cast with the **Water Release** keyword are under the effects of **Ravenous Chakra**.
  - All Ninjutsu you cast with the **Water Release** keyword that would clash or interact with another structure, construct or creature created as a result of a jutsu deals additional damage to that target equal to your level, once per casting.
  - Beginning at 11<sup>th</sup> level if you would enter this primal state while you are benefiting from the **Shark Skinned Predator** clan feature, Ninjutsu you cast with the **Water Release** keyword adds your Constitution and Strength modifiers to the damage dealt up to twice per casting.

### SHARK TOOTH

Category: Clan

Prerequisite: Hoshigaki Clan, Level 8+

Your Body has begun to adapt to deep sea exploration and the hunt. Your teeth grow sharper and more serrated. You gain the following Benefits;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain proficiency in Strength saving throws while you are submerged in water.
- You gain access to a **Bite Attack**. You can replace one or more of your attacks made with the attack action, with this bite attack. Your bite attack has the following statistics and abilities;
  - Deals 3d4 + Strength piercing damage.
  - Creatures who take damage from your bite, must make a Strength saving throw vs your Taijutsu save DC, being grappled on a failed save. You can only grapple one creature at a time this way.
  - When you deal 12 or more damage with a single bite attack, the target gains one rank of bleeding.



## SYMBIOTIC SHARK

Category: Clan

Prerequisite: Hoshigaki Clan

You are one with the water and creatures that live inside it. Like pieces of a puzzle in an ecosystem, you help each other survive. You gain the following benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- You can now command simple minded aquatic creatures, such as fish or sharks.
- When casting the *Summoning Technique* to summon a Shark summon, you can increase the cost by +5. When you do you increase their speed by 30 feet and they gain Temporary Hit Points equal to your level.
- When you would cast a jutsu with the *Combination* keyword with the help of your summoned creature, you can use your Constitution in place of your Charisma when calculating any bonuses granted by the combination jutsu. When you would use your Constitution in this way, the cost cannot be reduced as a result of having more creatures as a part of the casting, only being divided evenly amongst all creatures and not gaining any additional cost reduction benefits.

## TAILLESS TAILED BEASTS

Category: Clan

Prerequisite: Hoshigaki Clan

Your stamina is unmatched. Increase your Hit & Chakra Point total by an amount equal to your level. Thereafter, each time you gain a level, Increase your Hit & Chakra Point total by +1.

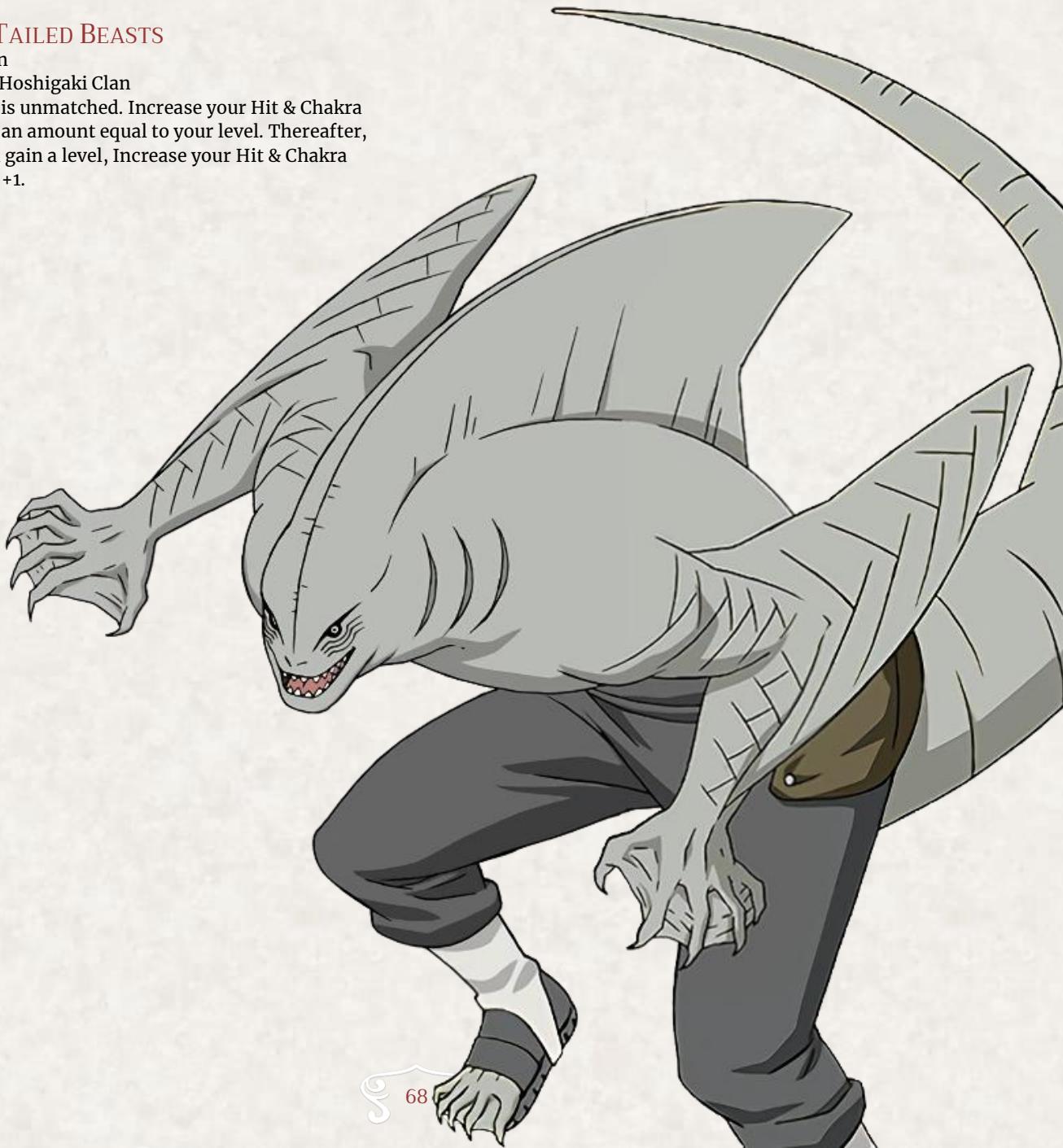
## WIELDER OF A LEGEND

Category: Clan

Prerequisite: Hoshigaki Clan, Level 8+

You've grown to love a specific weapon and take care of it daily. In the blood of your enemies, it will be tempered into something legendary. You've learned how to use the unique qualities of a weapon to their full potential. Pick a weapon group exclusive to melee weapons (such as *Blades*). Weapons of that group are treated as your *Apex Weapon*. When you are wielding it, your *Apex Weapon* gains an ability based on its group;

- **Blades:** Your weapon pierces 4 of a creatures DR (Damage reduction).
- **Flail:** Your weapon ignores a creatures temporary hit points, always dealing direct damage to their hit points.
- **Power:** Your Weapon increases its damage die by +1 if the target is gaining the benefit of a bonus to its AC as a result of a Jutsu or Trait.
- **Polearm:** Creatures who would cast a Jutsu that requires Hand Signs (HS) or Mobility (M) triggers attacks of opportunity if within this weapons range.



# HOZUKI CLAN

*The Rogue from the badlands, sits waiting patiently, hunting his prey. He takes a jug of Water from his pouch and begins to drink from it carefully, not wasting a single drop. After finishing, he reaches behind himself and grabs a large Odachi with one hand, as his arm expands showing a massive increase in strength. He leaps from his hiding place bring the blade down on his mark.*

—Hato Hyoshi

*At Worlds End, Ch. 17 excerpt.*

## DEMONS SECOND COMING

The Hozuki Clan is a relatively small clan that hails from the Land of Water. While the clan itself is small, it has had prominent members, whom have attained the rank of 7 Swordsman and garnered a notoriety of being excellent swordsman and even better assassins. The Hozuki clan has a unique trait, allowing them to turn their body into a liquid form passively. Though due to this extreme affinity with the Water Release affinity, they have lost the ability to access the Lightning Release Affinity, in its entirety.

### HOZUKI TRAITS

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

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

**Skill Proficiencies:** Martial Arts, Chakra Control.

**Water Release Affinity:** You begin with the Water Release affinity (*You can learn Ninjutsu with the Water Release Keyword.*)

**Lightning Release Inability:** You cannot use or Learn Ninjutsu with the Lightning Release Keyword

**Swimming Speed:** Your base swimming speed is 30 feet.

### HOZUKI FEATURES

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

**Amphibious:** You can breathe air and Water.

**Water Dependency:** The Hozuki has a dependency on Water, they must consume at least a gallon of Water or immerse themselves in Water for one hour each day. If the Hozuki fails to do this they suffer 1 level of exhaustion at the end of that day. The Hozuki, can recover from this exhaustion by drinking a gallon of Water or immersing yourself in Water for at least 1 hour.

**Made of Water:** Starting at 1<sup>st</sup> level, your body counts as a sufficient source of Water to reduce the cost of Water release Jutsu you cast (*You cannot gain the alternative effect of a Water Release Jutsu using this feature*). If the Jutsu cast cannot have its cost reduced by having a sufficient source of Water, you instead reduce the cost of ninjutsu with the **Water Release Keyword** 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**).

**Water Reservoirs:** Beginning at 3<sup>rd</sup> level, you store extra Water in your body, giving you an amount of uses equal to your proficiency bonus per long rest. You can use these reservoirs to empower a ninjutsu with the Water Release Keyword, either increases its damage by 1 damage die or save DC by +1. At 11<sup>th</sup> level, increase the damage die or save DC by 2 and at 18<sup>th</sup> level, increase the damage die or save DC by 3.

**Reflective Surface:** Beginning at 7<sup>th</sup> level, whenever you cast a Ninjutsu with the Water Release Keyword, gain an amount of Temporary Hit points equal to the rank of jutsu used, until the beginning of your next turn. (**D-Rank: 3, C-Rank: 6, B-Rank: 10, A-Rank: 15, S-Rank: 20**).

When you reach 15<sup>th</sup> level the amount of temporary hit points gained becomes the following; (**D-Rank: 5, C-Rank: 10, B-Rank: 15, A-Rank: 20, S-Rank: 25**)



# HOZUKI CLAN JUTSU

## D-RANK

### GREAT WATER ARM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** W (Any Melee), CM, M

**Cost:** 5 Chakra

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

**Description:** You quickly enlarge your main arm by moving the Water in your body.

Make a melee Ninjutsu or Taijutsu attack with the weapon used to cast this jutsu. On a hit, you deal your weapons damage + 2d8 and force a target to make a Strength saving throw. On a failed save, they are knocked back 15 feet and are dazed. On a success, nothing happens.

If you are gaining the effects of the *Hydrofication* Hozuki clan Jutsu, increase the damage die by 1 step.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank or higher, increase the damage by 1d8. If this jutsu is cast at B-Rank or higher, increase the number of attacks made by +1. If this jutsu is cast at S-Rank, increase the damage die by one step.

### WATER BODY

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** -

**Cost:** 5 Chakra

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

**Description:** You are able to quickly turn yourself into Water, allowing you to dodge more attacks. When damaged by an attack, you may increase your AC by +3 until the start of your next turn. Also, you gain Resistance to Bludgeoning, Piercing and Slashing damage but take an extra die of Lightning damage the first time you take Lightning damage before the start of your next turn.

### WATER MUSCLES

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CM

**Cost:** 5 Chakra

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

**Description:** You empower your muscles by controlling the Water inside your body. This jutsu does not cost Chakra to maintain concentration. For the duration damage dealt with attacks and jutsu that rely on your Strength adds 2d4 for their damage rolls. You can only gain the benefit of this bonus damage, twice per turn.

Additionally, you can add +4 to skill checks that use your Strength modifier in any way.

If you are currently benefitting from the *Hydrofication* Clan jutsu, the damage bonus instead becomes 5d4.

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

### WATER ESCAPE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** CM

**Cost:** 5 Chakra

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

**Description:** You turn yourself into Water to escape your restraints. If you are currently grappled or restrained, you turn into a puddle of Water, escaping the grapple or restrained conditions.

## C-RANK

### HOZUKI BLADE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 9 Chakra

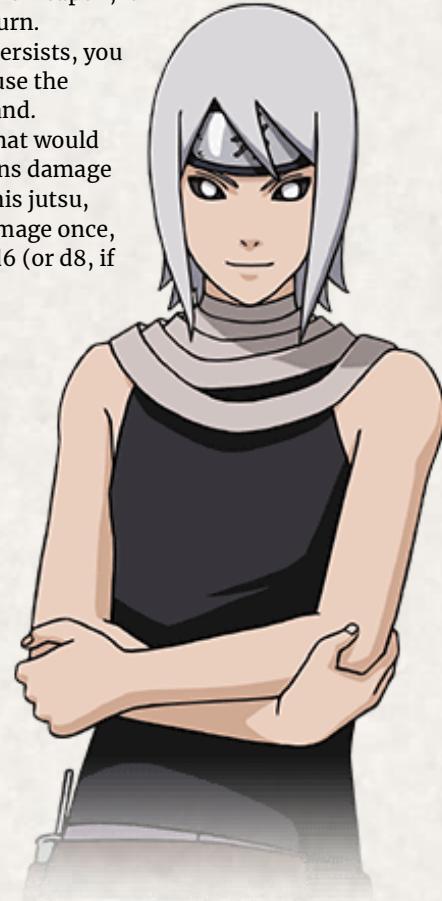
**Keywords:** Hijutsu, Ninjutsu, Water Release

**Description:** You weave together streams of Water to create a sword of solidified Water in your hand. This construct sword lasts until the jutsu ends. It counts as a simple melee weapon with which you are proficient. It deals 3d6 + your Strength or Dexterity modifier in either cold, Slashing, Piercing or Bludgeoning damage on a hit and has the Versatile (d8), Deadly and Finesse properties. You choose the damage type at the time of casting this jutsu.

In addition, when you use the sword to attack a target that is at least halfway submerged in Water, you make the attack roll with advantage. If you are currently using the *Hydrofication* Jutsu, the dice size increases by one step ( $d6 > d8 > d10 > d12$ ). If you drop the weapon, it dissipates at the end of the turn.

Thereafter, while the jutsu persists, you can use a bonus action to cause the sword to reappear in your hand.

If you would cast a jutsu that would allow you to deal this weapons damage that is under the effects of this jutsu, you only deal this jutsu's damage once, after which you default to 2d6 (or d8, if holding with two hands)



## WATER BLOB

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

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

**Components:** CM

**Cost:** 9 Chakra

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

**Description:** A target creature you can see within range must succeed on a Dexterity saving throw or they are now grappled with their head being submerged in a bubble of Water, made from your body. While grappled this way, they begin to suffocate. While suffocating this way, it is difficult to maintain concentration on jutsu and must make a Constitution (Chakra Control) check to maintain concentration, losing the jutsu on a failure. A creature begins to drown after a number of rounds equal to its Constitution modifier (Min 1).

While grappled in this way, when a creature attempts to escape this grapple, they can spend their action to make their Strength (Athletics) or Dexterity (Acrobatics) checks contested by either your Strength (Chakra Control), or Constitution (Chakra Control) check.

At the start of its first turn after these rounds and the beginning of each of its turns it remains grappled, it takes necrotic damage equal to  $4d8 + \text{Your Ninjutsu ability modifier}$ . If you are currently using the *Hydrofication* Jutsu, skill checks made to escape the grapple is made with a  $1d4$  penalty.

## WATER GUN

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You form a bullet on the edge of your finger and shoot it at a target within range. Make two ranged Ninjutsu attacks against two separate creatures within range. On a hit, you deal  $5d8 + \text{Ninjutsu ability Modifier}$  cold damage. If you are currently using Hydrofication jutsu, increase the damage die by one step ( $d8 > d10$ ).

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

## WATER GUN: DOUBLE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You form bullets on the edge of each of your fingers and Fire them off with enough spread to imitate a shotgun. Creatures in a 15-foot cone in front of you must succeed a Dexterity saving throw, taking  $6d6$  cold damage and being chilled on a failed save, or half as much on a successful one.

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

## B-RANK

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### HYDROFICATION

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** You turn yourself into a mixture of Water and oil, liquifying entirely turning into a sentient pool of fluid that you can control. For the duration of this jutsu, you can transform any part of your body into this liquid mixture, allowing you to fit through any crack large enough for Water to fit through. You gain resistance to bludgeoning, piercing, slashing and immunity to Fire damage. You gain vulnerability to Lightning damage.

Additionally, your strength and Constitution scores increase by +4, while using this jutsu.



## WATER BALLOON

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 10 Chakra

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

**Description:** You create a puddle of Water mixed with oil, producing bubbles that float around you. These bubbles are then launched at a 15-foot cube of area within range with enough speed to cause concussive damage. Creatures of your choice, who first enter the chosen area or who begin their turn within it must succeed a Dexterity saving throw taking 4d10 bludgeoning damage and being Dazed or half as much on a successful save.

As an action on your turn, you can choose to move the target area up to 30 feet in any direction within range.

If you are currently using the *Hydrofication* Jutsu, increase the damage die by 1 step. ( $d10 > d12$ ).

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

## A-RANK

### DEMON WAVE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 16 Chakra

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

**Description:** As a requirement to activate this jutsu, you must have *Hydrofication* currently active. You end your concentration on that jutsu and this one takes its place. You retain all effects of Hydrofication, including extra effects given to other jutsu and add this jutsu's effects to them. You cannot lose concentration of this jutsu as the result of failing a concentration check.

Additionally, you can only cast jutsu with the Water Release keyword while this jutsu is active.

You create and merge with a larger body of Water, increasing your size to huge and increasing your Strength score by +4 and Constitution score by +2. When you cast a jutsu with the Water Release keyword, it always gains the benefits of any alternative effects the jutsu could receive as

the result of being cast near a source of water (excluding cost reduction) and are upcast by +1 ranks for free. If this would cause the jutsu to be cast beyond S-Rank, apply the effects of the upcast an additional time (if applicable).

Additionally, as a reaction when you see an allied creature within 10 feet of you, targeted for an attack, you can interpose for that ally changing the target of that attack to you.



## CLAN FEATS

### HOZUKI EXECUTIONER [NEW!]

Category: Clan

Prerequisite: Hozuki Clan, Level 4+

You have focused purely on your martial techniques, combining your water release into your blade work to refine your executioner style. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You learn the **Hozuki Blade** Hijutsu. It no longer requires you to spend chakra to maintain concentration on it.
- A number of times per rest equal to your proficiency bonus, when you would cast a ninjutsu with the Water Release keyword that requires at least one attack roll while concentrating on the **Hozuki Blade** jutsu, you can instead make the attack rolls with your Hozuki Blade, immediately summoning it to your hand to do so.

The jutsu loses the HS component, gaining the M component and the W (**Hozuki Blade**) components, and gains the Bukijutsu keyword. Once per casting, you can add your Hozuki Blade's damage to the damage roll of one of the jutsu's attacks.



### GO WITH THE FLOW

Category: Clan

Prerequisite: Hozuki Clan, Level 8+

You've adapted more to using water jutsu, making yourself better at manipulating your own water. You gain the following benefits;

- Increase your Intelligence or Constitution score by 1, to a maximum of 20.
- When you would cast a Jutsu with the Water Release Keyword while gaining the benefits of a sufficient source of water you can instead forgo the benefits to gain 10 Temporary Hit Points. This THP stacks with THP gained from the **Reflective Surface** Clan Feature.
- You can Concentrate on a third jutsu, but all jutsu you are Concentrating on must be Ninjutsu with the Water Release Keyword.

### HYDROIFICATION EXPERT

Category: Clan

Prerequisite: Hozuki Clan, Level 12+

You adapted more to using Water jutsu, making yourself better at manipulating your own Water. You gain the following Benefits;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Ninjutsu, you cast with the **Water Release** keyword and no other nature release keyword, can use your Constitution as your Ninjutsu ability modifier.
- Your other Hijutsu gain the benefits of your Hydrofication even when you are not concentrating on it.

# HYUGA CLAN

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

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

## THE VILLAGES STRONGEST

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

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

### HYŪGA TRAITS

**Recommended Ability Score Increase:** +2 Wis, +1 Dex  
**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Perception, Insight

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

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

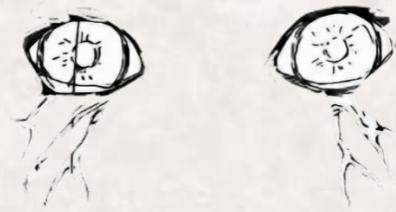
### HYŪGA FEATURES

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

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

- **Main House:** The Head portion of the family considered the “royal” part of the clan overall. This Portion of the clan Focuses on the Hyūga clan’s secret techniques. If you select this branch of the family, you will have access to the main house’s Hyūga clan techniques. This is due to the fact, most main branch Hyūga’s do not become ninjas or shinobi in the classical sense instead becoming staff in the Villages information council.

- **Side House:** The guardian/protector portion of the Hyūga clan. They are generally made to be like servants to the main house while inside the Hyūga villa. While not given access to the entirety of the Hyūga clan’s secret techniques, they have formulated their own advanced versions of the general gentle fist and 8 trigram techniques.



**Byakugan:** One of the hidden Leaf village’s 2 great dojutsu. The Byakugan is an eye of extreme refined focus. At 1st level you can spend 5 Chakra to activate the Byakugan as a bonus action which remains active for up to 1 hour. You may deactivate and reactivate the Byakugan during this time period with no additional cost. While active the Byakugan gains the following benefits:

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

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

- **Combat Insight:** You gain amazing combat senses while your Byakugan is active. If you are proficient in Dexterity saving throws you gain a +2 bonus to them. If you are not proficient, you gain a +1 bonus instead.
- **Combative Vision:** You also add your Wisdom ability modifier to the first unarmed attack roll, using the *Gentle Fist Stance*, you make on each of your turns.
- **Immense Distance:** Doubles the range of *Chakra sight* to 1,000ft. You can see things up to 1 mile away as if they were within 50 feet of you.
- **Penetrative Vision:** You can see through obstructions up to 30 feet thick within your Chakra sight range. You gain a +2 bonus to Perception while your Byakugan is active.

- **Perceptive Insight:** You can discern a creature from any clones they may make, regardless of the clone used. Additionally, you gain advantage on checks made with the **See through lies** skill-action.
- **Perceptive Predictions:** You gain unmatched predictive combat senses. When you would cast a Hyūga Hijutsu as a Reaction to taking damage, the jutsu gains a bonus 3 DR, based on the rank it is cast for the duration for the jutsu. (D-Rank/C-Rank: 3 DR, B-Rank/A-Rank: 5 DR, S-Rank: 7 DR).
- **Perceptive Resilience:** Increase your resistance to misdirection. When making a Wisdom saving throw against Genjutsu with the Visual Keyword, you gain a +2 bonus if you are proficient in Wisdom saving throws. If you are not proficient you gain a +1 bonus instead. These saves cannot be made at disadvantage.

**Gentle Fist Stance:** The Gentle Fist is the premiere fighting style for the Hyūga clan. Starting at a young age, both main and side branch clansmen are trained in this art of Taijutsu. The primary focus is on injecting chakra into an opponent's chakra network disrupting the flow of a creature's chakra network.

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

Also, at 1st level your Unarmed Damage becomes a d6 and deals chakra damage. This becomes 2d6 at 7th level and a 3d6 at 11th level. When you deal chakra damage to a creature with 0 chakra, you instead deal an equal amount of force damage to their hit points.

Alternatively, you can choose to deal bludgeoning damage to a creature in this stance, if you do, your damage die is 1d6. You deal half damage to constructs and undead while in this stance.

Starting at 3<sup>rd</sup> level, while in this stance, once per turn, when you would increase the cost of a hostile creatures jutsu, you may add 1d4 to the cost increase. This increases to 1d6 at 11<sup>th</sup> level and 1d8 at 18<sup>th</sup>.

Beginning at 7<sup>th</sup> level if you deal Chakra damage with this stance and the target has 0 Chakra, you instead deal double force damage to the targets hit points.

## HYŪGA CLAN JUTSU

### D-RANK:

#### GENTLE COUNTER

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you take damage from a melee attack.

**Range:** Self

**Duration:** Instant

**Components:** CM, M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As a part of casting this jutsu, you must be gaining the benefits of the *Gentle Fist Stance*. You instantly react to an incoming attack. When you are damaged with a melee attack, you may roll 1d8 + Your Unarmed attack bonus. Reduce the damage you received by the result.

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

#### PALM ROTATION

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self (5 feet)

**Duration:** 1 Round

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu, Clash

**Description:** You spin at a violent speed, while releasing Chakra from every Chakra point on your body. Creating a dome of blue Chakra repelling most attacks. Until the start of your next turn, you have a +4 Bonus to AC. If you are subject to a jutsu that requires you to make a Strength or Dexterity saving throw you make the save at advantage. Creatures who are within 5 feet of you when you cast this jutsu must succeed a Strength saving throw, taking 2d8 Force damage and being pushed back 5 feet on a failed save.



## PALM STRIKE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** 5 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As part of the requirements of this jutsu, you must be benefiting from the *Gentle Fist Stance*. Once per turn, you cast this jutsu when you would deal Chakra Damage with a melee attack. When this jutsu is cast you deal an additional  $3d8$  chakra damage and you can choose to either **Disrupt I** or **Block I** their chakra pathways.

If you deal Chakra damage to a creature that has 0 Chakra, you instead deal double the resulting Chakra damage as force damage.

**Disrupt I:** You increase the cost of all jutsu they cast by +3, until the end of their next turn.

**Block I:** You force the target creature to make a Constitution Saving Throw, becoming unable to mold Chakra until the start of your next turn on a failed save. They can remake the saving throw to remove this effect at the end of their turns.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $2d8$  and if you use **Disrupt I** increase the cost of their next jutsu by an additional +3.

## GENTLE REPRIEVE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action or 1 Bonus Action.

**Range:** Touch

**Duration:** Instant

**Components:** CM, M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu, Medical

**Description:** As part of the requirements of this jutsu be benefiting from the *Gentle Fist Stance*. You reach out to touch an allied creature, using your chakra to speed up the flow of their chakra network aiding in their chakra efficiency or their chakra recovery

If you choose to aid in their chakra recovery, this jutsu is an Action and you force the target creature to spend up to 2 Chakra die, recovering the result + Your Wisdom Modifier.

If you choose to aid in their chakra efficiency, this jutsu is a Bonus action and reduces the cost of the next jutsu an allied creature casts by 2. This effect cannot be used on yourself.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If aiding in efficiency reduce the cost by an additional 1 at B-Rank, and by 2 at S-Rank. If aiding in chakra recovery, increase the number of Chakra die spent by +1 for every rank above D-Rank.

## VACUUM WALL PALM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 3 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** You thrust your palm forward at a creature you can see in range creating an invisible blast of Chakra. Make a ranged Taijutsu attack. On a hit you deal  $5d4$  force damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by  $2d4$  and the range by +10 feet. If this jutsu is cast at B-Rank or higher, you force the target creature to make a Constitution Saving Throw, becoming unable to Mold Chakra until the beginning of their next turn.

## C-RANK:

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### 8-TRIGRAMS 64 PALMS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (5 feet)

**Duration:** Instant

**Components:** CM, M

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As part of the requirements of this jutsu you must have *Byakugan* active and be benefitting from the *Gentle Fist Stance*. You perform the Hyūga clan final maneuver of the Gentle fist. Make a single melee Taijutsu attack, comparing the result against all creatures of your choice AC, within 5 feet of you. On a hit, you deal your [Unarmed Damage] +  $3d8$  Chakra damage and half of the chakra damage dealt as force damage and you can choose to either **Disrupt II** or **Block II** their chakra pathways. If the target creature has 0 Chakra, you instead deal double the result as force damage.

**Disrupt II:** You increase the cost of all jutsu they cast by +9, until the end of your next turn.

**Block II:** You force the target creature to make a constitution saving throw, becoming unable to mold Chakra for 2 of their turns (or Elite Actions).

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by  $1d8$  and if you use **Disrupt II** increase the cost of their next jutsu by an additional +6. If this jutsu is cast at B-Rank or higher, you instead make 2 attacks and creatures you strike with both attacks suffer increased effects from **Disrupt II** and **Block II**. This jutsu cannot make more than 2 attacks by any means per casting.

**Disrupt II:** You increase the cost of all jutsu they cast by +12, until the end of your next turn.

**Block II:** You force the target creature(s) to make a constitution saving throw, becoming unable to mold Chakra for 3 of their turns (or Elite Actions). They can remake the saving throw to remove this effect at the end of their turns.

## 8-TRIGRAMS GRID PALM

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** CS, CM, M

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Taijutsu, Fuinjutsu

**Description:** You slam your hand on the ground creating a network of grids along the ground that then cover all enemies inflicting great pain on them. All creatures of your choice, within range, must make a charisma saving throw, becoming restrained by the intense pain they experience for the duration. Creatures restrained in this way remake their saves at the end of each of their turns.

## GIANT PALM ROTATION

**Classification:** Hijutsu

**Rank:** C-Rank

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

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

**Duration:** 1 Round

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Main Branch, Taijutsu, Clash

**Description:** The perfected form of the "Palm Rotation" taught only to those of the main branch of the Hyūga clan. As part of the requirements of this jutsu you must be benefitting from the *Gentle Fist Stance*. This creates a dome of visible blue Chakra, repelling everything of your choice up to 15 feet away in a radius centered on you.

Until the start of your next turn, you and all creatures you have selected to not be affected by this jutsu within 10 feet of you benefit from this Jutsu's effects. You & affected allies gain a +4 bonus to AC. If any of you are subject to a jutsu that requires you to make a Strength, Dexterity or Constitution saving throw you make the save at advantage. Creatures benefiting from this jutsu cannot benefit from bonuses to AC from other Reactions.

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

## ONE-BODY BLOW

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction which you take when you are grappled, restrained, or Prone as a result of a hostile creatures jutsu, feature, trait or action.

**Range:** Self

**Duration:** Instant

**Components:** CM

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Side Branch, Taijutsu

**Description:** You release Chakra from every Chakra point in the body creating a shockwave originating from you knocking creatures around you away from you.

First, if you are under the effect of a jutsu, feature, trait or action that would allow you to make a skill check or saving throw to end any of the triggering conditions, you automatically succeed the skill check or saving throw.

Finally, all creatures of your choice, within 10ft of you must make a Strength saving throw, being knocked prone on a failed save and becoming unable to mold

Chakra for until the end of your next turn. They can remake the saving throw to remove this effect at the end of their turns.

## B-RANK:

## 8-TRIGRAMS SPIRALING HEAVEN PALM

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CM, M

**Cost:** 10 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As part of the requirements of this jutsu you must be benefitting from the *Gentle Fist Stance* and have the *Byakugan* active.

You take a single breath sharpening your Gentle Fist stance making each strike more precise and lethal than the last, making each strike accurately bludgeon the internal organs of your foes. This jutsu costs no Chakra to concentrate on. For the duration you gain the following benefits:

- Chakra damage you deal as a result of Unarmed and Melee Taijutsu Attacks ignore Damage reduction.
- When you make an unarmed attack that deals chakra damage, you deal an equal amount of damage to the target as Force damage.
- Each successful unarmed attack you make in the same turn, that deals Chakra damage increases the cost of the next Jutsu the affected creature casts by +2. This stacks up to 3 times per round.

## 8-TRIGRAMS 64 PALMS DEFENSE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action or 1 Reaction to being damaged or being targeted by a jutsu with the Clash keyword

**Range:** Self (5 feet)

**Duration:** Instant

**Components:** CM, M

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Main Branch, Taijutsu, Clash

**Description:** Created by a main branch Hyūga years ago. This is a variation on the "8-Trigrams 64 Palms". As part of the requirements of this jutsu you must have *Byakugan* active and be benefitting from the *Gentle Fist Stance*. This jutsu can be cast as an Action or Reaction for different effects. Regardless, when you cast this jutsu, all creatures of your choice in a 5-foot radius centered on you must succeed a Dexterity saving throw or take 3d8 force damage and be pushed back 5 feet.

**Action:** If this jutsu is cast as an Action, gain a +2 bonus to your AC until the start of your next turn, increase the damage dealt by this jutsu to 5d8, and on a failed save creatures are also knocked prone.

**Reaction:** If this jutsu is cast as a Reaction, increase your AC by +5 until the start of your next turn and gain a +1d8 bonus to your next clash check before the start of your next turn.

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



## MOUNTAIN CRUSHER

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** CM, M

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Side Branch, Taijutsu, Clash

**Description:** As part of the requirements of this jutsu you must have *Byakugan* active and be benefitting from the *Gentle Fist Stance*. An advanced and amplified version of the “Vacuum Wall Palm”. All Creatures in range must make a constitution saving throw, taking  $15d4$  force damage on a failed save, being knocked back 15 feet, and falling prone on a failed save. On a successful save, they instead take half damage with no additional effects.

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

## A-RANK:

### 8-TRIGRAMS 128 PALMS

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (10-foot Radius)

**Duration:** Instant

**Components:** CM, M

**Cost:** 17 Chakra

**Keywords:** Hijutsu, Side Branch, Taijutsu

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

Make a three melee Taijutsu attack, comparing the result against all creatures of your choice AC within 10 feet of you as you dash between each one striking faster than the eye can see. On a hit, you deal your [Unarmed Damage] + $3d8$  Chakra damage and dealing half of the chakra damage dealt, as force damage the targets hit points and you can choose to either **Disrupt III** or **Block III** their chakra pathways. If the target creature has 0 Chakra, you instead deal double the result as force damage.

**Disrupt III:** You increase the cost of all jutsu they cast by +15, until the end of your next turn.

**Block III:** You force the target creature to make a constitution saving throw, becoming unable to mold Chakra for 3 of their turns (or Elite Actions). They can remake the saving throw to remove this effect at the end of their turns.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and damage by  $1d8$ . If this jutsu is cast at S-Rank, creatures you strike suffer increased effects from **Disrupt III** and **Block III**.

**Disrupt III:** You increase the cost of all jutsu they cast by +20, until the end of your next turn.

**Block III:** You force the target creature(s) to make a constitution saving throw, becoming unable to mold Chakra for 4 of their turns (or Elite Actions).

## LION PALM

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** CM

**Cost:** 15 Chakra

**Keywords:** Hijutsu, Main Branch, Taijutsu, Clash

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

As part of the requirements of this jutsu you must have *Byakugan* active and be benefitting from the *Gentle Fist Stance*.

Additionally, unarmed attacks using the *Gentle Fist Stance* and Hyūga Clan Hijutsu that make Melee Taijutsu attacks use a D10 damage die, Hyūga Clan Hijutsu have their costs reduced by -3 & Hyūga clan jutsu deal an extra damage die on a hit.

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



## CLAN FEATS

### BRANCH FAMILY TRAINING

**Category:** Clan

**Prerequisite:** Hyūga Clan

You train with members of the other branch of your clan, you gain the following benefits;

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You can learn jutsu from the opposite branch. If you are a main branch, you can learn side branch Hyūga Jutsu. If you are a side branch you can learn main branch Hyūga Jutsu.
- You learn one additional Hyūga clan Hijutsu that you qualify for.
- You can create and learn Hyūga clan Hijutsu in half the required time and with half the required cost.

### EFFICIENT BYAKUGAN

**Category:** Clan

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

You have found a way to Reduce the strain the Byakugan has on you. You gain the following benefits;

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain 1 additional Byakugan ability from the *Byakugan* clan feature. You gain an additional one when you would reach 15<sup>th</sup> level.
- Your Byakugan can now tell when a creature is under the effect of a Ninjutsu, Taijutsu, Genjutsu, feature or trait that costs Chakra of any type.

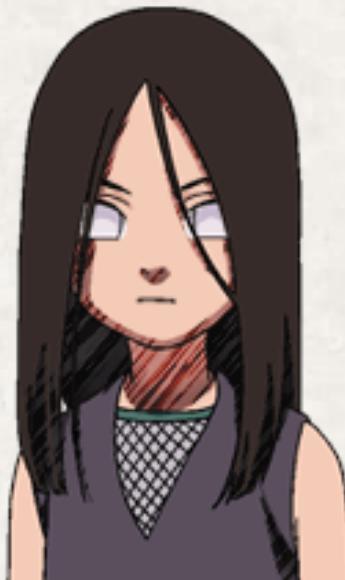
### PRECISE STRIKES

**Category:** Clan

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

You have learned to use your Gentle fist in conjunction with your Byakugan far more accurately than others of similar level. You gain the following benefits;

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- Once per casting, when you would deal Chakra damage to a creature as a result of Hyūga Hijutsu, the target must make a Constitution saving throw vs your Taijutsu save DC. On a failed save they lose 1 Tenacity die, if they have any.
- Once per casting, when you would choose to either *Disrupt* or *Block* using a Hyūga clan Hijutsu, if you spend 1 Chakra die, you can use both effects.
- When you would choose to deal damage to a creatures hit points, you increase your [Unarmed Damage] to 2d6. This increases to 3d6 at 11<sup>th</sup> level.



## IBURI CLAN

"Damn. It's blazing in here. Fui! Turn on the vents!" After a long days work, Kuro rocked back in his chair, shutting his eyes. He and the other shinobi in his battalion were laying low and catching some rest after completing their mission "I'm on it, I'm on it." As the cool air began to rush in, Kuro began to slowly doze off. That is, until the air begin to gradually become warmer and warmer. "Hey what the hell?!" The sounds of clashing kunai and punches being thrown could be heard echoing through the room, accompanied by pained groans and profanities. Kuro opened his eyes to see two of his men fighting each other, one pressing a kunai at the other's chest, seemingly against his will. "Fui! Don't!-" As the shinobi fell to the ground, Fui stood in confusion, but just as quickly as he began to question what just happened, smoke emanates from his mouth, eyes, and nose, taking the form of an unknown Shinobi from the Land of Fire. The shinobi wraps his legs around Fui, taking him down in one fell swoop. As Kuro begins to slowly reach for his blade, a gust of smoke blows it out of his reach, and in a burst of wind, the Shinobi appears and presses a kunai to his throat. The Shinobi reaches for a radio link on his jacket. "Jōki, I'm in."

- Jōki Hatake  
The Long Road, Ch. 42 excerpt.

## BORN OF ASH

The Iburi Clan is a seclusive clan scattered all throughout the Land of Fire. Members of this clan possess a powerful kekkei genkai that allows them to transform themselves into smoke. In the past, this versatile ability proved to be a curse rather than a blessing, as it could not be controlled, causing some of the Iburi to be dispersed and killed in the winds. This burden, however, was resolved by one of the Leaf's legendary Sannin, granting the later generations mastery over their power.

### IBURI TRAITS

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

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

**Skill Proficiencies:** Chakra Control, Survival

**Passive Affinity:** You begin with the Fire release affinity.

**Fire Literacy:** Your Ninjutsu ability score is counted as being +2 higher, for the purpose of casting jutsu of B-Rank or higher with the Fire Release Keyword through any ability score restrictions (SHB, pg.104).

### IBURI FEATURES

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

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

**Ashen Resilience:** Starting at 1st level, your clan's unique kekkei genkai grants you the ability to control the smoke within and nearby your body. Whenever you take knockback, the distance is always halved. You also add a +1d4 bonus to saving throws against Genjutsu with the Inhale keyword, as your smoke body naturally filters out toxins.

Starting at 3rd level, your body becomes more tolerant to flame. Whenever you take fire damage, you reduce the damage taken by -3. At 7th level, your resilience to fire improves. You gain resistance to fire damage.

Starting at 11th level, you gain immunity to the Burned condition and you can attempt to end the Burned condition on an allied creature within 15

feet of you as a bonus action. When you attempt the Survival skill check to end the Burned condition, you make your check at advantage.

**Will-O-Wisps:** Starting at 3rd level, your clan's kekkei genkai grants you unparalleled control over the smoke created by fire. When you target a creature with a jutsu with the Fire Release keyword that requires an attack roll, you can spread the smoke and cinders produced by the fire to creatures within 5 feet of the original target, excluding you and the target. Each creature that would be affected must make a Dexterity saving throw, taking half the damage dealt to the original target on a failed save, or none on a success.

The range of this effect increases to 10 feet at 11th level. You can use this feature a number of times equal to half your proficiency bonus, rounded up, per long rest. At 15th level, this becomes your full proficiency bonus.

**Aberration of Smoke:** Starting at 7th level, you begin to weave the remnants of smoke from Fire jutsu you cast into yourself, allowing you to quickly maneuver around the battlefield like a gust of ash. As a bonus action, you can briefly morph your body into smoke and move to a location within 10 feet, without provoking an attack of opportunity. You can also use this feature after casting a jutsu with the Fire Release keyword by spending 3 chakra. You can use this ability no more than once per round.

The range you can move with this feature increases to 15ft at 11th level and at 18th level, when you use this feature, your AC increases by +1 until the start of your next turn.

**Smoke Release:** The Iburi clan has a unique talent of manifesting Smoke Release, an augmentative release that improves the area of effect of fire, and its destructive capabilities. Starting at 7th level, when you cast a jutsu with the Fire Release Keyword, you can give affected creatures a -2 penalty to one saving throw against the jutsu or your *Will-O-Wisps* feature.

Beginning at 15th level, twice per long rest, when you deal Fire damage, you automatically blind all affected creatures until the end of each of their turns.



### ART CREDIT

Misaki Yata from K Project

# IBURI CLAN JUTSU

## D-RANK

### CHIMNEY DANCE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** CM, M

**Cost:** 4 Chakra

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

**Description:** Your feet begin to release small cinders which convert the air surrounding them into smoke which you use to propel your movement. For the duration, your movement speed increases by 10 feet and you gain an additional reaction per round. This reaction can only be used to take attacks of opportunity. Creatures provoke attacks of opportunity if they move in or out of 10 feet of you. If you hit with an attack of opportunity, you deal an extra  $1d8+1$  of Fire damage.

If you are currently receiving the benefits of the *Smoke Form* jutsu, you make attacks of opportunity at advantage, and the bonus damage increases to a d10.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast to B-Rank or higher, increase the damage by  $1d8+1$  and you can use your movement speed to fly and can hover. If cast to S-Rank, increase the damage by  $1d8+1$  and you gain an extra reaction which you can only use to take an attack of opportunity.

### FUME SUBSTITUTION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you are targeted by an attack or would take damage from an attack that targets you.

**Range:** Self

**Duration:** 1 Round

**Components:** CM

**Cost:** 5 Chakra

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

**Description:** You quickly morph your body into smoke to avoid being struck by an enemy's assault. Increase your AC by +5 for the triggering attack, and for every other attack you are targeted with, you reduce the attack roll by a  $1d4$  potentially causing the attack to miss you. For each attack that misses you as a result of this jutsu you may move to a space within 10 feet of you as a gust of smoke. This does not provoke attacks of opportunity.

If you are currently receiving the benefits of the *Smoke Form* hijutsu, you can instead move up to 15 feet when an attack misses you as a result of this jutsu, and reduce consecutive attack rolls by  $1d6+1$ .

### INCINERATING BURST

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

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

**Description:** Your body briefly erupts into smoke which bursts into fire. You shed 20-feet of bright light and 10 feet of dim light thereafter. You morph your body into smoke, moving to a space within 5 feet of the target as you simultaneously go for a flaming uppercut. Make a melee ninjutsu or taijutsu attack. On a hit, you deal  $1d8+1$  Fire damage and the creature becomes Burned until the end of their next turn.

If you hit your first attack, you can make a 2nd attack against the creature or another creature within range, as you morph into smoke again, comboing into a spin kick from above or a lateral kick. On a hit, you deal  $1d8+1$  Fire damage and the creature must make a Strength saving throw against your Ninjutsu or Taijutsu Save DC, whichever is higher. On a failed save, if you choose to perform a spin kick from above, they are knocked prone. If you choose to make a lateral kick, they are knocked back 15 feet.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the damage by  $1d8+1$ . If cast to B-Rank, you can perform this jutsu as a reaction, when you would take an attack of opportunity, as if you cast this jutsu at C-Rank.

### SULFUR BOMB

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You generate a large quantity of smoke in your hand and throw it at space within 60 feet, generating a 15-foot sphere of smoke. Each creature within the sphere must make a Dexterity saving throw, taking  $3d6+3$  Fire damage and falling prone on a failed save, or half as much damage and no further effects.

The smoke created by this jutsu persists for 1 minute, causing creatures within to become heavily obscured for as long as they still within, though you can see through the smoke just fine. Creatures that end their turns within this smoke cloud, take  $1d10+1$  necrotic damage which cannot be reduced by any means. If the creature remains in the smoke cloud for the entire minute, they fall Unconscious, unable to breathe.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by  $2d6$ . If upcast to B-Rank or higher, you can disperse the leftover smoke as a free action on your turn, otherwise, the smoke now lasts 10 minutes.

### C-RANK

#### CINDER FIELD

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You breathe out an enormous quantity of smoke from your mouth creating a field of heavy gas all around you. You do not need to spend chakra to concentrate on this jutsu.

For the duration, a 15-foot radius of smoke surrounds you, lightly obscuring you from creatures who cannot see through chakra enhanced smoke. Creatures, other than you, that enter or start their turn within the field of smoke take 5 Fire damage, plus an additional 5 Fire damage for every 5 feet they willingly move within this radius, as the air they breath burns their lungs. This damage cannot be reduced by any means. Creatures who possess a breathing apparatus do not take damage from walking in this jutsu's area of effect.

Also, when you deal fire damage to creatures within this radius, you deal an additional die of fire damage, once per turn, and ignore resistance to fire damage.

This jutsu ends early if you move more than 90 feet from your original location.

## SMOKE AEGIS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, when another creature you could reach with your movement speed would be hit with an attack or fail a Strength, Dexterity, or Constitution saving throw.

**Range:** Movement Speed

**Duration:** Instant

**Components:** CM, M

**Cost:** 8 Chakra

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

**Description:** You see an ally within range begin to succumb to peril and quickly move to protect them. Select a creature you could reach with your full movement.

You morph your body into smoke and manifest in the space your ally was in, your smoke form producing gusts that push them 5 feet behind you. If this jutsu was done in response to an attack roll, the attack automatically hits you and you raise both arms up and form a smoke barrier with  $5d6$  temporary hit points. If this jutsu was used in response to a failed save, the creature you protected no longer suffers the effects of a failed save, and you roll the saving throw in their place at disadvantage, with a +2 bonus to the saving throw result.

If you reduce the attacks damage to 0, or succeed the saving throw, you immediately counter with a melee Ninjutsu attack, dealing your unarmed damage in fire damage and knocking the creature back 15 feet on hit.

If you are currently receiving the benefits of the *Smoke Form* hijutsu, you can move to a creature within double your movement speed, your barrier gains  $5d8+your\ Ninjutsu\ ability\ modifier$  in temporary hit points if it is an attack, or gain a +3 bonus to the saving throw.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the temporary hit points gained by 1 die, or the save bonus by +1 (Pick one).

## SMOKE DRAGON

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (90-foot line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You emit a large amount of fumes and gasses from your body and produce a large dragon construct in front of you. You send this dragon out in a 90-foot long, 5-foot wide line. All creatures within range of your choice must make a Constitution saving throw, taking  $4d8+4$  Fire damage and becoming dazed until the end of their next turn on a failed save. You can control how long this line becomes.

If you are currently receiving the benefits of the *Smoke Form* hijutsu, you can morph your whole body into smoke and travel with the dragon without expending your movement speed. Upon ending your movement, creatures within 10 feet of you provoke attack of opportunity attacks.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost by 3, the damage by  $2d8+2$ . If upcast to A-Rank, increase the width of the line by 5 feet.

## B-RANK

### BURNING SWEEP

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (25-long, 65-foot wide, 30-foot high cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You aggressively slash the air in front of you, creating two large pillars far in front of you that generate a large gust of wind and ash. You then use smoke to levitate into the air, creating two more pillars in front of you at your sides, creating a 25-foot long, 65-foot wide, 30-foot high cube.

Creatures caught in the awesome forces of smoke and wind within this jutsu's range must make a Dexterity saving throw, as the pillars return to your arms and you expel the energy towards them all. Creatures that cannot be moved make this saving throw at advantage.

Creatures who fail their saving throw against this jutsu take  $9d6+9$  Fire damage and gain 1 rank of Burned. Creatures who fail their saving throw by 5 or more have the wind knocked out of them, reducing their movement speed to 0 until the end of their next turn.

If you are currently receiving the benefits of the *Smoke Form* hijutsu, creatures of Medium size or smaller make this jutsu's saving throw at disadvantage, and the damage increases by 1 step.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, and the damage by 1 step ( $1d6 < 1d8 < 1d10 < 1d12$ ).

### SMOKE FORM

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You turn yourself and your clothes into smoke for the duration of this jutsu. You still appear mostly the same, however, smoke continues to perspire off your body and fall to the ground beneath you, like a reservoir. When you move, your body quickly shifts into smoke.

For the duration of this jutsu, you do not provoke attacks of opportunity when you move, and are able to pass through small gaps and cracks, large enough for air to get through. You are also immune to fall damage.

Your weapon attacks deal an additional die of fire damage, once per turn, and you gain immunity to fire damage, whilst also gaining vulnerability to Wind damage. Your AC increases by +1, and the Iburi Clan hijutsu you cast other than this one have their cost reduced by 2 (Min. 1).



## A-RANK

### BODY OXIDATION TECHNIQUE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** Special (18 Chakra)

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

**Description:** As part of the requirements for casting this jutsu, you must be benefitting from the *Smoke Form* hijutsu. The signature jutsu of the Iburi clan, where the user enters the body of a creature and takes control of their actions. You cannot lose concentration on this jutsu as a result of taking damage.

Select a creature within range. This creature must make a Charisma saving throw. On a failed save, you enter their body, rendering them incapacitated and unable to move. While in a creature's body, you feel all sensations their body feels and cannot take actions or reactions, or concentrate on other jutsu. Additionally, whenever the creature takes damage from an exterior source, you take half the damage they took as Necrotic damage.

At the start of each of the creature's turns, they repeat the Charisma saving throw, expelling you from their body on a success, or remaining incapacitated and unable to move on failure. At the start of each of your own turns, you can impose a Constitution or Intelligence saving throw on the creature. After imposing either saving throw, your turn ends.

- Constitution Save:** On a failed Constitution saving throw, the creature takes  $5d12$  necrotic damage which bypasses resistance, immunity, and temporary hit points. The creature also gains 3 stacks of internal bleeding.
- Intelligence Save:** On a failed Intelligence saving throw, you command the creature to move and take 1 Action that they can take, other than a class or adversary feature.

When this jutsu ends, you reappear in a space within 5 feet of the creature you were possessing, and automatically end your *Smoke Form* jutsu.

### ORBITAL DROP

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Movement Speed (120-Foot sphere)

**Duration:** Instant

**Components:** CM, M

**Cost:** 20 Chakra

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

**Description:** As part of the requirements for casting this jutsu, you must be benefitting from the *Smoke Form* hijutsu. You move up to your movement speed at a space within range and send yourself high into the air with a burst of smoke. Your body splits into 3 pillars of smoke that rise tangent to each other 200 feet into the air. As the smoke pillars rise, they are set on fire from the friction in the air. These pillars merge and reform into your body, and you begin hurling back down to earth like a missile.

As you hit the ground, you create a massive explosion, annihilating creatures within a 120-foot sphere. Each creature within range must make a Dexterity saving throw, taking  $10d10+10$  Fire damage, gaining 3 ranks of Burned, and becoming blinded until the end of their next turn on a failed save. On a successful save, creatures take half damage and gain only 1 rank of Burned. If a creature possesses any ranks of Burned prior to being affected by this jutsu, this jutsu ignores any resistances and immunities to Fire damage the creature may have.

The area this jutsu effects permanently becomes difficult terrain, and as this jutsu concludes, your *Smoke Form* jutsu automatically ends.



#### ART CREDIT

Delsin Rowe from Infamous Second Son

## CLAN FEATS

### WEAPONIZED FUMES

Category: Clan

Prerequisite: Iburi Clan

You have become so adept at manipulating smoke that you are able to formulate the particles necessary in the air to create a weapon without spending much, if any, chakra. You gain the following benefits;

- Increase your Intelligence score by +1, up to the maximum of 20.
- You gain a special natural weapon known as **Smoke Shot**. This weapon counts as a ranged weapon and cannot have seals. This weapon uses your Ninjutsu attack bonus and has a range of (30/60). On a hit, you deal  $1dX$  fire damage, where X is equal to double your Intelligence modifier (Min.  $1d4$  / Max.  $1d12$ ).
- Select a damage type between Bludgeoning, Slashing, and Piercing. Your **Smoke Shot** weapon's damage now counts as the damage type you chose for the purpose of casting Bukijutsu that require a ranged weapon of a specific damage type.

### ASH AND DUST

Category: Clan

Prerequisite: Iburi Clan, Level 8+

The flames you generate leave behind a myriad of ash and dust within their wake. You gain the following benefits;

- Increase your Intelligence score by +1, up to the maximum of 20.
- When you succeed in a clash with an Iburi Clan jutsu, the losing creature becomes blinded until the end of their next turn.
- When you are within 15 feet of a source of fire, as an action you can siphon the smoke from the flames to refuel your energy, like adding kindling to a fire. You expend and roll a number of Chakra Die equal to half your proficiency bonus, gaining back chakra equal to the result. If the fire you use this ability on does not come from a jutsu based source, you add your Intelligence and Constitution modifier to the result. The fire is immediately extinguished. You cannot use this ability if the fire exists on a hostile creature as the result of a jutsu they cast, and can absorb smoke this way once per long rest.
- If you have the **Smoke Shot** natural weapon, it gains an additional die of damage, and its range becomes (60/120).

### REBELLIOUS CINDERS

Category: Clan

Prerequisite: Iburi Clan, Level 12+

The destructive nature of your **Will-O-Wisp** improves, allowing you to broaden the type of jutsu that can benefit from this ability. You gain the following benefits;

- You can now use your **Will-O-Wisp** feature on Fire Release jutsu that require a saving throw. If the jutsu targets creatures, you may target an additional creature. If the jutsu affects creatures within a certain radius, you may increase the radius of creature's affected by 5 feet.
- When you would use your **Will-O-Wisp** feature on a Fire Release jutsu that requires an attack roll, the radius of creatures affected increases by 5 feet and you can now choose which creatures are affected.
- Creatures that fail the saving throw against your **Will-O-Wisp** feature now take the full damage that the original target would've taken.
- If you have the **Smoke Shot** natural weapon, the weapon becomes able to trigger your **Will-O-Wisp** clan feature.



# INUZUKA CLAN

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

—Tatsunami Aburame

*The Long Road, Ch. 1 excerpt.*

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

## THE MOST LOYAL

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

### INUZUKA TRAITS

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

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

**Skill Proficiencies:** Animal Handling, Acrobatics

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

**Inuzuka Hijutsu:** You Nin-Dog knows 1 Inuzuka Clan D-Rank Jutsu, that you do not need to add to your known jutsu list.

### INUZUKA FEATURES

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

**Beast Master:** Starting at 1st level you have a canine companion raised and bred by the Inuzuka clan known as a **Nin-Dog**. Your Nin-Dog possesses the same statistics as a Dog/Wolf summon of D-Rank. When the Nin-Dog would reach levels 8, 12, 16 and 20 it would become the associated rank, gain 1 new Special feature of the appropriate rank and increase its Jutsu slots to the listed value. Your Nin-Dog mechanics are as follows;

- Shares your level
- Proficient in all saving throws
- Cannot learn jutsu like a Dog/Wolf summon, instead knowing all Inuzuka Clan Hijutsu you know.
- Your Nin-Dogs Toughness is 10

- You calculated your Nin-Dogs AC as follows:  $12 + \text{Half Nin-Dogs Level} + \text{Nin-Dogs Defensive Ability score}$ .
- At levels 4, 8, 12, 16 and 20 your Nin-Dog gains +8 ability score increases following its associated max ability score with its rank as seen in the Dog/Wolf summon table.
- Your Nin-Dogs size begins as small, grows to medium when it reaches 8<sup>th</sup> level and grows to Large at 12<sup>th</sup>.
- Your Nin-Dog regains 1 **Jutsu Slot** on a Short Rest, and all of their spent **Jutsu Slots** on a Long Rest. Starting at 11<sup>th</sup> level, your Nin-Dog regains 2 **Jutsu Slots** on a rest.
- If your Nin-Dog spends all of its **Jutsu Slots**, it does not vanish or become unsummoned like a normal summoned creature.

Finally, Unlike Dog/Wolf summons, Nin-Dogs cannot have the listed Roles in the Dog/Wolf summon page. They Instead treat their breed as their Role.

Choose between one of the following breeds. Your Nin-Dog gains the chosen breed as its Role;

- **Young Inuit:** A breed known for its hunting skill. This Nin-Dog gains the following;
  - Proficiency in Investigation and Stealth.
  - +1 ranks of Mastery in Perception.
  - +10 increase to their speed and ignores difficult terrain.
  - This breed can either Dash or Disengage at no action cost, once per round as part of one of their commands.
  - Beginning at 11<sup>th</sup> level, your Nin-Dog gains the benefits of your **Wild Sense** feature.
- **Young Kugsha:** A breed known for its combat skill. This Nin-Dog gains the following;
  - Proficiency in Acrobatics and Martial Arts.
  - +1 ranks of Mastery in Athletics.
  - **Multiaction:** You can make up to two attacks using your Bite. Bite attacks add your Dexterity to damage rolls once per turn.
  - Gains +1 extra D-Rank Dog/Wolf special features.
  - Beginning at 11<sup>th</sup> level, Gains +1 additional Dog/Wolf special feature of either D or C-Rank.
- **Young Tamaskan:** A breed known for its ability to mold Chakra. This Nin-Dog gains the following;
  - Proficiency in Chakra control and Ninshou.
  - +1 ranks of Mastery in Insight.
  - Learns 1 Jutsu of D-Rank following the Dog/Wolf Jutsu specialty limits
  - The first jutsu your Nin-Dog casts per short rest, does not spend a **Jutsu Slot**.
  - Beginning at 11<sup>th</sup> level, this Nin-Dog learns 1 C-Rank jutsu following the Dog/Wolf Jutsu specialty limits

In the event you are incapacitated or absent, your Nin-Dog acts on their own based on how you've commanded them before, considering your allies, its allies, and will follow them until you cross paths again. If your Nin-Dog is alone, they will perform the **Search** skill action until they find you. If your Nin-Dog dies, you can spend 1 week of downtime with your clan training another Nin-Dog.

Starting at 18th level, you and your Nin-Dog have bonded in such a way where there is no need to verbally communicate. It continues to act on your turn as



normal, but no longer requires a bonus action to command.

**Feral Ability:** Beginning at 1<sup>st</sup> level you specialize in a quick, fast and feral fighting style to better synergize with your canine companion. You can use Dexterity as your Taijutsu ability modifier for Inuzuka clan Jutsu.

**Wild Sense:** Beginning at 3<sup>rd</sup> level, you have learned to imitate your Nin-Dogs nasal and auditory senses with Chakra. You gain a +2 bonus to checks made with the *Search*, *Sense Motive* and *Sense Direction* skill actions. This bonus becomes +4 at 11<sup>th</sup> level and +6 at 18<sup>th</sup> level.

**Savage Attack:** Beginning at 3<sup>rd</sup> level, you and your Nin-Dog carry within them the savage fighting spirit of the Inuzuka. When you and your Nin-Dog are on opposite sides of a creatures, the first attack roll either of you make is at advantage, once per turn.

Starting at 7<sup>th</sup> level, when either you or your Nin-Dog scores a critical hit with a melee Weapon or Taijutsu Attack, you deal an additional die of damage. If this critical hit was scored with an Inuzuka Clan Jutsu, you can deal two additional die of damage.

Beginning at 15<sup>th</sup> level, when either you or your Nin-Dog damage a *bloodied* (*Under 50% hit points*) creature, with an Weapon Attack, or Inuzuka clan Jutsu, you increase the damage die by 1 step.

**Bestial Fury:** Beginning at 11<sup>th</sup> level, you gain Mastery on initiative checks. When you would roll for initiative, you or your Nin-Dog can cast an Inuzuka Clan jutsu as part of rolling for initiative, ignoring the Jutsu's listed casting time, but only one of you can do this. The jutsu cast cannot target an allied or hostile creature aside from you or your Nin-Dog.

Finally at 18<sup>th</sup> level, when either you or your Nin-Dog casts an Inuzuka Clan jutsu and the other has not acted, the other can use their reaction to cast the same Inuzuka clan jutsu targeting the same creature.

## INUZUKA CLAN JUTSU

### D-RANK:

#### BEAST-HUMAN CLONE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 10 minutes

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

While in this form, when your Nin-Dog is within 15 feet of you and either of you, are the target of an attack, the other one, not being targeted, can switch places with the target of the attack and make an unarmed or natural weapon attack (their choice) as a reaction. If the result of their attack roll is higher than the triggering creature's attack was a melee attack, the creature automatically takes damage attributed to the attack type you or your Nin-Dog chose.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the distance the special reaction can be used by 10 feet. If this jutsu is cast at B-Rank, while you are within 15 feet of your Nin-Dog, if you cast an Inuzuka Clan Hijutsu that has a casting time of "**1 Action, 1 Bonus Action**", you can choose to only spend 1 action. If you do, both you and your Nin-Dog cast the jutsu simultaneously, attempting to target the same creature.

#### DYNAMIC MARKING

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 10 Minutes

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu, Sensory

**Description:** Your Nin-Dog leaps into the air, and spins while releasing Chakra charged urine over the area.

Creatures in a 10-foot radius centered on the Nin-Dog are covered in the Urine. Affected creatures exude a faint but obvious stench that can be tracked by you or your Nin-Dog. For the duration, you & your nin-dog have blindsight when searching for or attacking creatures affected by this jutsu. When you make a perception check to find an affected creature, you gain advantage on the roll. Also, when you or your Nin-Dog make an attack using an Inuzuka clan jutsu against an affected creature, roll a 1d4, adding the result to your attack roll.

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



## FOUR LEGS TECHNIQUE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You gain the ability to move like a dog. For the duration of this jutsu, you ignore difficult terrain and your movement speed increases by 15 feet and your wall walking, Water walking, and climbing speed becomes equal to your movement speed. Your movement speed also cannot be reduced as a result of a jutsu, feature or trait. (*This does not count for conditions.*)

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

## TUNNELING FANG

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As part of the requirements of this jutsu you must have the *Four Legs Technique* active or your Nin-Dog must have *Beast-Human Clone* active. You or your nin-dog begin to spin at an accelerated rate attempting a spiraling body slam. Move up to 30 feet into an adjacent space next to the target creature and make a melee Taijutsu attack against it, so long as you can see or smell it within range. On a hit, you deal 2d6 slashing and 2d6 bludgeoning damage.

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

## C-RANK:

### FANG OVER FANG

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action, 1 Bonus Action.

**Range:** 30 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Taijutsu, Clash

**Description:** As part of the requirements of this jutsu you must have the “Four Legs Technique” active and your Nin-Dog must have “Beast-Human Clone” active. You or your Nin-Dog begin to spin at an accelerated rate chasing down enemies and performing a spiraling body slam in rapid succession.

As an action, make a melee Taijutsu attack against a target creature in range. On a hit dealing 3d6 slashing damage and 3d6 bludgeoning damage.

As a bonus action you may command your Nin-Dog to cast this jutsu. They make a melee Taijutsu attack. On a hit they deal 3d4 slashing damage and 3d4 bludgeoning damage.

If both Attacks Hit the same creature, the target creature must make a strength save, falling prone on a failed save.

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

## FANG TEARING FANG

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As part of the requirements of this jutsu you must have the *Four Legs Technique* active. As part of the activation of this jutsu, make two melee Taijutsu attacks against a target creature in range. On a hit you deal unarmed damage + 2d6. If you hit with both attacks, the target creature must succeed a strength saving throw, being knocked prone on a failed save.

You also gain an additional Bonus action until the end of this turn. You may only gain a Bonus Action as a result of this Jutsu once per round.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B-Rank or higher, increase the number of attacks made by +1. If this jutsu is cast at S-Rank, increase the number of attacks made by +1



## IRON FANGS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 minute

**Components:** HS

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You or your nin dog focus Chakra into your nails, enhancing their sharpness and hardness, making your unarmed strikes and Taijutsu much more effective. For the duration, your unarmed damage becomes 4d4 Slashing damage and you can use Dexterity for unarmed attack rolls for the duration. You cannot add your ability modifier to unarmed damage rolls.

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

## B-RANK:

### DOUBLE HEADED WOLF

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

You perform the Inuzuka Clans Secret Transformation Technique, fusing you and your dog, and transforming you both into a huge creature with 2 heads and combining your senses and strengths. For the duration, you gain the following benefits; You do not need to spend Chakra to maintain this jutsu, and while you have the temporary hit points granted by this jutsu you cannot lose concentration on this jutsu as a result of damage.

- Increase your Strength and Dexterity Ability scores by +4.
- You are now a Huge creature.
- You can no longer perform Hand Seals, but can perform any Inuzuka Clan Jutsu ignoring its need for HS if any.
- Your speed is increased by 30 feet.
- You gain resistance to Bludgeoning, Piercing, and Slashing damage.
- You gain a pool of Temporary hit points equal to 10 times you or your Nin-Dogs constitution modifier (whichever is higher).
- You can no longer command your Nin-Dog, but you gain all of its Senses, Traits, Features, and Skill Proficiencies for the duration of this Jutsu.
- Inuzuka Clan Jutsu you cast while in this form cost is reduced by half and adds your Strength and Dexterity Modifier to damage rolls if they don't already, ignoring any limitation such as with *Iron Fangs*.

## FANG WOLF FANG

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** As part of the requirements of this jutsu, you must have the *Double Headed Wolf* Inuzuka clan jutsu active. You perform a much more devastating variation of the tunneling fang as a double headed wolf, tearing into your target and ripping them apart. Make a melee Taijutsu attack, dealing 5d6 slashing & 5d6 piercing damage.

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

## A-RANK:

### TAIL CHASING FANG

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** M

**Cost:** 15 Chakra

**Keywords:** Hijutsu, Taijutsu, Clash

**Description:** As part of the requirements of this jutsu, you must have the *Double Headed Wolf* Inuzuka clan jutsu active. An ultra-violent variation on the *Fang Wolf Fang* technique where you curl into a ball and roll at a ferocious speed towards an enemy as if chasing after your own tail. Move up to 120 feet in any direction, being able to turn or change direction. At the end of your movement, all creatures in the path of your movement must make a Dexterity saving throw, taking 7d8 slashing & 7d8 piercing damage on a failed save, or half as much on a successful one.



# CLAN FEATS

## NIN-DOG TRAINING

Category: Clan

Prerequisite: Inuzuka Clan

You Train with your Nin-Dog enhancing its potential and allowing it to last longer in a fight, you gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20. Increase any of your Nin-Dog's ability scores by 1, up to their associated ability score maximum for their level.
- Your Nin-Dog's Hit Point maximum increases by your level. Their hit point maximum is increased by +1 each time you would gain a level.
- Your Nin-Dog can learn 1 Inuzuka clan Hijutsu that you qualify for, without you needing to know it.
- You and your Nin-Dog are always able to sense each other's location so long as you are both within 10 miles of each other.

## SPECIALIZED TRAINING

Category: Clan

Prerequisite: Inuzuka Clan

Your Nin-Dog has gone through intense training with the clan, returning to you to show you the results;

- Increase your Strength or Dexterity score by 1, to a maximum of 20. Increase any of your Nin-Dog's ability scores by 1, up to their associated ability score maximum for their level.
- Your Nin-Dog gains a feat. This feat must be from the General, Chakra, Critical, or Taijutsu category (*Except Taijutsu Archivist*)
- Your Nin-Dog gains 1 Dog/Wolf Special feature that they qualify for.
- Your Nin-Dog gains any one, nature release you have, and learns 1 Jutsu of C-Rank or lower with this Nature Release Keyword. This jutsu cannot have the Fuinjutsu Keyword or the Chakra Seal (CS) Component. You can switch this jutsu over 1 week of downtime.

## WEAPONIZED NIN-DOG

Category: Clan

Prerequisite: Inuzuka Clan

Your Nin-Dog has passed specialized training that allows them to use conventional weaponry. They gain the following benefits.

- Increase your Strength or Dexterity score by 1, to a maximum of 20. Increase any of your Nin-Dog's ability scores by 1, up to their associated ability score maximum for their level.
- Your Nin-Dog gains proficiency in simple and martial weapons, in addition, their mouth counts as a hand for the purpose of holding weapons. A Nin-Dog can't use his bite attack while holding a weapon this way. A Nin-Dog can make a weapon attack in place of any *Bite* attack they would make. Your Nin-Dog may use the damage die of its *Bite*, in place of the damage die of a weapon it wields, if it is higher.
- Your Nin-Dog learns up to two Taijutsu or Bukijutsu following your maximum rank known limitations. You and your dog can spend 1 week of Downtime switching these jutsu with another.
- You can teach your Nin-Dog new Taijutsu or Bukijutsu this way, by spending 3 weeks of downtime with them, being able to learn a maximum total of 5 Taijutsu/Bukijutsu in this way.

## CANINE SUPERIORITY

When your Nin-Dog gains an ability score increase from an Inuzuka Clan Feat and the ability score chosen is already at the maximum for your Nin-Dog's level, then if their maximums for their ability scores would increase again, then they gain the ability score increase from the feat for the ability score chosen.

Additionally, if you have acquired at least two Inuzuka Clan Feats and your character level is 10 or higher, your Nin-Dog gains one of the following boons; This cannot be changed:

- Your Nin-Dog gains the ability to speak.
- Your Nin-Dog gains proficiency in two different skills of your choice.
- Your Nin-Dog gains +1 ranks of Mastery in a skill they are proficient in.



### ART CREDIT

This picture comes from Toroi-san on DeviantArt

# JITON CLAN

*The Genin from the sand stands with his arms crossed, watching, unimpressed with the showing of his rival during the chunin exams. "I thought you showed more promise than this Judo" The Sand Genin states. His rival on one knee, stands up dusting himself off before weaving handsigns and conjuring a massive amount of Chakra creating a dense ball of wind. "Yeah, I thought I did too. Let's not disappoint these people. They came to see a show Gura, Let's give them one." Judo responds as he creates a powerful blast of Air, that Gura, the Sand Genin smirks and responds with a drilling construct of Dust and Sand.*

—Himari Hyūga  
At Worlds End, Ch. 1 excerpt.

## A MAGNETIC PERSONALITY

The Jiton Clan is a clan that hails proudly from the Land of Wind. Every Kazekage has held this Nature Release and it have brought about an era of prosperity and peace within the Land of Wind. Using Jiton, or Magnet release, a user is usually seen as an extremely oppressive opponent able to fight without lifting a finger a lot of time due to this clan using their Jutsu almost entirely through Chakra control with only a few of their techniques requiring the chakra focusing of handsigns to enable.

### JITON TRAITS

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

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

**Skill Proficiencies:** Ninshou, Survival.

**Magnet Release Affinity:** You begin with either Earth or Wind Release Affinity. (Pick one)

### JITON FEATURES

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

**Dust Layer:** Beginning at 1st level, the first time each turn you deal earth damage with a Hijutsu you cast, it coats the target in a thin layer of dust, imposing a -1 Penalty to checks and saving throws made to resist Jutsu with the Earth Release Keyword until the end of your next turn. This penalty does not stack. Beginning at 11<sup>th</sup> level, this penalty can stack up to 2 times, and each application resets its duration. Finally at 18<sup>th</sup> level this penalty can stack up to 3 times and each application resets its duration.

**Magnet Release:** The Jiton clan has a unique talent for manifesting Magnet Release due to their close affinity to both Earth and Wind Release. Beginning at 7th level you gain the second Nature release you didn't select from **Magnet Release Affinity** clan trait. Also, at 7th level, twice per turn, when casting a jutsu with either Earth or Wind Release keywords, you can change the damage type to earth and increase the damage die by 1 step, up to a maximum of D12. (D4>D6>D8>D10>D12).

**Magnetic Mark:** Using their abilities often, Jiton clan members develop a natural magnetic field that they can use offensively or defensively. Beginning at 3rd level, when you would affect another creature with any of your Jiton clan Hijutsu, you mark that creature until the end of your next turn. While the creature is marked by you, you always know their location, and the creature cannot benefit from being hidden from you. While the marked

creature is within 60 feet of you, if another creature (including you) misses it with an attack made with a metal weapon, or the target succeeds on a saving throw against any Jiton clan Hijutsu, once per turn you can spend your reaction to allow the creature to reroll the attack roll, or force the target to reroll their saving throw.

At 7th level, if a marked creature hits you or a creature you can see within 5 feet of you with an attack, you can spend your reaction to impose a 1d6 penalty to triggering creatures attack roll. If the attack still hits, the target gains resistance to the triggering attack's damage. At 15th level, the penalty increases to 1d10.

**Swirling Currents:** Also at 3rd level, your magnetic field constantly slows metal objects thrown or fired at you. You have resistance to bludgeoning, piercing, or slashing damage from ranged weapons (weapon and Taijutsu attacks). You select which one of these damage types each time you complete a long rest. At 11th level, you have resistance to all three damage types from ranged weapons.

At 18th level, your magnetic field has grown strong enough that you have a natural resistance to all bludgeoning, piercing, or slashing damage. Additionally, each time you complete a rest, select a damage type between wind or earth. You gain resistance to the chosen damage type until you complete a rest.

## JITON CLAN JUTSU

### D-RANK

#### MAGNET RELEASE: DUST IMMOBILIZATION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Hour

**Components:** HS, CM, CS

**Cost:** 4 Chakra

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

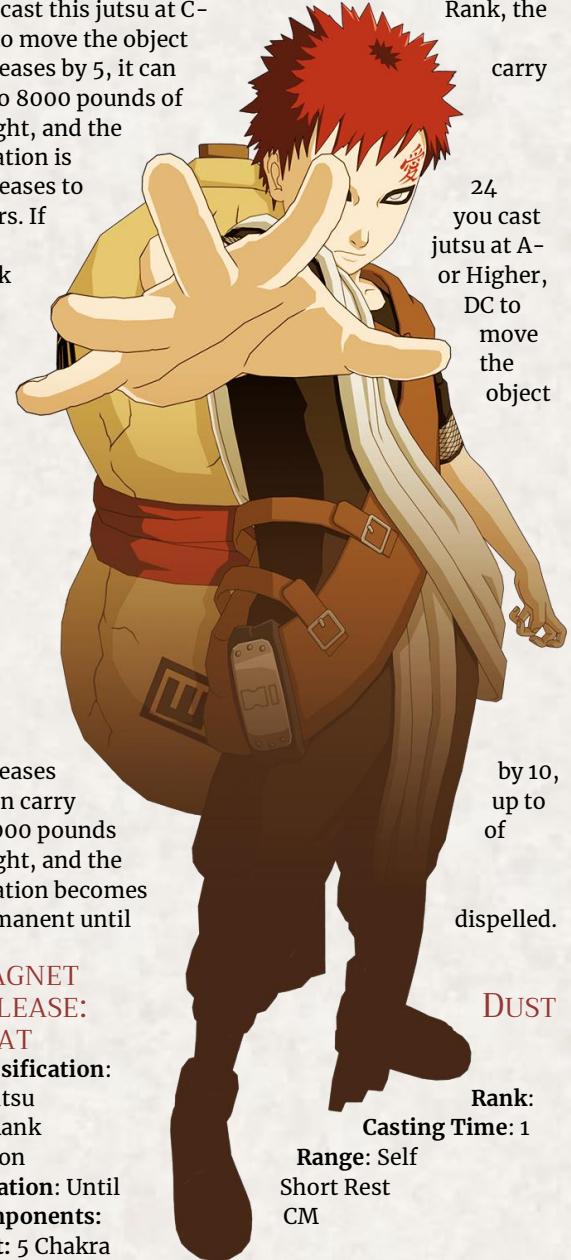
**Description:** You touch an object that weighs no more than 10 pounds, and use dust of your description (Gold, Iron, Sand, Salt, Gravel) to create a chakra seal to affix it in place. You and the creatures you designate when you cast this jutsu, can move the object normally.

If the object is fixed in the air, it can hold up to 4000 pounds in weight. More weight causes the object to fall, otherwise, a creature can use an action to make a Strength (Athletics) check against your Ninjutsu save DC. On a success the creature can move the object up to 10 feet. If the object is more 20 feet or more from its original position, the seal breaks, ending this jutsu.

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

you cast this jutsu at C-DC to move the object increases by 5, it can up to 8000 pounds of weight, and the duration is increases to hours. If this Rank the

Rank, the carry  
24 you cast jutsu at A- or Higher, DC to move the object



increases it can carry 20,000 pounds weight, and the duration becomes permanent until

by 10, up to of dispelled.

#### MAGNET RELEASE: COAT

**Classification:**

Hijutsu

D-Rank

Action

**Duration:** Until

**Components:**

**Cost:** 5 Chakra

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

**Description:** You draw dust particles around yourself of your description (Gold, Iron, Sand, Salt, Gravel) to create a virtually invisible armor to protect yourself from attacks. For the Duration, your AC is calculated as  $13 + \text{your Ninjutsu Ability Modifier} + \text{Your Proficiency bonus}$ . Additionally, you gain a number of Temporary hit points equal to your Ninjutsu save DC. This jutsu ends early if you don armor of any type, change your AC calculation source or you end it as a bonus action.

If you lose all temporary hit points granted by this jutsu; as a bonus action, you can pay 5 chakra to gain temporary hit points equal to your Ninjutsu save DC.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. When you cast this jutsu at B-Rank, Your AC begins its calculation with 14. When you cast this jutsu at S-Rank, Your AC begins its calculation with 15.

#### MAGNET RELEASE: DUST PARTICLE DRIZZLE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Earth Release, Wind Release.  
**Description:** You form a mass of dust particles in front of you of your own description (Gold, Iron, Sand, Salt, Gravel), firing a wave of tiny bullets at everything of your choice. Each creature of your choice within a 30-foot cone, must succeed a Dexterity saving throw, taking 2d4 Piercing damage and 2d4 Earth damage and are Envenomed on a failed save, or half as much damage and no conditions on a successful one.

Objects and constructs that fail this saving throw, become weakened instead of Envenomed. An Envenomed or weakened creature repeats this saving throw at the end of each of its turns, ending the condition on a success.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, Increase both damage types by 1d4 and increase the size of the cone by 10 feet. When you cast this jutsu at B-Rank or higher, all creatures that fail their saving throw become weakened and Envenomed.

### MAGNET RELEASE: DUST SHIELD

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Special

**Duration:** Special

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You draw dust particles around yourself of your description (Gold, Iron, Sand, Salt, Gravel) to create a wall made entirely of the substance of choice, in any design of your choosing. This wall protects you from damage and can even protect other willing creatures.

As an Action, you can manifest this dust shield surrounding either yourself or another willing creature within 30 feet of you. If the affected creature moves from its current space at all, this jutsu ends. While active, a creature gains a Dust Shield. This Dust shield protects them from all attacks, from any direction. This Dust shield has an AC equal to your Ninjutsu save DC, is treated as a Quake Shard, has total of 15 Hit points and remains until dispelled, the creature moves out of its current space, or the Dust shields hit points are reduced to 0.

Alternatively, as a reaction when you or an allied creature within 30 feet of you, would take damage, and neither of you are already under the effect of this jutsu, you can protect that creature, granting them a Dust Shield that has 15 Hit points and lasts until the start of their next turn.

Regardless of how you cast this jutsu, the Dust shield created by this jutsu has resistance to Cold, Fire and Earth Damage, but Vulnerability to Lightning Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Dust Shield Hit points by 15. When you cast this jutsu a B-Rank or higher, affected creature cannot be moved by any means if you don't want them to be, while gaining the benefits of this jutsu.

### MAGNET RELEASE: MAGNETIC POLARIZATION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** CM

**Cost:** 5 Chakra

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

**Description:** You focus your magnetic chakra on a point within range. Your chakra then expands to fill a 20-foot cube from that point, magnetizing any objects and creatures within that area when you cast this jutsu. Each target must succeed on a constitution saving throw or become magnetized for the duration. Unattended objects automatically fail this saving throw. While Magnetized any attack rolls against the target has advantage if the attacker uses weapons made of metals and the affect targets have their speed, if any, reduced by 15 feet.

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

## C-RANK

### MAGNET RELEASE: DUST WINGS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You form a mass of dust particle of your description (Gold, Iron, Sand, Salt, Gravel) on your back, forming massive wings of your design and description.

While this jutsu is active, you gain a flying speed of 30 feet, and can hover. Additionally, you can use an action to do one of the following;

**Dust Feathers:** You form dust particles from your wings of the same material into darts. Make a ranged ninjutsu attack against a target within 60 feet of you, that you can see. If the creature is marked with your Magnetic Mark feature, you can target them as if you can see them, even if you are blinded or in darkness and even ignoring full cover. On a hit, the target takes 2d8 piercing damage and 2d8 earth damage.

**Dust Spear:** You form your wings into a giant spear of dust. Make a ranged ninjutsu attack against a target within 30 feet of you that you can see. If the creature is marked with your Magnetic Mark feature, you can target them as if you can see them, even if you are blinded or in darkness and even ignoring full cover. On a hit, the target takes 4d8 piercing damage and 4d8 earth damage. Additionally, each creature within 10 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is pushed back 10 feet. On a success, a creature takes half as much damage and is not pushed back.

Using Dust Spear, uses all of the dust in your wings, ending this jutsu immediately after resolving its effects.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. When you use Dust Feathers, make an additional attack with it for every rank you casted this jutsu above C-Rank. When you use Dust Spear, increase the Piercing earth and bludgeoning damage by 1d8 each.

### MAGNET RELEASE: MAGNET WAVE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15 feet)

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

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You form a mass of dust particle of your description (Gold, Iron, Sand, Salt, Gravel) and release it from your current position. All creatures within 15 feet of you of your choice when you cast this jutsu, must succeed a constitution saving throw, taking  $4d10$  earth damage on a failed save, or half as much on a successful one. This damage happens once per casting.

A creature that fails this saving throw becomes magnetized for the duration. While a creature is magnetized in this way, you can use your bonus action and choose a point, object or other creature within 60 feet of the magnetized creature that you can see. When you do, you forcefully attempt to pull a magnetized creature in a straight line towards the target, ending in an unoccupied space as close to the target as possible (even if that space is in the air). The magnetized creature must succeed a Strength saving throw to resist this effect. If the creature is marked as a result of the **Magnetic Mark** Jiton Clan feature, they make this saving throw at disadvantage.

You can choose any number of magnetized creatures to attempt pull towards that same point, object or other creature.

A magnetized creature can use its action to repeat their saving throw to end the magnetized condition on themselves on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the damage by  $2d10$  and the range by 5 feet.

### MAGNET RELEASE: SEALING DUST SPHERE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM, CS

**Cost:** 9 Chakra

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

**Description:** Using your magnetic chakra and a special seal, you create a sphere of dust particles of your description (Gold, Iron, Sand, Salt, Gravel) with a 10-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the jutsu's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the dust particles. At the end of each of its turns, a restrained target can repeat the saving throw. The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn. When the

spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, and the size of the gold sphere increases. At B-Rank, the sphere has a 15-foot radius, and can restrain a maximum of five Medium or smaller creatures, one Large creature, or one Huge creature.

At A-Rank, the sphere has a 20-foot radius, and can restrain a maximum of six Medium or smaller creatures, two Large creatures, one Huge creature, or one Gargantuan creature. At S-Rank, the sphere has a 30-foot radius, and can restrain a maximum of eight Medium or smaller creatures, three Large creatures, two Huge creatures, or one Gargantuan creature

## B-RANK

### MAGNET RELEASE: MAGNETIC DUST FIST

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

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

**Description:** You create a large hand of dust particles of your description (Gold, Iron, Sand, Salt, Gravel) in an unoccupied space you can see within range. The hand lasts for the jutsu's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the jutsu ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast this jutsu, and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

**Clenched Fist:** The hand strikes one creature or object within 5 feet of it. Make a melee ninjutsu attack for the hand using your game statistics. On a hit the target takes  $4d8$  earth damage.

**Forceful Hand:** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to 5 times your ninjutsu ability modifier. The hand moves with the target to remain within 5 feet of it.

**Grasping Hand:** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to  $2d6 +$  your ninjutsu ability modifier.

**Interposing Hand:** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the

target can move toward you through the hand's space, but that space is difficult terrain for the target.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, and the damage from the clenched fist option by 2d8, and the grasping hand by 2d6.

### MAGNET RELEASE: IMPERIAL DUST FUNERAL

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 300 feet

**Duration:** Concentration, up to 5 rounds

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** Using your magnetism, you summon a wall of dust particles of your description (Gold, Iron, Sand, Salt, Gravel) into existence at a point you choose within range. You can make the wall up to 250 feet long, 250 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a strength saving throw. On a failed save, a creature takes 5d8 earth damage, or half as much damage on a successful save. At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d8 earth damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the jutsu on subsequent rounds is reduced by 1d8. When the wall reaches 0 feet in height, the jutsu ends.

A creature caught in the wall can attempt to move within it, but every foot moved costs 3 feet of movement. Because of the force of the wave, the creature must make a successful Strength (Athletics) check against your ninjutsu save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

**Casting Time:** 1 Action

**Range:** 150 feet (40-foot radius sphere)

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Earth Release, Release.

**Description:** You two masses of particles of your description (Gold, Iron, Sand, Salt, Gravel) of opposing magnetic fields, and then merge them together, repelling the particles across a 40-foot



## A-RANK

### MAGNET RELEASE: DUST PARTICLE WORLD

**Classification:** Hijutsu

**Rank:** A-Rank

spikes nearly impossible to evade, and the area very difficult to see through. For the duration, the jutsu's area is difficult terrain. Creatures attempting to see through the area have disadvantage.

Any creature of your choice, that enters the jutsu's area for the first time on a turn or starts its turn there must make a constitution saving throw. The creature takes  $4d10$  piercing damage and  $4d10$  earth damage on a failed save becoming Envenomed, or half as much damage on a successful one.

If an Envenomed creature fails this saving throw, the creature becomes stunned instead. If a creature fails this saving throw while stunned in this way, the creature instead becomes unconscious. A creature rendered unconscious from this jutsu no longer takes damage from it.

A creature that is stunned or unconscious as a result of this jutsu and is no longer within this jutsu's range, can make a constitution saving throw at the end of each of its turns. On a success, an unconscious creature becomes stunned instead and a stunned creature ends its stunned condition.

## CLAN FEATS

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### IRON POISONING

Category: Clan

Prerequisite: Jiton Clan, Level 8+

You have learned to imbue deadly poison within your jutsu. You gain the following benefits

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- When you use your **Magnet Release** feature to change the damage type of a jutsu with the Wind or Earth Release keywords to Earth, you can change it to poison instead.
- Once per turn, when you deal poison damage, you can force the target to make a Constitution saving throw vs your Ninjutsu Save DC, becoming Envenomed for 1 minute on a failed save. You can use this feature a number of times equal to your Ninjutsu ability modifier per long rest.

### GUARDIAN SPIRIT

Category: Clan

Prerequisite: Jiton Clan, Level 12+

The metal dust or sand you manipulate has seemingly gained a will of its own. The Absolute Defense, it guards your blind-spots and protects you from harm. You gain the following benefits;

- You have advantage on saving throws against effects that would move you against your will, and reduce the distance of any knock-back effects by half.
- You gain a number of special reactions, you may use these reactions even when surprised, and they do not count as using your reaction for the round. You may use these features a number of times equal to your proficiency bonus per long rest. Using this feature while surprised expends two uses.
  - When targeted by an attack roll, you can cause that attack to have disadvantage against you.
  - When making a saving throw against an effect that would have a reduced effect on a successful save, you can roll 1d6 and add the result to your save. If you succeed, you instead take no damage and no additional effects.

### MAGNETIC PULL

Category: Clan

Prerequisite: Jiton Clan, Level 4+

You use your magnetic Chakra to pull attacks towards your jutsu. You gain the following benefits;

- When you cast a Jiton Clan Hijutsu that deals damage, you can give it the Clash Keyword.
- When you initiate a clash with a Jiton Clan Hijutsu, you roll an additional 1d6, adding it to the result of the clash check.
- When a creature you have marked with your Magnetic Mark clan feature, casts a ninjutsu or Taijutsu, you can use your reaction to become the target of the jutsu and immediately cast a Jiton clan Hijutsu that deals damage, initiating a clash. You can use this feature twice per long rest.



# JŪGO CLAN

Daisuke casually walked through the forest without much concern. 'A beast is giving us trouble'? This job should be easy. Reaching a creak, he looks around at the peaceful environment. A twig snaps behind him. Turning around and drawing his kunai, he plunges it into the unseen threat. A human man with dull brown hair stares at him. Before he can apologize, Daisuke watches the human turn grey and grow up to 7ft tall. A lone whimper is heard as the creature mutters out "I only wanted to enjoy the peaceful river with him...".

—Lyo Hataka  
At Worlds End, Ch. 19 excerpt.

## MONSTROUS OPPRESSORS

The Jugo clan does not hold many members due to their unique power and often, far more unique personalities. Those that find themselves gifted with this ability often lose themselves to madness and turn into raging monsters on the battlefield. Able to call on durability and health at a simple beckon call, these shinobi should not be taken lightly.

## JŪGO TRAITS

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

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

**Skill Proficiencies:** Athletics, Acrobatics.

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

## JŪGO FEATURES

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

**Nature's Brute:** You can use Strength in place of Intelligence for Jugo clan Ninjutsu.

**Raw Chakra:** Starting at 1st level, you gain an amount of Raw Chakra Die, equal to your proficiency bonus. Raw Chakra die are d4's and you can spend any amount when using the following effects. Beginning at 7<sup>th</sup> and 11<sup>th</sup> levels the size of your Raw Chakra dice increase to a d6 and d8, respectively. You regain half your spend Raw Chakra die on a short rest, and all on a long rest;

- **Amplify.** When you make a melee attack, Taijutsu attack, or cast a Jugo Clan Ninjutsu, you may add Raw Chakra die to the damage roll.

Beginning at 7<sup>th</sup> level, when you use **Amplify**, increase the attack roll by the highest Raw Chakra die rolled.

- **Absorb.** As an action, you can attempt to absorb a creature's chakra you can reach. Target creature must make a Constitution Saving throw vs your Ninjutsu Save DC as if you were casting a Jugo Clan Ninjutsu. On a failed save, spend any number of remaining Raw Chakra die. They take chakra damage equal to twice the result, and you gain temporary chakra equal to the chakra damage dealt.

Beginning at 7<sup>th</sup> level, when you use **Absorb**, you may spend a bonus action to impose disadvantage on the creature's saving throw.

- **Reduce.** As part of casting a Taijutsu or Jugo Clan Hijutsu, you may spend one Raw Chakra die. Reduce the cost of the jutsu cast by half the result.

Beginning at 11<sup>th</sup> level, you instead reduce the chakra cost by the full result of the Raw Chakra die.

- **Heal.** As an action, you may heal yourself or allies with Raw Chakra. Spend a number of Raw Chakra die either yourself or an allied creature you can reach, regains hit points equal to the result.

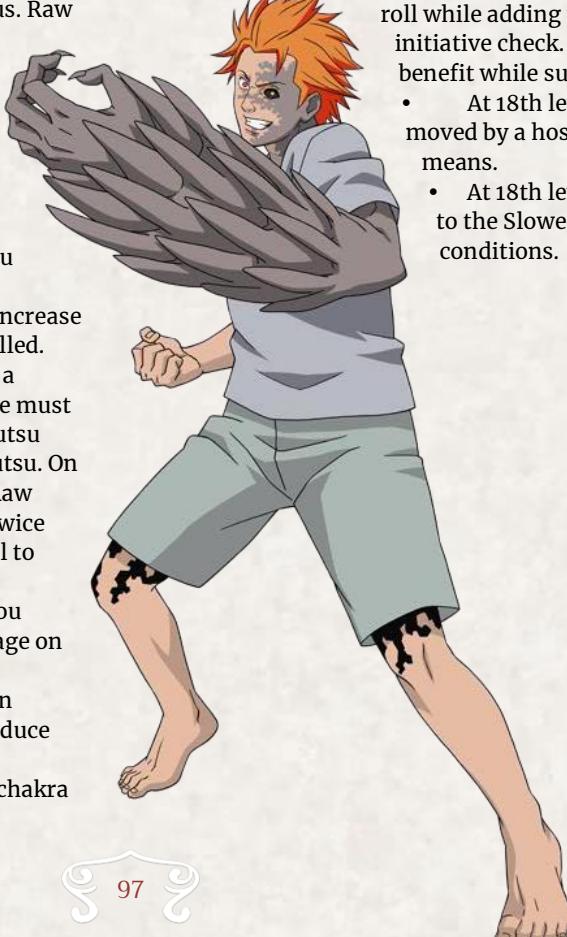
Beginning at 11<sup>th</sup> level, when you heal a creature this way, you may remove any one **Physical** or **Elemental** condition affecting the target. Also, if within the next minute the target healed has a saving throw imposed on them that would give the condition removed again, they add the highest Raw Chakra Die rolled to their saving throw, once.

**Raw Chakra Form (Changing):** Starting at 3<sup>rd</sup> level, you can warp Raw Chakra to alter your body temporarily, allowing you to tap into a Raw, unfocused and untamed version of Sage Mode. Your **Raw Chakra Form** turns your skin gray, and enhances your strength, speed, and durability. You may enter this form as an Action, twice per long rest, for up to 1 minute. You can transform an additional time per long rest at 11th and 18th levels. For its duration you gain the following benefits;

- When making a Strength Ability check or saving throw, add 1d4. This becomes a d6 at 11th level.
- As a part of transforming and entering your Raw Chakra Form, you gain Temporary hit points equal to twice your character level. Beginning at 7th level, when you transform you can spend Raw Chakra die to gain additional temporary hit points equal to twice the result. This cannot be done after transforming.
- Your unarmed damage die becomes 1d8 unless already higher. If it is higher, increase the die size by 1 step. (1d10>1d12). Also, your unarmed strikes are chakra enhanced.
- Your Jutsu Clan Hijutsu lose any Hand sign (HS) component.
- Your speed increases by 5ft. This bonuses increases to 10ft at 7th, and 15ft at 15th.
- Beginning at 11th level, when initiative is rolled, by spending 1 Raw Chakra die, you may transform

immediately as a part of your initiative roll while adding the result to the initiative check. You do not gain this benefit while surprised.

- At 18th level, you cannot be moved by a hostile effect, by any means.
- At 18th level, you are immune to the Slowed, and weakened conditions.



# JUGO CLAN JUTSU

## D-RANK

### MISPLACED MISFIRE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** Touch

**Duration:** Instant

**Components:** M, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** After missing an unarmed strike or Taijutsu attack roll, you quickly fix your mistakes, using a jet on one of your legs or arms to quickly propel an attack forward. Make a Taijutsu Attack dealing your [Unarmed Damage] in force damage. You can only use this jutsu once per round.

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

### CHAKRA CANNON

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** Turning one of your arms into a cannon, you fire a beam of raw chakra. Make a ranged ninjutsu attack. On a hit, you deal 2d10 force damage.

**Raw Chakra Form:** If you cast this jutsu when within *Raw Chakra Form*, add half your Constitution Modifier to the damage.

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

### FURIOUS FISTS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** You grow jets at the back of your elbows or ankles, enhancing unarmed attacks with the power of chakra thrusters. For the duration, melee unarmed/weapon attacks, melee Taijutsu attacks or grapple attacks you make deal an additional 1d8 force damage, up to three times per turn.

**Raw Chakra Form:** When you are in your *Raw Chakra Form* and benefiting from this jutsu, you do not spend Chakra to concentrate on it.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost by 3. If this jutsu is cast at B-Rank or higher increase the damage by 1d8 and creatures you hit gain 1 rank of Bruised, once per creature per round. If this jutsu is cast at S-Rank you ignore resistance to bludgeoning damage, and treat immunity as resistance.

## RAW CHAKRA TRANSFERENCE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Touch

**Duration:** Instant

**Components:** CM

**Cost:** Special

**Keywords:** Hijutsu, Taijutsu

**Description:** Reaching out, you convert your Raw Chakra into another creature, allowing them to benefit from your abilities. Spend a number of Raw Chakra Die. The creature gains that many Raw Chakra Die, and can spend them on the Amplify or Reduce features on the following keywords (Taijutsu, Bukijutsu, or Hijutsu).

## C-RANK

### HELLFIRE JETS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** Touch

**Duration:** Instant

**Components:** CM, M

**Cost:** 6 Chakra

**Keywords:** Hijutsu, Ninjutsu, Taijutsu

**Description:** As part of moving, you may cast this jutsu, forming jets at your back. Until the end of your turn, your speed increases by 20ft. Additionally, your Jump Distance and Height during this turn are multiplied by x4.

When you use Hellfire Jets, you may choose to float, not falling until the start of your next turn. You may float for two rounds this way before you automatically start to fall and must touch a surface with your legs to propel yourself again. You may also float to ignore the penalty to speed of Water and Climbing.

**Raw Chakra Form:** If you cast this Jutsu when within your *Raw Chakra Form*, until the start of your next turn, you reduce all Area of Effect damage by half your Strength Score, provided you can move.

### CHAKRA CANNON: OVERDRIVE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** Special

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Your usage of the Chakra Cannon has grown, allowing you to use it in more versatile ways. This jutsu has two alternative casting uses:

- As an Action, you may fire a 60ft line of energy from your arm, dealing 5d8 Force Damage to every creature within range. Each creature within the area must succeed a Dexterity Saving Throw to half the damage.
- As part of making any melee attack, taijutsu attack or bukijutsu attack, you may instead cast this jutsu, which becomes the D-Rank Hijutsu, *Chakra Cannon*. If the attack you are replacing would gain any benefits to the Attack Roll, gain them. You do not gain any damage bonuses from the attack you replace.

**Raw Chakra Form:** If you cast this jutsu when within your *Raw Chakra Form*, add half your Constitution Modifier damage to the 60ft line.

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

### IRON-SHINE GUARD

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, when targeted by an attack roll or a Dexterity Saving Throw that would deal a reduced effect on a success.

**Range:** Self

**Duration:** 1 Round

**Components:** CM, M

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Taijutsu, Construct

**Description:** You form a shield out of your body using one of your arms to block an attack. Your AC is increased by +4 for the duration, and the Shield has 25 HP an enemy must first break to deal damage to you. The shield cannot block Genjutsu attacks.

If you would have to make a Dexterity Saving Throw that deals a reduced effect on a successful saving throw (such as dealing half damage), instead roll a Strength Saving Throw. On a success, your shield reduces the damage of the ability by 5.

**Raw Chakra Form:** If you cast this justu when within your *Raw Chakra Form*, add your Strength Modifier to the Shields HP.

**At Higher Ranks:** For each rank above C-Rank you cast this jutsu, increase the HP of the shield by 10.

## B-RANK

### JET PROPULSION BARRAGE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, M

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Taijutsu

**Description:** An enhanced version of the "Machine Gun Punch" Taijutsu, you make multiple, incredibly fast and powerful attacks. Make a number of Melee Taijutsu attacks equal to your proficiency bonus, dealing your [Unarmed Damage Die] + 2d6 Force.

**Raw Chakra Form:** If you cast this jutsu when within your *Raw Chakra Form*, you cannot have disadvantage on the attack rolls.

### WARP BEAM REFLECTION

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, when a creature makes a Ninjutsu attack roll against you.

**Range:** Special

**Duration:** Instant

**Components:** HS, CM

**Cost:** 15 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Aiming cannons from out of your chest, you attempt to produce so much fire-power you can push back an attack. When a creature makes a ninjutsu attack roll at you, by casting this jutsu you can propel it back. Make a ninjutsu attack roll. If your attack roll is higher than theirs, you are not hit by the attack, instead sending it back at them. The pushed back attack deals the full damage it would have and any other effects that the jutsu you reflected dealt. You must cast this jutsu before the creature makes its attack roll.

**Raw Chakra Form:** If you cast this justu within *Raw Chakra Form*, you have advantage on the Ninjutsu Attack Roll.

### TOUGHENED FOREST

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Hijutsu, Ninjutsu

**Description:** Hardening raw chakra over your body, your body grows thick scales. For the duration, your AC increases by +1 and when you would take non-psychic damage, reduce it by 6. If you are wearing medium armor, you reduce non-psychic damage by 4 instead. If wearing heavy armor, you reduce non-psychic damage by 2 instead.

While you benefit from this jutsu, you have advantage on Constitution Saving Throws.

**Raw Chakra Form:** When you are in your *Raw Chakra Form* and benefiting from this jutsu, you do not spend Chakra to concentrate on it.

**At Higher Ranks:** For each rank above B-Rank you cast this jutsu, increase the cost by 3 and the Damage Reduction by 3. If wearing medium armor, increase it by 2 instead. If wearing heavy armor, increase it by 1 instead.



## A-RANK

### OBLITERATION WARP CANNON

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self (90-foot cone)

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

**Components:** HS, CM, M

**Cost:** 21 Chakra

**Keywords:** Hijutsu, Ninjutsu, Taijutsu, Clash

**Description:** Resting both your arms together, you transform them into a single, large chakra cannon. You cannot reduce this jutsu's cost by any means.

As part of casting this jutsu, you can choose to fire the cannon. The cannon shoots a beam in a 90ft cone that reduces a creatures Temporary Hit Points to 0, then deals 12d10 Force Damage. A successful saving throw halves their Temporary Hit Points and deals half damage instead.

After the initial casting, you are able to choose to maintain the cannon. If you do, you gain the following effects:

- Your Speed is set to 0.
- You gain 10 DR against all damage (excluding Psychic)
- You cannot be moved, knocked prone or stunned in any way.
- As a Full Turn on your turn, you may choose one of the two options below:

- You fire the cannon in the same spot. Every creature in range must succeed a Constitution Saving Throw or have their Temporary Hit Points reduced to 0 and take 12d10 Force Damage. A successful save halves their Temporary Hit Points and halves the damage taken.
- You re-aim the cannon, turning up to 90 degrees. Every creature caught within the beam as it moves (still a 90ft cone) must succeed a Dexterity Saving Throw or lose any Temporary Hit Points and take 6d10 Force Damage. A successful save halves their Temporary Hit Points and halves the damage taken.

At the start of each of your turns, you may choose to end this jutsu and de-form the cannon. You do not always have to fire the cannon each turn.

The concentration cost cannot be reduced or ignored by any means, but you only pay the concentration cost if you fire the cannon.

**Raw Chakra Form:** If you cast this jutsu within your *Raw Chakra Form*, you can move 10ft each turn before or after firing.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3, the range by 10 feet, and the damage by 2d10.





## CLAN FEATS

### JUGGERNAUT

**Category:** Clan

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

Your potency in your Enhanced Form is so overwhelming you can alter your body's size;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- While you are gaining the benefits of **Raw Chakra Form**, you become large sized, your reach increases by 5ft and your bulk limit is multiplied by 2.
- While you are gaining the benefits of **Raw Chakra Form**, the first time you take damage each turn, you reduce it by an amount equal to your **Raw Chakra Die** + Proficiency Bonus.

### NATURE'S ALLY

**Category:** Clan

**Prerequisite:** Jugo Clan

Your raw Chakra has connected you to the animal kingdom;

- Increase your Wisdom score by 1, to a maximum of 20.
- You can add Jutsu with the **Medical** keyword that restores hit points, grants temporary hit points, removes conditions, grants resistance/Immunity, grants damage reduction or grants bonuses (*Ex. Such as to damage*) your jutsu list.
- You have ability to communicate with animals and understand what they are saying. Animals are inclined to be friendly towards you, and will often assist in helping you complete tasks. Furthermore, you are able to cast the Beast Senses jutsu at no cost as if you knew it.

### SHAPESHIFTER'S ARSENAL

**Category:** Clan

**Prerequisite:** Jugo Clan

You have learned to transform your arms into weapons to utilize in combat, freeing the need to wield any ever;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- As a Bonus Action, you can transform one or both of your arms into a melee weapon you are proficient in. If the weapon is two-handed, you must use both your arms.
- Weapons made this way count as unarmed strikes for the purposes of the Jugo Clan's abilities and jutsu
- By spending up to 2 **Raw Chakra Die**, you may grant one of your weapon hands one melee weapon property per **Raw Chakra Die** spent and increase its damage by the result until the end of your next turn, up to twice per turn.

# KAGUYA CLAN

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

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

## SAVAGE BATTLE INSTINCTS

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

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

## KAGUYA TRAITS

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

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

**Skill Proficiencies:** Athletics, Martial Arts

## KAGUYA FEATURES

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

**Bone Weapons:** The Kaguya clan are known for their amazing Taijutsu prowess when using their ability to manipulate their bone structures to create weapons. **Bone Weapons** are unique in their structure and make up. All **Bone Weapons** have the *Multiattack* and *Finesse* weapon properties if they did not already have them. When creating or learning Bukijutsu with the Hijutsu keyword, reduce the time it takes to complete the task by half. You are proficient with all **Bone Weapons** you conjure with this feature.

Beginning at 1<sup>st</sup> Level, as a bonus action you can eject some of your bones in your body to create a **Bone Weapon**. Using your bones, you can create any simple melee weapon. Beginning, at 7<sup>th</sup> level you have

mastered your bone structure manipulation. You can create far more complex weapons. You can create any martial melee weapon of your choice so long as that weapon does not have the

**Heavy** weapon property. Beginning at 11<sup>th</sup> level, this extends to even uniquely rare weapons. You can create any exotic melee weapon of your choice so long as that weapon does not have the **Heavy** weapon property.



**Shikotsumyaku Stance:** The Shikotsumyaku Stance is the primary fighting style for the Kaguya clan which trains their young ruthlessly to utilize their unique physiology. This stance counts as a **Bukijutsu Stance**. Beginning at 1<sup>st</sup> Level, while in this stance you can use Dexterity as your Taijutsu ability modifier for your Kaguya Clan Hijutsu and **Bone Weapons** you use while in this stance have its damage die increased one step higher than the weapon they are imitating (Ex. A **Bone Short Sword** deals 1d8, instead of 1d6).

Beginning at 3<sup>rd</sup> level, hostile creatures who would cast a Jutsu that requires hand signs (HS) within your weapons range, triggers an attack of opportunity. A creature whom you deal [Weapon Damage] to as a result of an attack of opportunity, must make a Strength saving throw vs your Taijutsu save DC. On a failed save they are knocked prone and have their movement speed reduced by half, until the end of the current turn.

Beginning at 7<sup>th</sup> level once per casting, when you make a taijutsu attack as a result of a Kaguya clan Hijutsu you gain +10 movement speed. For each creature you successfully score a hit against with these taijutsu attacks, you gain a +1 bonus to your AC, until the beginning of your next turn, up to a maximum of +2.

Beginning at 11th level, when you would cast the **Dance of the Willow** Kaguya clan Hijutsu as a Reaction to taking damage, its cost is reduced by -2. Each time it is cast after the first each turn; Its cost is reduced by an additional -2 down to a minimum of 0. Finally, the first time each turn that the jutsu is cast, you may make one additional attack targeting another hostile creature other than the one who triggered the jutsu's casting.

Beginning at 15<sup>th</sup> level, each time you would cast the **Dance of the Willow** Kaguya clan Hijutsu per turn, you gain +4 Damage reduction vs the triggering creature until the end of turn you cast it.

Beginning at 18th level, the first time each turn you cast a Kaguya clan Hijutsu, you gain a number of

temporary hit points equal to its chakra cost, until the beginning of your next turn.

**Battle Hunger [Name/Changed]:** The Kaguya clan are known for their bloodlust in battle constant battles have awakened this from within you. Beginning at 11<sup>th</sup> level, you have learned to tap into the lust for battle, blacking out your thoughts, entering a state of known to the Kaguya as your *Lust for Battle*. You remain in this state for 1 minute, until you are incapacitated, knocked unconscious, are calmed down in some other way or spend a bonus action to end this status. Once you use this feature, you cannot do so again until you finish a rest.

**Lust for Battle.** You gain +2 in Strength and Dexterity saving throws and the last creature that dealt damage to you, takes additional damage from you equal to your proficiency bonus, twice per turn.

**Calcified Structure:** The Kaguya clan were known for their alien and almost foreign bone and body structure, making it exceedingly difficult to truly know how any Kaguya functioned as they were all unique and different in their own way. Beginning at 3<sup>rd</sup> level, this unique trait materializes within you. Whenever you would make a saving throw against a hostile creature using a Jutsu with the Medical or Inhaled keywords you gain a +2 bonus to the result. This bonus is further increased to +4 at 11<sup>th</sup>. Beginning at 15<sup>th</sup> level When you would pass a saving throw vs a jutsu with the Medical or Inhaled keywords, you

no effects.



## KAGUYA CLAN JUTSU

### D-RANK

#### DANCE OF THE CAMELLIA

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** M, W (Any Bone Weapon)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** With your bone weapon in hand, you stab forward at an increasingly chaotic pace fast enough to create the appearance of afterimages as each strike attempts to strike a slightly different part of the target from a slightly different angle. Make two melee taijutsu attacks. On a hit, you deal your [Weapons Damage] + 1d6. If at least one of these attacks hits a creature, the target must make a Strength saving throw, being knocked prone on a failed save and you can move 10 feet into any direction of your choice.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6. If this jutsu is cast at B-Rank or higher, on a failed save the target is also pushed 10 feet in any direction of your choice. If this jutsu is cast at S-Rank, this jutsu's casting time can be 1 Reaction that you take when a creature triggers your attack of opportunity.

#### DANCE OF THE LARCH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus action

**Range:** Self

**Duration:** 1 minute

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You extract bones to a greater degree, allowing them to stick out in a variety of positions, creating a makeshift lethal but protective armor. You

gain 12 temporary hit points. If a creature hits you with a melee attack while you have these hit points, the creature takes 8 piercing damage that pierces DR.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the temporary hit points and piercing damage by +8.

## DANCE OF BULLET SEEDLINGS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You outstretch a free hand and fire off the bones in your fingers like bullets with enough force to tear through armor and flesh like paper. You fire a collection of bone bullets. You can select up to three creatures within range that you can see. Make a single ranged taijutsu attack, comparing the result against the selected creatures AC. On a hit, a target takes 5d4 Piercing damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 the damage by 2d4 and the number of creatures you can target by +1.

## DANCE OF THE KATSURA

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** M, W (Bone Weapon)

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** With your *Bone Weapon* in hand, you strike with a flurry of focus and grace befitting of the weapons chosen striking preference. Make 2 melee taijutsu attacks, dealing this [Weapons Damage]. On a hit, the target must make a Constitution saving throw. On a failed save, based on the damage type of your weapon this jutsu inflicts a different condition.

- **Bludgeoning.** +1 rank of Bruised.
- **Piercing.** +1 rank of Weakened.
- **Slashing.** +1 rank of Bleeding.

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

## C-RANK

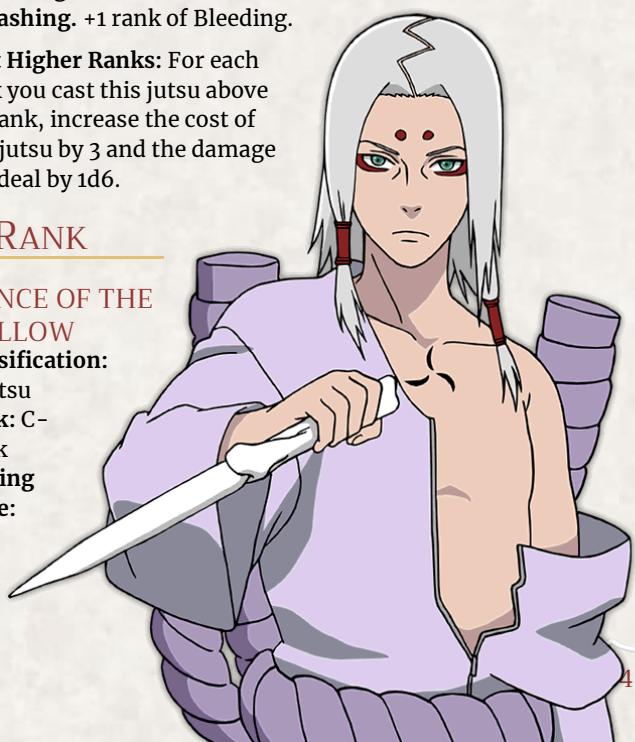
### DANCE OF THE WILLOW

**Classification:**

Hijutsu

**Rank:** C-Rank

**Casting Time:**



Reaction, which you take when you would take damage from a melee attack.

**Range:** Weapons Range

**Duration:** Instant

**Components:** M, W (*Bone Weapon*)

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** As a reaction to being hit you twirl, spin, and gracefully retaliate against your attacker. Make a melee taijutsu attack vs the triggering creature. On a hit you deal your [Weapons damage] + 1d8 and can move up to 10 feet in any direction of your choice. At the conclusion of your attack as a result of this jutsu, you gain an additional reaction which can only be used to cast this jutsu.

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

## DANCE OF THE SETSUGEKKA

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** Special

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

**Components:** M, W (*Bone Weapon*)

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** When you would strike a creature, you leave behind a small bone fragment inside of them that you then cause to grow and expand.

As a part of the same action used to cast another Kaguya clan Hijutsu that deals damage to a creature, you can cast this jutsu forcing them to make a Constitution saving throw. On a failed save you leave behind the bone fragment. On a success you are unable to leave it behind.

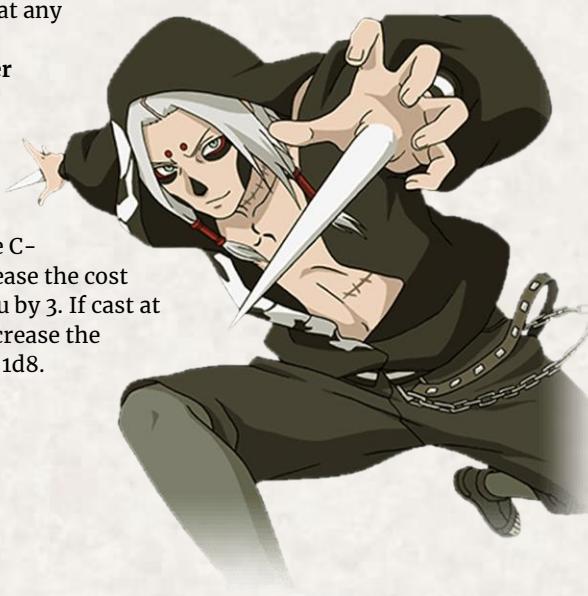
A creature who failed their Constitution saving throw begins to experience their internal organs being stabbed by the growing bone mass, taking 3d8 Necrotic damage that ignore damage reduction.

For the next minute the affected creature remakes this saving throw at the beginning of each of its turns taking 3d8 Necrotic damage on a failed save or no damage on a success.

A creature can attempt to dig out this fragmented bone from them by making a Strength (Medical) check vs your Taijutsu Save DC, forcibly removing it on a success. A creature can only be under the effects of this jutsu once at any given time.

**At Higher**

**Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If cast at A-Rank increase the damage by 1d8.



## TEN-FINGER DRILLING BULLETS

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** CM

**Cost:** 8 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You clasp your hands together pointing your fingers in any direction of your choice firing them all at once with enough of a combined force to rip through even chakra barriers. You finger bullets like a shotgun burst in a 30-foot cone originating from you. All creatures in range must make a Dexterity saving throw taking  $6d4$  piercing damage and gains 2 ranks of Bleeding on a failed save or half as much damage and no additional effects on a success.

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

**Keywords:** Hijutsu, Bukijutsu

**Description:** You tear out your spine while also tripling its length and changing its structure by adding sharpened spikes to it. This becomes a modified *Bone Weapon* modeled after a whip. It uses the statistics of the whip weapon, but its damage die is  $2d6$  and it has the Reach 4 weapon property. Creatures grappled by this weapon cannot form Hand signs (HS).

## B-RANK:

### DANCE OF CLEMATIS: FLOWER

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Movement Speed

**Duration:** Instant

**Components:** M, CM

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** You pour chakra into your arm, over-calcifying it creating a large drill shaped bone that covers the lower half of your arm starting at your elbow. You dash as your full movement in a straight line stopping at the first creature you encounter. Make a melee taijutsu attack against the creature dealing  $7d10$  piercing damage. This attack has a +2 bonus to its critical threat range.

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



### DANCE OF CLEMATIS: VINE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 minute

**Components:** M

**Cost:** 12 Chakra

## A-RANK:

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### DANCE OF THE SEEDLING FERN

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Bukijutsu

**Description:** The perfected and final dance of the Kaguya clan. The Sixth and final dance is also the most devastating and deadly. By means of this technique you focus and empower your bones before sending them through the ground around you, expanding them and having them rise like trees in a forest. Creatures in range other than you, must make a Dexterity saving throw taking 11d8 Piercing damage on a failed save, or half as much on a successful one.

The bone forest remains for 1 minute after casting this jutsu. The bone pillars are 10 to 15 feet tall and occupy a portion of each space in range. Creatures moving within the affected area must spend 3 feet of movement for every 1 feet traveled (*5 traveled costs 15 feet of speed*). You can fuse into and teleport freely throughout the bone forest, up to twice per turn. Bone pillars have 45 hit points. If a bone pillar takes damage while you're inside, you take any remaining damage the bone pillar could not. At the end of the 1-minute duration after this jutsu was cast, the bones dissolve into clay like clumps.

## CLAN FEATS

### ARMOR OF BONE

Category: Clan

Prerequisite: Kaguya Clan

You've learned to use your clan techniques not to just create extensions of your body but to fortify your body itself;

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- While you are gaining the benefits of the *Dance of the Larch* clan Hijutsu, you gain a bonus to your AC equal to half of your Constitution ability modifier.
- Once per turn, if you would cast *Dance of the Willow* while you are benefiting from this feat's bonus to AC, you add the damage *Dance of the Larch* would do to your damage roll.

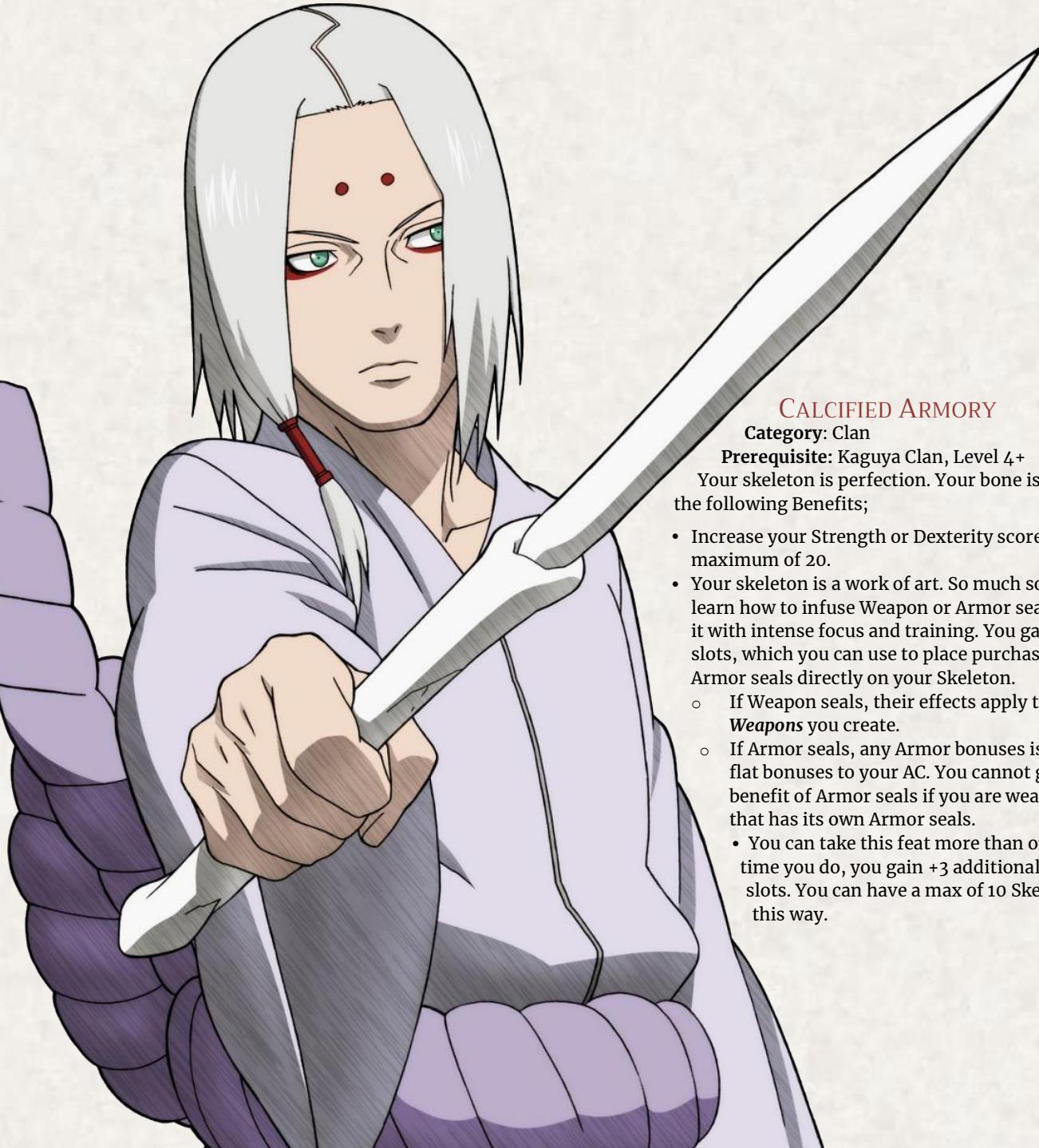
### BATTLE HARDENED

Category: Clan

Prerequisite: Kaguya Clan, Level 4+

Through many battles, you have developed strategies to overwhelm your enemies with frightening accuracy. You gain the following Benefits;

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can gain advantage on a Kaguya clan Hijutsu's attack if you are targeting a creature who has targeted you within the last round. You can gain advantage in this way twice per rest.
- When you make a melee weapon attack against a creature where your attack result is 5 higher than the target AC, on a successful hit where you deal damage, you reduce the targets speed by half, until the end of their next turn.
- You have learned to maneuver in a way that increases your combat range. All attacks made with your **Bone Weapons** gain the **Reach** property. If the weapon already has the **Reach** property, it instead gains a second rank of **Reach**.



### CALCIFIED ARMORY

Category: Clan

Prerequisite: Kaguya Clan, Level 4+

Your skeleton is perfection. Your bone is Art. You gain the following Benefits;

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Your skeleton is a work of art. So much so that you learn how to infuse Weapon or Armor seals directly on it with intense focus and training. You gain 4 Skeletal slots, which you can use to place purchased weapon or Armor seals directly on your Skeleton.
  - If Weapon seals, their effects apply to all **Bone Weapons** you create.
  - If Armor seals, any Armor bonuses is treated as flat bonuses to your AC. You cannot gain the benefit of Armor seals if you are wearing armor that has its own Armor seals.
    - You can take this feat more than once. Each time you do, you gain +3 additional Skeletal slots. You can have a max of 10 Skeletal slots in this way.

# KASHU CLAN

"What the hell do you think you're looking at?! Unless you want your eye ball plucked out and your eye sockets filled with roaches and sown shut, I'd suggest looking elsewhere!"  
Those were the vulgar remarks shouted at me by a child no older than 11 years. Her mother didn't even bat an eye. There is something deeply wrong with the members of this clan.

- Saikusu Uchiha

At Worlds End, Ch. 19 excerpt.

## IF MUSIC BE THE SONG OF DEATH

The Kashu Clan are a clan of foul mouthed, aggressive, masters of genjutsu. The clan has contracts with unknown evils from different realms to preform malicious jutsu and summoning horrid creatures. Not much is known about the clan other than their clear affiliation with the land of sound and their superior auditory genjutsu.

### KASHU TRAITS

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

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

**Skill Proficiencies:** Illusions, Survival

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

**Auditory Literacy:** All ability scores are counted as being +2 higher, for the purpose of casting Higher Ranked Genjutsu with the Auditory Keyword through any Ability Score Restrictions.

### KASHU FEATURES

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

**Auditory Weaponry:** Beginning at 1<sup>st</sup> level, when you would benefit from a short or long rest, you can craft a single auditory ninja tool that will serve as a component for your Kashu Clan Hijutsu. This *Auditory Ninja Tool* is a simple melee weapon with the Light and Finesse properties and deals 1d4 Bludgeoning damage. This tool can be of any description the user wants, but it must be a device that can produce sound. While wielding this tool you gain a +1 to damage rolls with Genjutsu with the Auditory keyword, this increases to +2 at 7<sup>th</sup> level, and +3 at 15<sup>th</sup> level.

Starting at 3rd level, when you cast a Genjutsu with the Auditory keyword, you can add your *Auditory Ninja Tool* as a component. When you do, you can increase the damage dealt by 1 die, or decrease the cost of the jutsu by half the result of 1d4 (rounded up).

Starting at 11th level, when you would cast a Genjutsu with your *Auditory Ninja Tool* as a component, your Genjutsu is able to ignore immunity that a creature would have as a result of being deafened.

**Disorienting Chords:** Beginning at 1<sup>st</sup> level, you gain access to a new Sensory condition known as **Disorientation**. A creature suffering from disorientation finds difficulty balancing themselves and performing feats of agility. They also feel a deep illness akin to motion sickness.

A creature with any ranks of Disorientation suffers the following effects; A creature can have up to 5 ranks of **Disorientation**.

- For each rank of **Disorientation** a creature has, they suffer a -1 penalty to checks, saving throws, and attack rolls that rely on Dexterity.
- A creature with 3 ranks or more of **Disorientation** has disadvantage on all saving throws and attack rolls that rely on Dexterity.
- A creature with 5 ranks of **Disorientation** falls prone and cannot stand up.
- A creature immune to the Weakened condition is also immune to this condition.
- A creature that is affected by 1 or more ranks of **Disorientation** can attempt to remove them. As an action on an affected creatures turn, they can make a DC 15 Wisdom saving throw to remove all ranks of Disorientation on themselves.

At 15<sup>th</sup> level, the DC to remove **Disorientation** increases to 20. Additionally, twice per long rest, when a creature fails a saving throw against a Genjutsu you cast, you can give them 1 rank of **Disorientation**.

**Cunning Genjutsu:** Beginning at 3<sup>rd</sup> level you master the technical applications of Kashu Hijutsu. You may use Intelligence in place of Wisdom for the Attack and Damage rolls and Save DC of Kashu Hijutsu you cast.

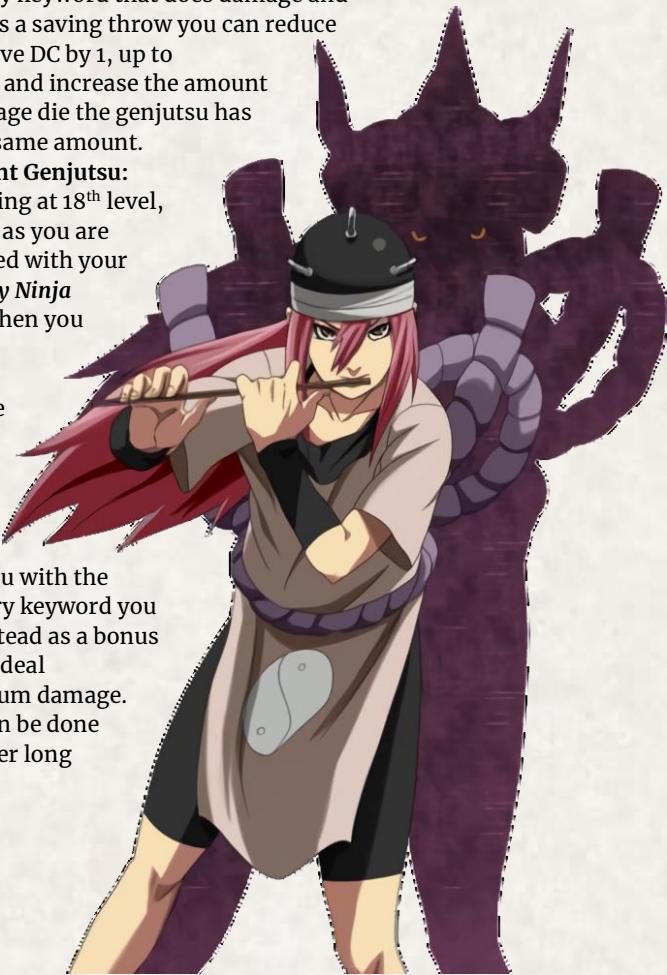
**Precise Performance:** Starting at 7<sup>th</sup> level, you gain a +1 bonus to your Genjutsu attack bonus when using Genjutsu with the Auditory keyword. This increases to +2 at 15<sup>th</sup> level.

Also at 7<sup>th</sup> level, when you would cast a Genjutsu that does not have the Auditory keyword, you can spend increments of 3 chakra to remove one sensory keyword from the genjutsu, excluding the tactile keyword. If you remove all other sensory keywords this way, the jutsu gains the Auditory keyword.

**Reckless Genjutsu:** Kashu Clan members are able to furiously cast genjutsu at the cost of effectiveness with the intent to butcher their enemies. Beginning at 11<sup>th</sup> level, as long as you are equipped with your *Auditory Ninja Tool*, when you would cast a genjutsu with the auditory keyword that does damage and requires a saving throw you can reduce your Save DC by 1, up to 3 times and increase the amount of damage die the genjutsu has by the same amount.

**Potent Genjutsu:**  
Beginning at 18<sup>th</sup> level, as long as you are equipped with your *Auditory Ninja Tool*, when you would inflict damage with a

genjutsu with the Auditory keyword you can instead as a bonus action, deal maximum damage. This can be done twice per long rest.



# KASHU CLAN JUTSU

## D-RANK

### VULGAR MOCKERY

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** CM

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory

**Description:** This is a unique variant of "Vicious Mockery". You unleash an aggressive assault of profane insults towards a creature in range, if the target can hear you, it must make a Wisdom saving throw.

**Success:** The target takes no damage and suffers no additional effects.

**Failure:** The target takes  $4d6$  psychic damage and has disadvantage on the first attack it makes until the end of its next turn.

**Critical Failure:** Same effects as a failure, but the target suffers disadvantage on all attacks it makes until the end of its next turn.

### DEMONIC INSTRUMENT: AMPED SHOT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory, Tactile

**Description:** You focus your chakra into your *Auditory Ninja Tool* to unleash a powerful sound wave at an enemy. Make a ranged Genjutsu attack. On hit the target takes  $3d8 +$  your Genjutsu ability modifier in psychic damage and must succeed a Wisdom saving throw or gain 1 rank of *Disorientation*.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast to C-Rank or higher, increase the damage die of this jutsu by 1 step, to a maximum of a d12. If cast to B-Rank or higher, increase the number of attacks made by +1. If cast to A-Rank or higher, increase the damage die of this jutsu by 1 step, to a maximum of a d12. If cast to S-Rank, increase the number of attacks made by +1.

### DEMONIC INSTRUMENT: PSYCHIC ENHANCEMENT

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Tactile

**Description:** You enhance the power of your Auditory Ninja Tool by focusing your chakra through it, it resonates with a deadly tune. Attacks with your *Auditory Ninja Tool* use your Genjutsu ability modifier for attack rolls. Creatures hit by your Auditory Ninja Tool take  $3d4 +$  your Genjutsu ability modifier psychic damage and, once per round, must make an Intelligence saving throw gaining 1 rank of *Disorientation* on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage die by 1 step ( $d4 > d6 > d8 > d10 > d12$ ). If cast to B-Rank or higher, this jutsu's duration becomes 10 min.

### DEMONIC INSTRUMENT: SONIC RUPTURE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Duration:** Instant

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory, Tactile

**Description:** This is a unique variant of "Vicious Mockery". You unleash an aggressive assault of profane insults towards a creature in range, if the target can hear you (Though it need not understand you), it must make a Wisdom saving throw.

**Critical Success:** The target takes no damage and loses all ranks of *Disorientation*.

**Success:** The target takes no damage and suffers no additional effects.

**Failure:** The target takes  $Xd6$  psychic damage on a failure, where  $X = 1 +$  the ranks of *Disorientation* the target has.

**Critical Failure:** The target the target takes  $Xd6$  psychic damage on a failure, where  $X = 2 +$  twice the ranks of *Disorientation* the target has.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, and increase the damage of this jutsu by 1 step ( $d4 > d6 > d8 > d10 > d12$ ). If this jutsu is cast at S-Rank the target also gains the Deafened condition until they remove all ranks of *Disorientation*.

## C-RANK

### DEMONIC INSTRUMENT: HYPNOTIC MUSIC

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 feet (20-foot radius)

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

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 8 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory, Unaware

**Description:** This is a unique variant of "Hypnotic Patterns". You play an enchanting song that captivates those in a 20-foot radius sphere originating on a point in range, and causes them to dance like no one is watching. Each creature in the area who hears this song must make a Wisdom saving throw.

While charmed by this jutsu, the creature cannot hear anything besides the music being made by the genjutsu.

**Critical Success:** This jutsu's effects end on the target and they have advantage on their next saving throw against this jutsu within the next 10 minutes.

**Success:** No effects, and this jutsu ends on the target.

**Failure:** The creature is Charmed and Restrained, enraptured by the music. The target may remake this saving throw to end this jutsu's effects at the end of each of their turns. This jutsu's effects end immediately if the target takes damage or are knocked prone.

**Critical Failure:** Same effects as a failure, but the target is also Incapacitated for the duration.

## FORCEFUL INTERROGATION

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, up to 10 Minutes

**Components:** HS, CM

**Cost:** 7 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory, Tactile, Unaware

**Description:** You reach into the mind of your target, latching onto the most delicate parts of their brain speaking an incomprehensible language, compelling them to spill their guts.

Select a creature in range, the target must make a Charisma saving throw, on a failed save, whenever they are asked a question, they must answer completely and truthfully, otherwise they take  $7d4$  psychic damage and gain 1 rank of disorientation.

A creature under the effects of this Genjutsu remakes their saving throw each time they respond to a question. If the creature answers truthfully, they make the save at advantage. If they lie or refuse to answer, they instead make the save at disadvantage.

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

## DEMONIC INSTRUMENT: PSYCHIC INTERRUPTION

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when a creature within range would cast a jutsu with the HS component.

**Range:** 60 feet

**Duration:** Instant

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 5 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory

**Description:** When you see a creature attempt to weave hand seals for their jutsu, you release a sound wave in response attempting to disturb them. Target creature must make a Wisdom saving throw, losing the ability to weave hand seals until the start of their next turn and gaining 1 rank of *Disorientation* on a failed save.

## B-RANK

### DEMONIC INSTRUMENT: TRIO REQUIEM

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 10 Feet

**Duration:** 10 Minute

**Components:** HS, CM, CS, W (*Auditory Ninja Tool*)

**Cost:** Special (15 Chakra)

**Keyword:** Hijutsu, Ninjutsu, Fuinjutsu

**Description:** You summon 1 of 3 legendary Doki to your aid. Doki can be controlled on your turn using your bonus action while equipped with your *Auditory Ninja Tool*.

As a Bonus action on your turn, you can dismiss all summoned Doki. If a Doki is reduced to 0 Hit Points it unsummons, and you cannot summon the same Doki until you complete a full rest. Additionally, you can not summon the same Doki more than once per long rest and you cannot have more than one of the same Doki summoned at a time.

While your Doki is within 5 feet of an ally, and that ally is targeted by an attack, you can use your reaction to command the Doki to interpose the attack, becoming its new target.

Some Doki abilities may require a saving throw, in which case the DC is equal to your Ninjutsu or Genjutsu Save DC.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 5 and the number of Doki summoned by 1. You cannot summon more than 1 of the same Doki this way.

### DEMONIC INSTRUMENT: AMPED WAVE

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 11 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory, Tactile

**Description:** You flow chakra through your *Auditory Ninja Tool*, enhancing its sounds with terrifying melodies. Genjutsu you cast with the Auditory Keyword reduce their Critical Fail range by 2. This does not stack with other effects that would reduce your Critical Fail range.

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



## DOKI (BANDAGED)

Large Humanoid, Proficiency = your Ninjutsu or Genjutsu Ability Mod

**Armor Class** 16 + your Ninjutsu or Genjutsu Ability Modifier

**Hit Points** 110

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	6 (-2)	10 (+0)	4 (-3)

**Condition Immunities** All **Mental**, Exhaustion

**Saving Throws** Dex +12, Con +11

**Skills** Athletics +10, Acrobatics +12, Perception +7

**Senses** Blindsight 30 ft., passive Perception 17

**Demonic Immunity.** Doki are immune to negative effects and damage inflicted by jutsu cast with the Auditory Ninja Tool.

## ATTACKS

**Jump Kick.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 1d8+5 Bludgeoning damage. A creature hit must make a Strength saving throw, being knocked prone on a failed save.

**Skewering Headbutt (Recharge 5-6).** Melee Weapon Attack: +12 to hit, reach 30 ft., one target. *Hit:* 2d6+5 Piercing damage. A creature hit must make a Constitution saving throw, gaining 1 rank of bleed on a failed save.

**Revolt of the Demon World (Recharge 7-8).** Ranged Genjutsu Attack: +Your Genjutsu attack bonus to hit, reach 30 ft., one target. *Hit:* 6d8 Psychic damage, and half as much chakra damage. A creature with 0 chakra points takes double psychic damage.



## DOKI (CLAW)

Large Humanoid, Proficiency = your Ninjutsu or Genjutsu Ability Mod

**Armor Class** 18 + your Ninjutsu or Genjutsu Ability Modifier

**Hit Points** 100

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	4 (-3)

**Condition Immunities** All **Mental**, Exhaustion

**Saving Throws** Str +12, Dex +11

**Skills** Athletics +12, Acrobatics +11, Perception +7

**Senses** Blindsight 30 ft., passive Perception 17

**Demonic Immunity.** Doki are immune to negative effects and damage inflicted by jutsu cast with the Auditory Ninja Tool.

## ATTACKS

**Multiattack.** Doki (Claw) can make 3 attacks with its claws.

**Claw.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 1d6+5 Slashing damage. This attack scores a critical hit on a roll of 19-20

**Tiger Grapple (Recharge 5-6).** Choose one creature within 5 feet and make a contested grapple check. On a success the target creature is grappled and unable to weave hand signs.

**Revolt of the Demon World (Recharge 7-8).** Ranged Genjutsu Attack: +Your Genjutsu attack bonus to hit, reach 30 ft., one target. *Hit:* 6d8 Psychic damage, and half as much chakra damage. A creature with 0 chakra points takes double psychic damage.



## ATTACKS

**Multiattack.** Doki (Club) can make 2 attacks with its clubs.

**Club.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 1d12+4 Bludgeoning damage.

**Club Slam (Recharge 5-6).** The Doki slams its club into the ground at full strength. All creatures within 20 feet must make a Dexterity saving throw, taking 5d6 Bludgeoning damage and falling prone on a failed save, or half as much damage and no additional effects on a success.

**Revolt of the Demon World (Recharge 7-8).** Ranged Genjutsu Attack: +Your Genjutsu attack bonus to hit, reach 30 ft., one target. *Hit:* 6d8 Psychic damage, and half as much chakra damage. A creature with 0 chakra points takes double psychic damage.

**Condition Immunities** All **Mental**, Exhaustion

**Saving Throws** Str +11, Con +12

**Skills** Athletics +11, Acrobatics +10, Perception +7

**Senses** Blindsight 30 ft., passive Perception 17

**Demonic Immunity.** Doki are immune to negative effects and damage inflicted by jutsu cast with the Auditory Ninja Tool.

## A-RANK

### DEMONIC INSTRUMENT: CHAINS OF PHANTASIA

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot radius sphere)

**Duration:** Instant

**Components:** CM, W (*Auditory Ninja Tool*)

**Cost:** 25 Chakra

**Keyword:** Hijutsu, Genjutsu, Auditory, Visual, Tactile

**Description:** You play a demonic sound, creating a dark hellscape where only pain and suffering exist for all those under the effects of this genjutsu. All creatures within range must make a Wisdom save.

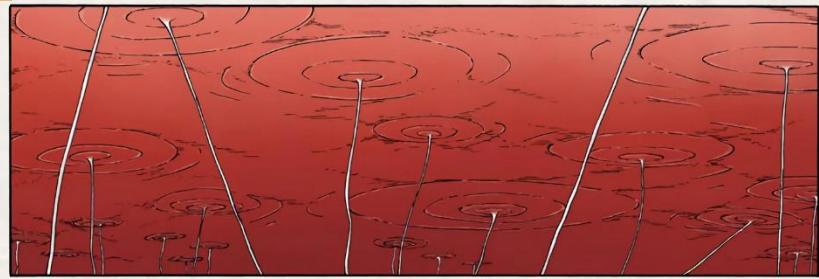
**Critical Success:** The target suffers no effects and is immune to this genjutsu for the next 24 hours.

**Success:** The target takes no damage and suffers no additional effects.

**Failure:** The target takes 10d8 Psychic damage, and is restrained as threads wrap around them.

**Critical Failure:** The target takes 10d8 Psychic damage, and is restrained and cannot take actions as threads wrap around them.

Creatures under the effects of this genjutsu are Blind and Deaf to all other creatures outside the caster. At the end of a creature's turn they may remake the save to end the effects of this genjutsu on themselves otherwise taking an additional 10d8 damage. If a creature under the effects of this genjutsu takes any damage besides psychic damage, they immediately remake the save at advantage. If a creature has 0 chakra, this jutsu instead deals 20d8 psychic damage.



## CLAN FEATS

### MAXIMUM VOLUME

Category: Clan

Prerequisite: Kashu Clan, Level 8+

Your *Auditory Ninja Tool* can now be used to further amplify your genjutsu. You gain the following benefits;

- Increase your Intelligence or Wisdom score by +1, to a maximum of 20.
- When you would cast a jutsu that uses your *Auditory Ninja Tool* and requires an attack roll, you may spend 5 chakra as part of the same action to double the range.
- When you would cast a jutsu that uses your *Auditory Ninja Tool* that has an area of effect, you may spend 10 chakra as part of the same action to double the size of the area.

### DEMONIC WAVELENGTH

Category: Clan

Prerequisite: Kashu Clan, Level 8+

You harness your dark chakra to enhance the power of your clan's Hijutsu. You gain the following benefits;

- Increase your Intelligence or Wisdom score by +1, to a maximum of 20.
- When a jutsu you cast would benefit from your *Reckless Genjutsu* clan feature and requires an attack roll, you also increase the critical threat range by the same amount.
- If a jutsu you cast would benefit from your *Reckless Genjutsu* clan feature and doesn't require an attack roll, you may instead increase the bonus up to a maximum of 5 instead of 3.

### CURSE OF THE DEMON WORLD

Category: Clan

Prerequisite: Kashu Clan, Level 8+

Your genjutsu's sound is completely overwhelming and has the ability to creep into the very soul of any living being. You gain the following benefits:

- All Kashu Clan Hijutsu that impose a rank of *Disorientation* now impose an additional rank.
- A creature with 0 chakra points gains disadvantage on saving throws from jutsu with the auditory keyword and cannot gain advantage by any means.
- Kashu Clan Hijutsu, that don't already reduce chakra, reduce an opponent's chakra by half the amount of damage dealt.



# KETON CLAN

"The torch just died. We're 10 miles underground and our torch just died" Just before I could begin to truly let the panic take over our prisoner touched the wall of the cave and suddenly it was so bright I was blinded." I knew there was a reason to keep you around" said Shion "But you know you could have done that before torches aren't cheap you know" Taking his hand off the cave's wall the prisoner replied "Neither is chakra" and began to walk thru the now very lit up cave.

—Humorus Kaguya  
The World at War, Ch. 17 excerpt

## LET THERE BE LIGHT

The Keton are a custom Homebrew clan created by Artemys and Mr. Hey. Members of the Keton clan have the unique Plasma Release. A powerful combination of Fire and Lightning that grants both devastating power and bright shows of power, but also the ability to create light.

### KETON TRAITS

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

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

**Skill Proficiencies:** Performance, Chakra Control

**Plasma Release Affinity:** You begin with either Fire or Lightning Release Affinity. (Pick One)

### KETON FEATURES

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

**Enlightening Grasp:** Beginning at 1st level, you gain the ability to use your clan's kekkei genkai to produce light in any object you touch. As an action, you can place your palm on an object no larger than 10 feet in any dimension. For the next 10 minutes, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. If the object is completely covered in something opaque, the light is blocked.

You can spend 5 chakra to increase the duration of this feature on an object effected from 10 minutes to 1 hour. You can dismiss the light from as many objects you have affected with this feature as an action. If you target an object being held or worn by a hostile creature, the creature must succeed a Dexterity saving throw vs. your Ninjutsu Save DC to avoid this feature.

You can use this feature a number of times equal to your proficiency bonus per short rest. Alternatively, you can spend 5 chakra (no action required) to gain an additional number of uses equal to half your proficiency bonus.

**Stargazer:** Due to the nature of your clan's light producing kekkei genkai, members of your clan have an incredible tolerance to bright light. Starting at 1st level, you have advantage on saving throws to avoid gaining the blinded or dazzled conditions.

At 11th level, you have advantage on saving throws to avoid effects that would alter your visual perception.

At 18th level, you become immune to the Blinded and Dazzled conditions.

**Energy Overflow:** Starting at 3rd level, your chakra begins to radiate energy akin to the power of a supernova. Each time you would take damage that is not self-inflicted or cast a jutsu with the Fire or Lightning Release keywords, you can gain an *Energy Die* at the start of your next turn, which are d6s. Your *Energy Die* becomes d8s at 11th level and d10s at 18th level. You can hold a maximum amount of *Energy Die* equal to half your proficiency bonus, rounded up.

Whenever you cast a jutsu with the Fire or Lightning Release keywords, you can spend any number of *Energy Die*, adding it to the damage roll. When you use *Energy Die* this way, your jutsu creates bright light for a number of feet equal to the distance your jutsu traveled, until the end of the turn. The light can be colored however you like.

**Plasma Release:** The Keton clan has a unique talent for manifesting Plasma Release due to their close affinity to Fire Release and Lightning Release. Starting at 7th level, you gain the second nature release you didn't choose from the Plasma Release Affinity clan trait.

Also at 7th level, when casting a jutsu with the Fire or Lightning Release keywords, you can change the damage type to fire damage. When casting a Keton Clan Hijutsu, you can reduce the cost of the jutsu by 2 (Min. 1).

**Superheated Chakra:** You have become adept at molding the particles in the air into plasma with every strike, turning light into your ultimate weapon. Starting at 11th level, all attacks you make that deal fire damage have their critical threat range increased by +1.

Also at 11th level, all Keton Clan Hijutsu you cast ignore resistance to Fire damage and treat immunity as resistance.

Starting at 15th level, when you would use your *Energy Overflow* feature on a Keton Hijutsu, you ignore both resistance and immunity to fire damage.



# KETON CLAN JUTSU

## D-RANK

### PLASMA RELEASE: NEON MARKER

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You cover your hand with neon lightning up the area around you, before quickly striking a creature within range. Make a Melee Ninjutsu Attack against a creature within range. On a hit, the target takes  $3d6+3$  lightning damage and the target creature sheds bright light in a 20-foot radius and dim light for an additional 20 feet for  $1d4$  rounds. The light can be colored as you like.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $2d6+2$  and die which determines the number of rounds the target is lit increases by 1 step. ( $1d4 > 1d6 > 1d8 > 1d10 > 1d12$ )

### PLASMA RELEASE: PLASMA BEAM

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You create and shoot out a Plasma beam from your fingertip, piercing and cauterizing whatever it goes through. Make a Ranged Ninjutsu attack roll against a creature in range, dealing  $2d8+2$  fire damage on a hit.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $1d8+2$  and you can make one additional attack against another creature within range.

### PLASMA RELEASE: PLASMA SWALLOW

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM, W(Any)

**Cost:** 5 Chakra

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

**Description:** A chakra flow technique where the user flows plasma through their weapon. You send continuous arcs of plasma through your blade.

For the duration of this jutsu, your weapon deals an additional  $1d8$  fire or lightning damage on a hit, twice per turn. While this jutsu is active, you ignore the HS component for your Keton Hijutsu and are considered a source of bright light in a 30-foot radius. When you land a hit with your weapon, you can spend up to your remaining *Energy Die*, adding them to the damage dealt

and producing 10 feet of bright light per die spent in the affected space until the start of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B rank, increase the damage by  $1d8$ . If this jutsu is cast at S-Rank, increase the damage die by  $+2$ .

### PLASMA RELEASE: NEON FLASH

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you are targeted by an attack

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** When you would be targeted by an attack or jutsu you unleash a wave of bright light to disorient your opponent.

All creatures within 10 feet of you must make a Dexterity saving throw. On a failed save, creatures take  $2d8+2$  fire damage and are Blinded until the start of your next turn. On a successful saving throw, creatures take half damage and suffer no further effects. Against all non-blinded creatures, you treat your AC as  $+3$  higher until the start of your next turn.

## C-RANK

### PLASMA RELEASE: SPARKLER CHAIN EXPLOSION

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You summon two orbs of plasma and throw them at different places producing a series of bright explosions. Each creature in a 10-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. A creature takes  $3d6+3$  fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected a maximum of twice.

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



#### ART CREDIT

N from Pokemon Black and White 1/2

## PLASMA RELEASE: NOVA

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You create an orb of Plasma chakra in your hands before throwing it at a point centered in range. This orb then erupts into an explosion of plasma. All creatures within 30 feet of the target location must make a Dexterity Saving Throw, taking  $4d10+4$  lightning damage and gaining 1 rank of shocked or burned (caster's choice) on a failed save, or half damage and no effects on a success.

Following the explosion, the center of the explosion is a source of bright light in a 30-foot radius and dim light for an additional 30 feet for 1 minute. The light can be colored as you like.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by  $2d10$ . If this jutsu is cast at A rank or higher, creatures who fail the saving throw are affected by both conditions.

## PLASMA RELEASE: PROJECTED CHAOTIC EXPLOSION

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (45-foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You create an orb of plasma and project its energy forwards causing a series of colorful explosions. Each creature in a 45-foot cone must make a Dexterity saving throw. A creature takes  $5d10+5$  fire damage on a failed save, or half as much damage on a successful one. Following the explosion, the entire area of the jutsu shines a dim light for 20 feet for 1 minute. The light can be colored as you like.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by  $1d10+1$ , and the range by 5ft.

## B-RANK

### PLASMA RELEASE: NEON STEP

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** You transform your entire body into Neon. Your movement speed is doubled, ranged attacks have disadvantage to hit you, and you may use your reaction to teleport to a source of bright light if that source of light is within a range equal or less than your movement

speed away from you. Doing this causes this jutsu to end and the light source to dissipate.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost by 3. If this jutsu is cast to A-Rank or higher, using the special reaction granted by this jutsu no longer automatically ends it the first time you use this reaction per casting. If this jutsu is cast to S-Rank, your movement speed is instead tripled.

## PLASMA RELEASE: CHAOS RISING

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 chakra

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

**Description:** (*This jutsu cannot score a critical hit.*)

You send plasma chakra into your limbs and prepare an assault on a target. Make 3 melee ninjutsu attacks on a target creature, dealing  $3d8+3$  fire damage and knocking them 10 feet into the air on each hit (You rise with the creature). If you hit with 2 or more attacks, the creature becomes Shocked until the end of their next turn. If you hit with all 3 attacks, the creature becomes burned for the same duration.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3. If cast to S-Rank, increase the damage by  $1d8+1$ .

## A-RANK

### PLASMA RELEASE: CHAOS DESTRUCTION WAVE

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (120-foot line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

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

**Description:** You cusp both hands, charging an orb of growing plasma before finally releasing it in a 120-footlong, 10-foot-wide line of destruction. All creatures within range must make a Dexterity saving throw, taking  $9d10+9$  lightning Damage on a failed save or half on a success. A creature with the burned condition makes this saving throw at disadvantage.

Creatures who fail their Dexterity saving throw must make a Constitution saving throw at disadvantage, becoming burned, and becoming stunned the end of their next turn on a failed save.

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

## CLAN FEATS

### BLINDING LIGHT

Category: Clan

Prerequisite: Keton Clan, Level 4+

The light you create shines brighter now holding the ability to blind your foes. You gain the following benefits;

- Increase your Constitution score by 1, to a maximum of 20.
- Creatures that start their turn or enter a space within multiple sources of bright light you have created must make a Constitution Saving throw against you Ninjutsu DC or gain the Dazzled condition until the beginning of their next turn.
- While standing in a source of bright light of your own creation, attacks made against you suffer a -1 penalty and you gain a +1 bonus to Dexterity saving throws.

### BLISTERING HEAT

Category: Clan

Prerequisite: Keton Clan, Level 8+

The light you create shines brighter now holding the ability to blind your foes. You gain the following benefits;

- Increase your Intelligence score by 1, to a maximum of 20.
- You can now hold an amount of *Energy Die* equal to your proficiency bonus.
- You gain 2 Energy Die at the end of any rest.

### BOUNTIFUL LIGHT

Category: Clan

Prerequisite: Keton Clan, Level 4+

You have discovered how to imbue light into your jutsu. You gain the following benefits;

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- When you cast a jutsu with the Fire or Lightning Release keyword that creates an area of effect such as a line or cone, you may use one usage of your *Enlightening Grasp* feature. If you do so than your jutsu gains the following effect;
  - “The center of your Jutsu becomes a source of bright light in a 20-foot radius and dim light for an additional 20 feet for 1 minute. The light can be colored as you like.”
- Light created by your *Enlightening Grasp* feature now lasts up to 1 hour. If you spend 5 chakra the duration is increased to 12 hours.
- You can now dismiss any source of light created by you as a free action. When you dismiss a source of light you gain an *Energy Die*.

### ART CREDIT

This picture comes from juliettasan on DeviantArt



# KONJIKI CLAN

"I blinked once, then twice before realizing that I was still alive to blink and not buried miles below the surface. That's when I heard it; Izumi was taking in short heavy breaths that sounded almost like she was wheezing. She had summoned an unbelievable amount of steel to stop the cavern from collapsing and saved us all. I started to let out my gratitude when she collapsed onto the ground. Sensei walked up to her and lifted her onto his back saying that he was proud to have such a strong student"

-Kamira Kaguya

The Long Road, Ch. 24 excerpt

## TEMPERED WILL

The Konjiki is a clan from the village hidden in stones, a small village in the country between the lands of wind and earth, this clan is known for both their mercenary works in those great nations and their special affinity to the materialization of Yin and Earth chakra known as "Steel Release".

### KONJIKI TRAITS

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

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

**Skill Proficiencies:** Crafting, Ninshou

**Steel Release:** You begin with the Earth Release Affinity.

**Earth Literacy:** Your Ninjutsu ability score is counted as being +2 higher, for the purpose of casting jutsu of B-Rank or higher with the Earth Release Keyword through any ability score restrictions (SHB, pg.104).

### KONJIKI FEATURES

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

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

**Weapon Formation:** Members of the Konjiki clan are able to utilize the malleability of their Steel Release to augment their Hijutsu for many situations. Beginning at 1<sup>st</sup> level, when you cast a Konjiki Hijutsu, you can choose for it to deal Bludgeoning, Piercing, or Slashing damage. Your Hijutsu gains a unique benefit based on the damage type chosen. If no damage type is chosen, your Hijutsu deals Earth damage.

Beginning at 15<sup>th</sup> level, you can choose to split the damage dealt between two damage types, allowing your Hijutsu to gain both associated unique benefits.

- Bludgeoning:** If the target is Bruised, you may trigger the damage of Bruised an additional time per turn, however, the bonus to damage from second instance of bruised is halved. At 7<sup>th</sup> level, once per casting when you score a critical hit or a creature critically fails their saving throw against your Hijutsu, they gain 1 rank of Bruised.
- Piercing:** Your jutsu pierces an amount of the target's DR equal to half your proficiency bonus, rounded up. At 7<sup>th</sup> level, once per casting when you score a critical hit or a creature critically fails their saving throw against your Hijutsu, they gain 1 rank of Weakened.
- Slashing:** Your Hijutsu gains a +10 bonus to range and increases any area of effects by 5ft. in all directions. At 7<sup>th</sup> level, once per casting when you score a critical hit

or a creature critically fails their saving throw against your Hijutsu, they gain 1 rank of Lacerated.

**Blood of the Earth:** Beginning at 3<sup>rd</sup> level, when you are wearing Light or Medium Armor you can use Intelligence in place of Dexterity for your Armor Class and you ignore difficult terrain while you are on land, always being able to sense the best possible path to take to navigate out of a less than optimal situation.

At 11<sup>th</sup> level, while you are on land you gain a tremor sense of 60 feet.

**Perfected Creation:** Also at 3<sup>rd</sup> level, before even fully realizing your clan's kekkei genkai you have learned how to mold Earth Release to be sturdier and more stable. When you cast a jutsu with the Earth Release keyword that summons a construct, you may spend an additional amount of chakra equal to the rank of the jutsu cast to grant the construct a +1 to its AC, +3 to any damage reduction it possesses, and grant it a +1d4 bonus to damage rolls. (D/C-Rank: 2, B/A-Rank: 4, S-Rank: 6)

Beginning at 15<sup>th</sup> level, Konjiki Hijutsu always gain these benefits, regardless of whether you spend chakra.

**Steel Release:** Beginning at 7<sup>th</sup> level, you have gained the ability to enhance normal Earth Release Jutsu by adding piles of steel into the earth. When you cast a jutsu with the Earth Release keyword, once per casting, you can choose to increase the damage die or temporary hit points of the jutsu by 1 step (D4 < D6 < D8 < D10 < D12) or gain a +1 to attack rolls.

Additionally, when casting Konjiki Hijutsu, reduce the cost of the jutsu by -1.

**Reinforced and Pressurized:** Beginning at level 11<sup>th</sup> level, constructs created with the Earth Release keyword lose any vulnerabilities or inability to defend against Lightning Release or Genjutsu. Starting at 18<sup>th</sup> level you instead add twice your character level to the hit points or temporary hit points gained.



# KONJIKI CLAN JUTSU

## D-RANK

### STEEL RELEASE: IMPERVIOUS ARMOR

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You quickly turn your skin into a steel-like material before suffering a hostile effect. For the duration, you gain resistance to the triggering damage and gain  $1d6 + \text{your Ninjutsu ability modifier}$  in temporary hit points. These temporary hit points do not protect you from Lightning damage. You also gain advantage on Strength and Constitution saving throws for the duration.

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

### STEEL RELEASE: STEEL PROJECTILE

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You create an object made of steel and launch it at high speed towards a target within range, make a ranged ninjutsu attack, dealing  $3d10 + \text{your Ninjutsu ability modifier}$  in  $\{X\}$  damage on hit and reducing the result of their next saving throw by  $1d4$ .

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast to B-Rank or higher, increase the number of attacks made by +1. If cast to S-Rank, increase the number of attacks made by +1. The saving throw reduction does not stack.

### STEEL RELEASE: STEEL TELEKINESIS

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You are able to command Steel from long ranges. You can lift objects made of or connected to steel of Medium size or lower. You can even use this to lift and move creatures wearing armor. You select 1 target creature within range wearing armor made of metal, forcing them to make a Strength Saving throw.

On a Failed Save they are restrained and moved up to 30 feet in any direction of your choice. On future turns if they are still restrained you can use your bonus action to move them up to 30 ft in any direction of your choice. A creature can attempt to remake the Strength Saving

throw at the end of each of their turns to end being restrained.

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

### STEEL RELEASE: STEEL RAIN

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You manifest numerous thrown weapons such as Shuriken or Kunai at a point within 60 feet and unleash all of them upon all targets within a 15-foot sphere. All creatures within range must make a Dexterity saving throw, taking  $3d8 \{X\}$  damage and gaining one rank of a specified condition on a failed saving throw, or half damage and no effects on a successful saving throw. The condition gained depends on the damage type of this jutsu (*Bludgeoning/Earth=Bruised, Slashing=Bleeding, Piercing=Weakened*).

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

## C-RANK

### STEEL RELEASE: STEEL SHIELD TECHNIQUE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you or an ally are targeted by an attack or would take damage.

**Range:** 15 feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You intercept an attack targeting you or an ally in range with a steel wall. This wall is a construct, and is 10 feet tall, 15 feet wide, and 5 feet thick.

This wall appears right before the attack hits you or your ally, intercepting all damage and effects. This wall has  $7d6$  hit points, an AC equal to your Ninjutsu Save DC, and reduces all damage received by -5 (excluding lightning damage). The wall also provides half cover to all creatures within 5ft.

If the damage the wall receives exceeds its hit points, the originally targeted creature takes any remaining damage and effects. This wall does not disappear at the beginning of your next turn, instead remaining as a structure unless destroyed.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the hit points of the wall by  $2d6$ , the width by 5 feet, and the height by 10 feet.

### STEEL RELEASE: STEEL SPEAR

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You conjure a massive spear made of steel before sending it flying towards a target within range, make a ranged ninjutsu attack, dealing  $6d8 [X]$  damage.

If you score a critical hit with this jutsu's attack roll, the steel spear splinters and explodes, tripling the damage dice, instead of doubling them.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the damage by  $2d8$ , and this jutsu bonus to critical threat range by +1.

### STEEL RELEASE: STORM OF STEEL

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You create a massive quantity of steel weapons above you in a 30-foot radius. All hostile creatures that start their turn or enter this area for the first time on their turn must make one of the following saving throws based on your selected damage type between **Bludgeoning**, **Piercing**, or **Slashing** damage with your **Weapon Formation** feature. On a successful saving throw, creatures take half damage and no effects.

- **Bludgeoning (Constitution):** On a failure, creatures take  $4d10$  bludgeoning damage and are Dazed.
- **Piercing (Strength):** On a failure, creatures take  $6d6$  piercing damage and are grappled for the duration.
- **Slashing (Dexterity):** On a failure, creatures take  $5d8$  slashing damage and are Lacerated.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by  $1d10/1d6/1d8$  respectively.

## B-RANK

### STEEL RELEASE: STEEL SUIT

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You wrap a thin sheet of metal around your body to greatly increase your defensive capabilities. You cannot lose concentration on this jutsu as a result of damage. For the duration of this Jutsu you gain  $10d10$  Temp hit points. These Temporary Hit points reduce any damage taken by -5 excluding lightning damage.

Also, while you have temporary Hit Points granted by this jutsu you are counted as a Quake Shard and deal  $+2d10$  additional damage on all unarmed and melee weapon attacks, twice per turn. When the temporary Hit Points provided by this jutsu reach 0 the jutsu ends.

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

### STEEL RELEASE: BINDING METAL CHAINS

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet (20-Foot Radius)

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

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You focus your chakra deep underground creating a huge amount of steel before dozens of steel chains launch outside of the surface attempting to restrain those you command them to. Each creature within range that you select must make a Dexterity saving throw.

On a failed save the target takes  $4d8 [X]$  damage and is restrained by your chains. For the remainder of the Jutsu if a creature enters the range of your chains or starts there turn in the range of the chains while not already being restrained by the chains you may choose for them to make a Dexterity saving throw or become restrained and take  $4d6 [X]$  damage.

A creature can attempt to stop being restrained by the chains by making a Strength Saving throw at the end of each of their turns to end being restrained. The area taken up by the chains is counted as difficult terrain.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, and the radius by 10 feet and the damage by  $2d8$  and  $2d6$  respectively.

## A-RANK

### STEEL RELEASE: METAL PRISON

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Permanent

**Components:** HS, CM

**Cost:** 20 Chakra

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

**Description:** You constrict and bind a creature with metal, choose one creature in range, they must make a Strength saving throw, being Restrained by the metal prison. While restrained this way, the creature has full cover, and if they attempt to cast a jutsu with the HS component, they must succeed a Ninshou check at disadvantage against your Ninjutsu Save DC or else the jutsu fails to be cast and the chakra is wasted.

The metal prison has an AC equal to your Ninjutsu Save DC and 120 Hit Points. The metal prison is resistant to all damage excluding lightning damage. A creature can attempt to remake the Strength Saving throw at the end of each of their turns to end being restrained.

Each time a creature fails the Strength saving throw the DC increases by 1 to a max of +5



## CLAN FEATS

### STEEL WEAPON MANIFESTATION

Category: Clan

Prerequisite: Konjiki Clan

You have trained to improve the strength of your Yin chakra to form and enhance your weapons with steel release. You gain the following benefits;

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency in Martial Weapons and the Martial Arts skill.
- As a bonus action, you can manifest any weapon you are proficient in, forming it out of steel. Weapons you create this way impose disadvantage on checks made to disarm you or break the weapon. Alternatively, you can select one weapon you are currently wielding and enforce it with steel. A weapon enforced with steel gains all of the aforementioned benefits, and a +1 to attack and damage rolls. Weapons created last for 1 hour. Weapons enforced remain as such for 1 minute.
- Bukijutsu you cast using a weapon you have created out of steel, or that is enforced with steel, can benefit from Konjiki features that would provide a bonus to attack, temporary hit points, AC, or DR.

### STEEL SMITH

Category: Clan

Prerequisite: Konjiki Clan, Level 4+, You cannot have the Corroded Steel feat.

You have learned how utilize the Earth Release portion of your unique Steel Release to its full potential, allowing your enhanced and forged weapons to innately gain the benefits of seals. You gain the following benefits;

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency in Crafting and Weaponsmith kits, gaining +1 ranks of Mastery if already proficient.
- All Konjiki Hijutsu gain the Bukijutsu keyword.
- When first select this feat, select two D-Rank and one C-Rank Weapon Seals. Weapons you enhance or make with Steel Release, gain the benefits of these seals, not counting against their Seal Slots. You cannot stack seals of the same name/type. You can change your selected seals on a full rest.

### ART CREDIT

This picture comes from KiriSharingan on the Naruto Fanon Wiki

### CORRODED STEEL

Category: Clan

Prerequisite: Konjiki Clan, Level 4+, You cannot have the Steel Smith feat.

You have learned how utilize the Yin portion of your unique Steel Release to its full potential, allowing your Hijutsu to incorporate Medical Release. You gain the following benefits;

- Increase your Intelligence or Wisdom score by 1, up to the maximum of 20.
- You can learn and add jutsu with the Medical keyword that deal Acid or Poison damage, or inflict the Envenomed or Corroded conditions.
- All Konjiki Hijutsu gain the Medical keyword.
- You gain the following damage type options for your **Weapon Formation** feature;
  - Acid: Once per turn, one affected creature wearing armor has their AC reduced by -2 until the end of their next turn. At 7<sup>th</sup> level, once per casting when you score a critical hit or critically fails their saving throw against your Hijutsu, they gain one rank of Corroded.
  - Poison: Once per turn, one affected creature suffers a -2 penalty to their next saving throw against a jutsu with the Medical keyword before the start of their next turn. At 7<sup>th</sup> level, once per casting when you score a critical hit or critically fails their saving throw against your Hijutsu, they gain one rank of Envenomed.

### SUPERIOR STEEL

Category: Clan

Prerequisite: Konjiki Clan, Level 12+

Your Yin Release has reached a level where all your earth release jutsu have overcome the historic weaknesses of the element. You gain the following benefits;

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- When you cast a jutsu with the Earth Release keyword that creates difficult terrain, you can spend an additional 2 chakra to prevent creatures from being able to Dash, Disengage, or Dodge while in this terrain.
- When clashing with a jutsu with the Earth Release Keyword you can never roll at disadvantage. Also, once per long rest if you would roll at advantage you instead roll 3d20 taking the highest result.
- Jutsu with the Earth Release keyword you cast, that does not have resistance to Lightning Damage, gain resistance to lightning damage.



# KURAMA CLAN

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

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

## ILLUSIONS AS REAL AS REALITY

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

## KURAMA TRAITS

**Recommended Ability Score Increase:** +2 Wis or Cha, +1 Int  
**Speed:** Your base walking speed is 30 feet.

**Skill Proficiencies:** Illusions, Insight

**Genjutsu Literacy:** You reduce the ability score requirement to learn and cast Genjutsu by 2. For Ability score requirements, check the SHB, pg.121).

## KURAMA FEATURES

**Genjutsu Specialty:** Beginning at 1<sup>st</sup> level, your ability with Genjutsu easily eclipses others within the same field of expertise. When you would cast a Genjutsu that requires concentration. You reduce the cost to maintain all Genjutsu by an amount equal to their rank (*D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5.*). Your genjutsu concentration costs can be reduced to 0, regardless of what other features dictate.

**Genjutsu Resistance:** Beginning at 3<sup>rd</sup> level, when you are subjected to a saving throw to resist a Genjutsu, add a bonus +1 to your saving throw. This becomes a +2 at 11<sup>th</sup> level and a +3 at 18<sup>th</sup> levels.

**Onijutsu:** Beginning at 3rd level you learn how to manipulate your Genjutsu using the Kurama clans secret Kekkei Genkai known as Onijutsu. Born once every 10 generations, the Kurama's Onijutsu manifests in the form of Onijutsu Coils. These Coils are proof of the Kurama's ability to bend fiction into truth. You have a number of Coils equal to your Level, per Long Rest. You know two of the following Onijutsu of your choice. You gain another one at 7th, 11th, and 18th Levels. When casting a Genjutsu you may spend 1 Coil or 5 Chakra to use the listed Onijutsu. You can use up to two Onijutsu at once with any Genjutsu casting.

- **Careful Onijutsu:** When you cast a Genjutsu that forces creatures to make a saving throw, you can protect some of those creatures from the Genjutsu's effects. Select up to 3 creatures, each creature selected becomes immune to the Genjutsu's effects for its duration.

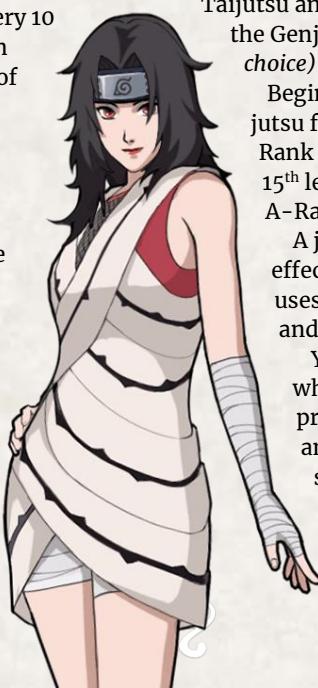
- **Punishing Onijutsu:** When your target rolls a save against a Genjutsu that you cast, you manifest the illusion into one with more weight by forcing the target to roll an additional d20, using the lowest result of all d20 results.
- **Infectious Onijutsu:** When a creature would take damage from a Genjutsu you cast, you can spread the pain. Select one creature you can see within 15 feet of the target, forcing them to make an Intelligence saving throw vs your Genjutsu save DC dealing half of the listed damage on a failed saving throw.
- **Overwhelming Onijutsu:** When a creature would critically fail a saving throw for a Genjutsu you cast, you treat the Genjutsu cast as if you had upcasted it by 1 rank. If they would fail by 10 or more you treat the Genjutsu cast as if you had upcasted it by 2 ranks, ignoring rank limitations.
- **Quickened Onijutsu:** When you cast a Genjutsu with the casting time of 1 action, you can change the casting time to 1 bonus action for this casting.
- **Subtle Onijutsu:** When you cast a Genjutsu you can cast it without handseals or Chakra seal components.
- **Tenacious Onijutsu:** When a creature would attempt to dispel or interrupt a genjutsu that you are casting or have casted they reduce their check made to accomplish the task by 1d6.
- **Authoritative Onijutsu:** When you would cast a Genjutsu with a sensory keyword that a target would be immune to, you ignore their immunity affecting them anyway.
- **Cursed Onijutsu:** When you would cast a Genjutsu that requires a saving throw, you can select a another Genjutsu of D-Rank or lower that you know. If the target of the Genjutsu fails, they suffer the effects of the second genjutsu as if they failed the save even if they critically failed their original save.
- **Elemental Onijutsu:** When a creature would take damage from a Genjutsu you cast, you can choose to change the damage type to any one of the following; Earth, Wind, Fire, Cold, Lightning, Acid, Poison or Necrotic.

**Genjutsu Conversions:** Beginning at 7th level, select a single Ninjutsu, Taijutsu or Bukijutsu of C-Rank or lower that you qualify for, learning it and add them to your known jutsu list. You do not need to meet Ability Score requirements to learn the chosen Jutsu. These selected Jutsu do not count against your Jutsu known limit and are converted into Genjutsu, losing their Ninjutsu, Taijutsu and Bukijutsu Keywords and instead gaining the Genjutsu, Tactile, and Auditory (or Visual, your choice) keywords and dealing Psychic Damage.

Beginning at 11<sup>th</sup> level, you can select a second jutsu following the above requirements, but of B-Rank or lower. You can make a third selection at 15<sup>th</sup> level following the same requirements, but of A-Rank or lower.

A jutsu that is converted this way retains all effects detailed in its jutsu description except it uses your Genjutsu Attack Bonus, Ability Score and Save DC for all calculations.

You may replace jutsu you have converted when you complete a Full Rest, removing the previously chosen jutsu from your jutsu list and choosing a different one following the same restrictions.



## CLAN FEATS

### ADVANCED COILS

Category: Clan

Prerequisite: Kurama Clan, Level 8+

Your ability to manifest Onijutsu coils have become almost untethered from this reality. You gain the following benefits.

- You learn one more *Onijutsu*.
- When you would complete a short rest, you regain a number of *Onijutsu Coils*, equal to your Genjutsu ability modifier. You can only regain coils in this way, twice per long rest.

### GENJUTSU MATRIX

Category: Clan

Prerequisite: Kurama Clan, Level 4+

Your understanding of Reality, has allowed you to see through any and everything that could even be assumed as illusionary. You gain the following benefits.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn two more *Onijutsu*.
- You can use three different *Onijutsu* at once. You can do this twice per long rest.

### ILLUSORY FOCUS

Category: Clan

Prerequisite: Kurama Clan, Level 4+

You have trained yourself to the point where you can concentrate on genjutsu almost subconsciously. You gain the following benefits.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- When you make a Constitution (Chakra Control) check to maintain concentration on a Genjutsu, add your *Genjutsu Resistance* bonus to the check.
- You can concentrate on up to 3 Genjutsu of C-Rank or lower at once. If you are concentrating on any Jutsu that isn't a Genjutsu of C-Rank or lower, you can only concentrate on 2 jutsu as normal.

### MIND OVER MATTER

Category: Clan

Prerequisite: Kurama Clan, Level 12+

Your genjutsu has become more deadly, due to repeated use. You gain the following benefits.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- Add your Proficiency Bonus to damage dealt with Genjutsu you cast, even if it already adds it.
- Reduce the Chakra cost of your *Onijutsu* by 1 for each *Onijutsu* used at once. (Ex. If you use 2 *Onijutsu* at once, you reduce the cost of each, by 2, resulting in a final cost of 6, instead of 10.)

### REALITY BENDER

Category: Clan

Prerequisite: Kurama Clan, Level 16+

You have deepened your control of the perceived reality. You gain the following benefits.

- Your *Genjutsu Resistance* bonus is increased by +2.
- The cost reduction from *Genjutsu Specialty* is increased to: (D-Rank: 2, C-Rank: 3, B-Rank: 4, A-Rank: 5, S-Rank: 6.)
- You treat successes as Critical successes when you pass a Genjutsu save.
- If you pass a Genjutsu save, you may as a reaction attempt to cast the jutsu back on the caster. Make a Wisdom (Illusions) check vs the targets Genjutsu save DC. On a success, you cast the jutsu right back at them. Attempting this reaction requires you to have all the necessary keywords and components associated with the jutsu.

### ART CREDIT

This picture comes from afo2006 on DeviantArt



# KURU CLAN

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

"Looks like you guys ran out of time." The lone shinobi gloats before attacking the captain.

—Riku Tiken

The Long Road, Ch. 19 excerpt.



## THE WOLF'S CURSE

The Kuru Clan is a Custom Homebrew Clan, created by Kingsare4ever. The

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

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

### KURU TRAITS

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

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

**Skill Proficiencies:** Insight, Chakra Control

**Tool Proficiencies:** You are proficient with Forensic kits

### KURU FEATURES

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

**Yin Chakra Adept:** The Kuru Clan being monks by origin grants them a closer affinity to their Spiritual energy. They have learned through generational training to manipulate the art of Imagination and creation of something from nothing.

They are unable to learn the 5 nature affinities as a result of this, instead utilizing their realized Yin chakra in place of any Nature release. Beginning at 1st level, you are unable to learn or cast jutsu with the **Earth, Wind, Fire, Water, or Lightning** Release Keywords. In exchange your Non-Elemental Jutsu are all enhanced with your Yin Chakra.

Twice per turn, when casting a Jutsu without any Nature release Keyword increase its damage die by +1 (once per casting) or save DC by +1 (pick one). If you select to boost your DC and also have a bonus to your Jutsu save DC as a result of a class feature that doesn't

cost an Action or resource of any type, you much choose which bonus to DC to use.

Beginning at 11th level, this increases to +2 damage die or +2 to Save DC. If you select damage die and your Jutsu deals multiple instances of damage (such as with multiple attacks), distribute the bonus damage die as equally as possible amongst each instance of damage.

**Kurugan:** The Kurugan is known as the Eyes that see through fate. This dojutsu has the ability to peer into the future ever so slightly but only from the user's point of view. Beginning at 3<sup>rd</sup> level, you can activate this renowned dojutsu for 10 minutes as a Bonus action.

For the duration of your Kurugan you gain a +1 bonus to your Wisdom Saving throws. This bonus increases to +2 at 11th level and +3 at 15th level. You lose this bonus when you are **Blinded**.

Also, when you would make a Charisma based skill check, you gain a bonus equal to half of your Wisdom modifier as you can foresee a creatures' intentions. You can also discern the exact age of objects, structures, and materials.

You can use the following Kuru Clan Features a number of times equal to your proficiency bonus, per long rest.

- Action:** You peer fully into the future calling out the events to your allies just before it happens. You and a number of allies who can hear you gain a +2 bonus to their AC and on the next saving throw they make before the beginning of your next turn. Beginning at 7<sup>th</sup> level, your allies can use your foresight to aid their offensive attacks gaining a +4 bonus to their first attack roll before the beginning of your next turn.
- Bonus Action:** You peer partially into the future while still maintaining partial awareness on the present. Add your Wisdom modifier to your next attack roll before the end of the current turn.
- Reaction:** You glance into the future to give yourself enough information to make the right move to reduce the chance of suffering a debilitating effect. You gain advantage on all saving throws until the start of your next turn. Beginning at 7<sup>th</sup> level, you can instead choose to gain a +5 bonus to AC, until the beginning of your next turn. Beginning at 18<sup>th</sup> level you can foresee the worst future and react to prevent it. The next hostile attack or effect would reduce your hit points to 0 is avoided as you gain immunity to the attack or effect until the end of the current turn.

Beginning at 7<sup>th</sup> level, when you activate your **Kurugan** you can spend an additional 10 chakra as part of the activation. If you do you also activate the **Pierce the Veil** Kuru Clan jutsu as a part of the same action used to activate the Kurugan.



# KURU CLAN JUTSU

## D-RANK

### DARK ISOLATION

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Genjutsu, Fuinjutsu

**Description:** As part of the activation of this jutsu, you must have the *Kurugan* class feature active. Using the abilities granted by your Kurugan, you begin to summon a tangible manifestation of loneliness to cloak the target, dragging it into a void of pure isolation. Select one creature you can see within range. All creatures allied to the target within 60 of it, must make a Wisdom saving throw.

**Success:** Affected creatures resist this jutsu's effects, being able to see their ally

**Failure:** Creatures allied to the target can no longer see them. They are still aware they are present, but are unable to interact with them.

**Critical Failure:** Same as failure, but they forget the target exists for the duration.

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



### DARK DEVOTION FIST

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 Feet

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

**Components:** M, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu, Taijutsu

**Description:** Your fists and feet erupt into fiery black chakra as you fuse your attacks with the power of false molding. For the duration, you can use your Wisdom as your Taijutsu ability score when casting a Taijutsu. Additionally, [Unarmed Damage] die becomes 2d6 and deals Necrotic damage.

### PIERCE THE VEIL

**Classification:** Hijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, Special

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

- You can calculate your AC with Wisdom instead of Dex.
- When you use your bonus action Kurugan feature, the target of your next attack roll, cannot gain the benefits of a Reaction that grants them a bonus to AC.
- By spending 1 minute focusing, you can immediately cast **Sealing Art: Divination Technique** at half of its listed cost ignoring the HS, CM, CS components. Additionally, you can cast Sealing Art: Divination Technique in this way twice per casting of this jutsu ignoring the limitation of seeing into the future as listed in the jutsu itself, once per long rest.

### SPIRALING DARK WALL

**Classification:** Hijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Hijutsu, Ninjutsu, Genjutsu, Tactile

**Description:** A Spiraling wall of black chakra appears to protect you. Until the start of your next turn, you gain a +3 bonus to AC and 8 DR (damage reduction) including against the triggering attack.

Also, you gain resistance to Psychic damage vs Genjutsu with the *Visual*, *Auditory* and/or *Tactical* keywords. This doesn't affect Genjutsu with *Inhale*.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and DR by +4.

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### ART CREDIT

Raki and Minami drawn by msugarpop from Era of Change N5e  
West March

## C-RANK:

### DARK WAVE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (60-feet)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Hijutsu, Ninjutsu, Genjutsu

**Description:** A line of spiraling black chakra 60 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in range must make a Charisma saving throw. On a failed save, creatures take 4d8 Necrotic damage and gain 1 rank of Concussed as they begin to rapidly age and revert back to their normal age suffering shock, or half as much damage on a pass.

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

### DARK DRAIN

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** 1 Action

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu, Taijutsu

**Description:** Dark chakra washes over a creature you strike, draining vitality from it. Make a melee Ninjutsu (or Taijutsu) attack dealing 4d10 necrotic damage. If the target creature has Temporary hit points you first drain all temporary hit points they have, gaining them as temporary hit points for yourself. Then, you gain hit points equal to half the necrotic damage dealt.

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

### DARK BLADE

**Classification:** Hijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** self

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

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

## B-RANK:

### DARK RIFT

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, up to 10 Minutes

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Genjutsu, Fuinjutsu

**Description:** You attempt to send one creature that you can see within range into a pocket dimension made entirely of imaginary chakra. The target must make a Charisma saving throw. On a failed save, the targets consciousness is banished into a dimension of fiction seeing only what you want them to see. Their body is left behind as it becomes Stunned for the duration and is treated as a vegetable until their consciousness returns. If a creature affected by this jutsu is classified as an Elite or Solo they make their saving throw at advantage.

A creature who fails this saving throw, while unaware of what is happening to their body, if they would take damage, they remake their saving throw for each instance of damage taken.

If the targets mind must remain there for the entire duration of the jutsu, when they return, their mind suffers a shock from the shift of illusion back to reality taking 10d10 psychic damage.

### DARK CONTINGENCY

**Classification:** Hijutsu

**Rank:** B-Rank

**Casting Time:** 10 Minutes

**Range:** Self

**Duration:** 10 Days

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Hijutsu, Ninjutsu, Fuinjutsu

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

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

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

## A-RANK:

### UNFETTERED FORESIGHT

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu

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

For the duration of your Kurugan, you cannot be surprised by anything, your skill checks & saving throws have advantage. All other hostile creatures have disadvantage on attack rolls against you for the duration.

You always know what time it is, and the exact moment a minor event will happen, such as a bell ringing, or someone's name being called in your vicinity. Additionally, you can, as an action touch one creature you can reach, and peer into their immediate future, casting *Sealing Art: Divination Technique* at no cost ignoring the HS, CM, CS components, allowing you to see their future.

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

### DARK DISPLACEMENT

**Classification:** Hijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Hijutsu, Ninjutsu, Taijutsu, Fuinjutsu

**Description:** (As a part of the casting of this Jutsu you must have the Kurugan active.) By focusing the chakra used to peer into the future you are able to grab ahold of the power of temporal shifts focusing it around your hands. Doing this ages your arm faster than your body, ever-so-slightly. Make a melee Ninjutsu or Taijutsu Attack against a target you can see in range. On a hit you deal  $9d10$  Necrotic Damage to the target creature. The target must make a Charisma saving throw, reducing their maximum hit point by half of the damage dealt. If a targets maximum Hit points reach 0, they age to dust being unable to be revived by any means. A creature can restore the maximum hit point value by casting a Ninjutsu with the Medical keyword that removes conditions of A-Rank or higher.



## CLAN FEATS

### ADEPT KURUGAN

Category: Clan

Prerequisite: Kuru Clan, Level 4+

You have begun to master your Kurugan through intense training. You gain the following benefits;

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- While you are gaining the benefit of your Kurugan, you cannot be surprised.
- Your Kurugan is constantly viewing glimpses into the future, seeing beyond the current and living partially in the future. You gain immunity to the **Dazzled** and **Demoralized** conditions. You also gain 30 feet of Blindsight.

### YANG CHAKRA ADEPT

Category: Clan

Prerequisite: Kuru Clan, Level 8+

You have begun to master the other half of your Yin/Yang Release. You gain the following benefits;

- Increase your Constitution score by 1, to a maximum of 20.
- Taijutsu and Bukijutsu you cast pierces half of a creatures Jutsu based damage reduction.
- By spending 1 Hit die when you would make a concentration check, you may reroll said concentration check, taking the new results.
- 

### YIN CHAKRA MASTERY

Category: Clan

Prerequisite: Kuru Clan

You've mastered the imitation of nature release jutsu with your Yin Chakra. You gain the following Benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20
- Choose one of the 5 nature releases: Earth, Wind, Fire, Water, Lightning. You can add jutsu of the corresponding Keyword to your jutsu list. However, when you do so, the jutsu loses the nature release keyword, gaining the **Yin Release** keyword.
- Ninjutsu with the **Yin Release** keyword deals necrotic damage in place of any damage types they list. Any effects that would trigger based on the jutsu's original damage types still trigger.
- Ninjutsu with the **Yin Release** keyword are treated as Kuru clan Hijutsu, for the purpose of interacting with Kuru clan features.



# NAMIKAZE CLAN

A hot headed, blond shinobi stands at the beginning of the starting line. Other shinobi approach the starting line nervous that the blond shinobi is here at all. A start sound erupts as the adjacent shinobi all begin to race each other. The blond dashes forward with relative ease as he accelerates faster and faster. They cross the finish line. As everyone sits around tired and exhausted. He says "Good effort guys. Too bad I won twice already." One of the other shinobi question what he means. To which he explains, the moment the race started he blinked passed the finish line, and caught back up with the other racers so they didn't give up and so he could see who would come in second place, unfortunately he also came in second place.

—Shurira Nata  
At Worlds End, Ch. 1 excerpt.

## FASTER THAN THE EYE CAN SEE

The Namikaze Clan is a clan that doesn't know its origins, but it's assumed they hail from the land of Fire. Their most prominent member became its 4th Hokage. The Namikaze Clan doesn't have a powerful family name, nor does it share a family compound or hold any high-ranking title. It is embodied by its ideal of speed and potential. The Namikaze clan has produced some of the fastest shinobi in the leaf, and the continuation of this tradition will move further into future.

### NAMIKAZE TRAITS

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

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

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

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

### NAMIKAZE FEATURES

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

**Supernatural Speed:** The Namikaze are known for their incredible reflexes and agility. Starting at 1st level, your speed increases by 5 feet. You gain an additional 5 feet speed increases at 11th and 18th levels.

Additionally, beginning at 3<sup>rd</sup> level, due to you to your natural gift for speed, you develop a natural talent for extremely expeditious movement. Represented by Speed die, which are D8's. You have a number of speed die equal to your proficiency bonus. You can spend up to three of your speed die on the following effects per turn. You regain your speed die on a long rest.

- Speed Dodge:** You can spend any number of speed die as a reaction, gaining +2 bonus to AC until the beginning of your next turn, for each die spent.
- Speed Amplification:** You can spend any number of speed die, gaining movement speed equal to 5 x the result of the roll until the beginning of your next turn.
- Quickened Assault:** When you take the attack action to make a weapon attack, you may spend speed die. You make one additional weapon attack for each speed dice spent. You deal damage with these weapon attack equal 1d8, and do not add your ability modifier.

- Blink of an Eye:** When you would move, you instead choose a location you can see within your movement speed range. Spend one Speed Die, you teleport to the desired location. If you were to make a melee weapon attack against a creature within 5 feet of you, you roll 1d8, adding the result to your attack roll.

Beginning at 11th level you can use the following additional Supernatural Speed Features by spending Speed Die.

- Swift Focus:** While you are gaining the benefits of a Namikaze clan Hijutsu or Jutsu with the *Wind* or *Lightning Release* keywords that requires concentration, by spending 1 Speed die, you may reduce the Chakra cost to maintain the jutsu by the result of your roll, once per turn.
- Like the Wind:** When you would deal Wind damage to a creature as a result of casting a Jutsu with the Lightning or Wind Release Keywords, you may spend a speed die, increasing the damage dealt by the result, and as a part of the same action used to cast the jutsu, you teleport behind the target and gaining a bonus to your next attack roll against the same target equal to the result of your roll.
- Flash of Defense:** When you would take damage from a creature as a result of an attack that targeted you, or saving throw you were forced to make, you may spend any number of Speed die, reducing the damage dealt by twice the result.

**Swift Release:** The Namikaze clan has a unique talent for manifesting Swift Release due to their close affinity to both Wind and Lightning Release. Beginning at 7th level you gain the second Nature release you didn't select from *Swift Release Affinity* clan trait. When casting a jutsu with either Lightning or Wind Release keywords, you can change the damage type to Wind. Also, at 7th level, twice per turn, when you would deal Wind damage, you add your proficiency bonus to the damage roll.

**Evasive Nature:** Namikaze clan members speed and agility allows them to better protect themselves from harm. Beginning at 1<sup>st</sup> level if you are wearing Light or Medium Armor, you gain a +1 bonus to your Dexterity saving throws. This increases to +2 at 11<sup>th</sup> level. Additionally, while you are concentrating on a Namikaze Clan Hijutsu, a creatures first attack against you per turn, is made at disadvantage.

Beginning at 15<sup>th</sup> level, when you would be forced to make a Dexterity saving throw to take half damage, you can choose to succeed instead, taking no damage or any adverse effects. You can only use this effect of Evasive Nature twice per long rest.

