

# JIRAIYA'S JUTSU COMPENDIUM

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NARUTO 5E

Compendium of all Published Jutsu in the Naruto 5e System

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## ON THE COVER

This artwork of Jiraiya is from the Naruto Series written and illustrated by the legendary Masashi Kishimoto. Being the creator of such a work of art, I feel that his works of fiction has inspired me to complete such a daunting task.

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# NINJUTSU

## NON-ELEMENTAL

Non-Elemental Ninjutsu are ninjutsu that do not require Nature Release mastery or investment. These jutsu are more focused on versatility and chakra manipulation and control, such as increasing your movement speed by pooling chakra to the soles of your feet before taking off. Although a lot of these techniques are not as complicated as using a nature transformation, they are still extremely useful when on missions not requiring high level combat. There are Higher level Non-Elemental Jutsu such as Rasengan, the pinnacle chakra molding without elemental chakra. Non-Elemental Ninjutsu have no advantages or disadvantage against any other nature release.

### E-RANK:

#### CHAKRA HANDS

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** 1 Minute

**Components:** CM

**Cost:** 1 Chakra

**Keywords:** Ninjutsu

**Description:** A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you dismiss the jutsu. You can use your action to control the hand.

You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate chakra items, or carry more than 10 pounds.

#### CHAKRA MOVEMENT

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS

**Cost:** 1 Chakra

**Keywords:** Ninjutsu

**Description:** You transfer chakra to the bottom of your feet, creating a strong repulsive force upon release of this jutsu, increasing your movement speed momentarily. Increase your movement speed by 10 until the end of your next turn.

**At Higher Levels:** This Jutsu's movement speed boost increases by 5ft at 5th level (15ft), 11th level (20ft), 17th level (25ft)

#### CHAKRA PULSE

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Ninjutsu

**Description:** You create a forceful pulse of chakra that erupts from your body. Each creature within 5 feet of you, other than you, must make a Strength Saving Throw or take 2d4 Force Damage and are forced Prone.

**At Higher Levels:** This Jutsu's effectiveness increases by 2d4 at 5th level (4d4), 11th level (6d4), 17th level (8d4)

#### CHAKRA BLOW

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** HS, CM, W(any)

**Cost:** 2 Chakra

**Keywords:** Ninjutsu

**Description:** You cover your weapon with chakra. Make a weapon attack against one creature within range. On a hit, the target suffers the attacks normal effects and takes an additional 1d6 damage.

**At Higher Ranks:** This Jutsu's effectiveness increases by 1d6 at 5th level (2d6), 11th level (3d6), 17th level (4d6)

#### ENHANCED DEFENSE

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Ninjutsu

**Description:** You focus chakra into the top layer of your skin, providing your Resistance to Bludgeoning, Piercing, and Slashing Damage until the start of your next turn.

#### ENHANCED RESISTANCE

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Reaction, which you take when you make a Saving Throw

**Range:** Self

**Duration:** Instant

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Ninjutsu

**Description:** You focus chakra throughout your body reinforcing it to attacks. You gain a +2 bonus to your Saving Throw

## ENHANCED SKILL

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Reaction, which you take when you make a Skill Check using a physical Ability Score (Strength, Dexterity or Constitution)

**Range:** Self

**Duration:** Instant

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Ninjutsu

**Description:** You focus chakra toward different parts of your body to enhance your ability to complete different tasks. You can add +3 to your Skill Check. Once you cast this jutsu, you cannot do so again for 10 minutes.

## ESCAPE TECHNIQUE

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Ninjutsu

**Description:** You use chakra to feel the knots of ropes chains, and other tools used to bind and restrain you. This helps you figure out the best course of escape while trapped. While Restrained or Grappled, you can roll Sleight of Hand in place of the normally required Skill Check or Saving Throw at advantage. On a success, you are able to slip out of the grapple or Restrained position, freeing yourself.

## FINGER CARVING SEAL

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** Permanent

**Components:** CM, CS

**Cost:** 1 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You focus chakra into the tip of your finger and use the accumulated heat and energy to apply worlds, letters and shapes of your choice, no longer than 20 words per action taken. These words can be applied to structures and constructs and deal no damage. These words can be applied to a willing creature, leaving a permanent scar in their skin with your writings.

## FIRECRACKER FLASH

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** NT

**Cost:** 2 Chakra

**Keywords:** Ninjutsu, Bukijutsu

**Description:** You take a bundle of flash firecrackers, and use your chakra to light the wicks of each one before throwing them in an arc in front of you. Creatures standing in front of you in a 15-foot-wide space must make a Wisdom Saving Throw, giving you advantage on your next attack against them and disadvantage on their next attack on a failed save.

## INVISIBILITY CLOAK

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** NT

**Cost:** 1 Chakra

**Keywords:** Ninjutsu

**Description:** You quickly pull a chameleon cloak over yourself while against a wall or other standing surface. Roll a Stealth Check with a 1d4+1 bonus to the check.

## LIGHT

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Hour

**Components:** CM

**Cost:** 1 Chakra

**Keywords:** Ninjutsu

**Description:** You touch one object that is no larger than 10 feet in any dimension. Until the jutsu ends, the object sheds bright light in a 10-foot radius and dim light for an additional 10 feet, the light is a soft blue/ Completely covering the object with something opaque blocks the light. The jutsu ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature can must make a Dexterity Saving Throw to avoid the jutsu.

## MENDING

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Minute

**Range:** Touch

**Duration:** Instant

**Components:** CM

**Cost:** 1 Chakra

**Keywords:** Ninjutsu

**Description:** This jutsu repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot, you mend it, leaving no trace of the former damage.

## SEALING ART: STRING LIGHT FORMATION

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 2 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You use your chakra to create a sealing formation stretching from yourself to a target creature you can see within range, in a straight line. The target creature must make a Charisma Saving Throw, reducing both your and the target's movement speed to 0 on a failed save. This can be used with others targeting the same creature, increasing the Save DC by +1 for each additional user. At the end of the target creatures turn, they remake their save.

## MEDICAL RELEASE: VIRTUE

**Classification:** Ninjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 1 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You touch one willing creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of Temporary Hit Points equal to  $1d4 + \text{you Ninjutsu Ability Modifier}$ . The Temporary Hit Points are lost at the end of the creatures next turn.

## D-RANK:

### ADVANCED TRANSFORMATION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Ninjutsu

**Description:** An advanced form of the transformation technique. When cast you transform your body into a physical object such as a weapon or object of Small or Medium size. While transformed into an object you take on its physical properties and function as this object. If transformed into a weapon you also take on its weapon properties. Others can wield and use you as a weapon so long as you maintain concentration on this jutsu. You cannot transform into any object that separates into multiple pieces, disconnects or has multiple moving mechanical parts, such as an electric fan or a Safe. If you do, these additional pieces or functions do not work or cannot be moved by any means.

While transformed you cannot move or act or speak. You are aware of your immediate surroundings and can hear as normal, but are unable to cast jutsu or make attacks of any kind while transformed.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. When Cast at B-Rank you can transform into large or smaller objects.

## ALARMING TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet Cube

**Duration:** 8 Hours

**Components:** HS, CS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Sensory

**Description:** You set a chakra seal that expands 30 feet across the ground or surface it is placed on and it releases a very faint and mostly undetectable aura of chakra in a 30-foot cube. Until the Jutsu ends, an alarm alerts you whenever a creature touches or enters the Seals area. When you set the seal, you can designate creatures that don't set off the alarm. You can also choose to make the alarm mental or audible.

## ARMS OF BUDDHA

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 10ft

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu

**Description:** You focus your chakra throughout your body, culminating in a golden buddha forming around you and making multiple strikes with its 100 arms. Make a Melee Ninjutsu Attack against a creature within range, on a hit the target creature takes  $4d6$  Bludgeoning Damage.

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

## BEAST IMITATING ART: BAT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You inscribe into your scroll the image of a bat to blind your enemies. Make a Ranged Ninjutsu Attack against a medium or smaller sized creature. On hit the creature becomes Blinded as the bat latches onto their face blocking vision.

As an action on the creatures turn, they can attempt to pull the bat off by making a Strength Saving Throw ending the Blinded condition on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of attacks this jutsu can make by +1. However, each additional attack must target a different creature.

## BEAST IMITATING ART: DEER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You draw an image of a herd of deer that charge from your scroll towards your chosen target. Make a Ranged Ninjutsu Attack. On a success, the target creature takes 2d8 in Bludgeoning Damage and must make a Strength Saving Throw, being knocked Prone on a failed save.

If this jutsu is cast targeting a Prone Creature, you do not roll disadvantage, instead rolling advantage and dealing an additional 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 the damage by 1d8.

## BEAST IMITATING ART: LIZARD

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You summon an inky lizard in a space you can see within range that can hold it. The lizard is a construct with the following statistics;

- AC 12, 5d6 (20) Hit Points.

The lizard immediately after being summoned, screeches a menacing sound to those around it. All creatures who begin their turn within 10 feet of the lizard excluding you, must make a Wisdom Saving Throw. On a failed save they gain 1 rank of Fear. So long as a creature has ranks of fear gained as a result of this jutsu they cannot willingly approach the Lizard.

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

## BEAST IMITATING ART: PIDGEON

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Up to 10 Minute

**Range:** Self

**Duration:** 24 Hours

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 3 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You write in your scroll a message of any length that you can conceivably write within a 10 minute or less time span. Once complete, the writings manifest into the form of a bird of your description and now carry themselves. You can also cast this jutsu targeting a message already written of 25 words or less.

The bird you create has 1 hp and an AC of 15. You then specify a location that you have previously visited and a recipient who matches a general description. You can also then give the bird a letter, scroll, tag, or similarly small object to deliver to this creature. The construct travels for the duration of the jutsu towards the location, covering no more than 50 miles per 24 hours.

When the bird arrives, it turns back into the message when provided a scroll to be placed on and delivers any packages to the creature you described. The bird will only release the object to the creature you specified or if killed. The creature dissipates into non-staining ink when the message is delivered or it is killed.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and duration increases by 24 hours. When casting this jutsu at B-Rank or Higher, the bird becomes large in size and is capable of carrying two medium size creatures on its back.

## BEAST IMITATING ART: RATS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Minute

**Range:** 1 Mile Radius

**Duration:** 10 Minutes

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Sensory

**Description:** When you cast this jutsu you draw a horde of rats into your scroll. After 1 minute the picture is finished and the rats come to life scattering around. After a 10-minute delay, you can make a Ninshou Check. Based on your level of success, you become aware of a variety of things within a 1-mile radius.

- **DC 10:** You become aware of structures that are not hidden within range. This does not inform you of their specific location or size, only their general direction.
- **DC 15:** You become aware of any non-hidden creatures within range. This does not inform you of their specific location or even the type of creature they are, only their general direction.
- **DC 20:** You become aware of hidden structures within range.
- **DC 25:** You become aware of the size of Structures and the types of creatures within range.
- **DC 30:** You become aware of hidden creatures.

**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 range of this jutsu to 2 miles. If this jutsu is cast at S-Rank, increase the range of this jutsu to 3 miles.

## BEAST IMITATING ART: RETRIEVAL HAWK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

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

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 3 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You hurriedly draw an image of a hawk to retrieve something for you. The hawk breaks out of your scroll and attempts to retrieve an object no more than 10 pounds and bring it to a destination of your choosing within range.

The hawk has a fly speed of 45ft, AC of 15 and 1 hp. The hawk must stay within the range of this jutsu from the caster at all times and does not require the caster's actions to command aside from its initial creation. The destination of delivery can be changed as a Bonus Action on the casters turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the hawks speed by 10 feet, the weight it can carry by 10 pounds and this jutsu's range by 30 feet.

## BEAST IMITATING ART: SNAKE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** When you cast this jutsu you draw an image of two snakes into your scroll infusing chakra into it making it come to life. You command the pair of snakes to wrap around your enemies. Target up to two creatures within range. Each creature must make a Strength Saving Throw. If any of the creatures are within 5 feet of each other they each make the save at disadvantage.

On a failed save, they are Restrained by the snakes as they wrap around them.

A creature Restrained by this jutsu, may attempt another Strength Saving Throw to end this condition at the end of their turns. If affected creatures are within 5 feet of each other, when one creature succeeds the Restrained conditions ends on all creatures within 5 feet of them.

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

## BODY CAMOUFLAGE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu

**Description:** You coat your body in chakra and begin to imitate the color and texture of the area around you blending in like a chameleon. For the duration, roll an additional +4 adding the result to your Stealth Checks.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and you can target one additional creature for each rank and they gain the benefits of this jutsu as well.

## BODY FLICKER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** HS, M

**Cost:** 3 Chakra

**Keywords:** Ninjutsu

**Description:** You gain a mastery of movement, allowing you to cover much greater distance in a shorter amount of time. Until the end of your next turn, increase your speed by 30 feet.

## CALLING ON TEARS TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30 Foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu

**Description:** You manifest chakra around your tongue and throat as you use it to vibrate and magnify all sound escaping your mouth. You then release a stunning scream in an attempt to incapacitate all that hear it.

All creatures in a 30-foot cone originating from you must make a Wisdom Saving Throw, being Deafened and Dazed until the end of their next turn on a failed save.

Additionally, any traps such as explosives, trap doors or pressure plates that are within this jutsu's range are triggered.

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

## CATAPULT TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu

**Description:** Choose one object weighing no more than 1 bulk within range, that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts a solid surface. If the object would strike a creature that creature must make a Dexterity Saving Throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface takes 3d8 Bludgeoning Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the maximum bulk of the objects that this jutsu can use increases by 1 bulk, and the maximum distance by 10ft. This jutsu's damage also changes depending on the affected object's bulk:

1 Bulk or less: 3d8.

2 Bulk: 4d8

3 Bulk: 5d8

4 Bulk: 6d8

5 Bulk: 7d8

## CHAKRA BOLT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Clash

**Description:** You manifest a 4-inch sphere of pure chakra at a creature you can see within range. Make a Ranged Ninjutsu Attack. On a hit, the target takes 3d6 damage. If you have a nature release, this jutsu gains a single nature release keyword that you can cast and it's damage type becomes the corresponding nature releases damage type (Water = Cold). If you do not have a nature release this jutsu instead deals Force Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6. Additionally, you gain one of the following benefits based on the Damage type of this jutsu.

- **Earth:** The target must make a Strength Saving Throw being Bruised on a failed Save.
- **Wind:** The target must make a Strength Saving Throw being pushed back 15 feet and being Knocked Prone on a failed save.
- **Fire:** Each creature within a 5-foot radius sphere of the target creature must make a Dexterity Saving Throw, being Burned on a failed save.
- **Cold:** Each creature within a 5-foot radius sphere of the target creature must make a Constitution Saving Throw, being Chilled on a failed save.
- **Lightning:** The target must make a Constitution Saving Throw, being Shocked until the end of their next turn.
- **Force:** Change damage die to d8. The target must make a Dexterity Saving Throw being Dazed.

## CHAKRA LEAPING

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, M

**Cost:** 3 Chakra

**Keywords:** Ninjutsu

**Description:** You focus chakra into your legs, increasing your jumping Strength astronomically. Until the end of this turn, Double your jumping height.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B-Rank, the duration of this jutsu becomes 1 minute. If this jutsu is cast at S-Rank, the duration becomes 1 hour.

## CHAKRA MARK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** Touch

**Duration:** 10 Minute

**Components:** CS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Sensory

**Description:** You create a chakra seal and attempt to place it on a creature, structure or construct you are able to touch. When you score a hit with a melee attack or a ranged attack, you are able to mark a creature. This does not work

if another creature, construct or structure intercepts the attacks damage.

While a creature, construct or structure is marked with this jutsu and is within 1 mile of you, you become aware of the existence of this seal, but not its immediate location. You gain a +4 bonus to all checks made to find or track the marked creature.

Additionally, if you can teleport you can choose to teleport to a marked creature, construct or structure so long as they are within 1 mile of you. Once you teleport in this way, the mark vanishes, ending this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. At C-Rank This jutsu's Duration becomes 1 Hour. 8 Hours at B-Rank, 24 Hours at A-Rank, Permanent at S-Rank.

## CHAKRA SHIELD

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Clash

**Description:** You manifest a swirling barrier of chakra around you protecting you from the triggering attack. You gain 12 Temporary Hit Points. If you have a nature release, this jutsu gains a single nature release keyword that you can cast, and additional effects base on the Nature release. Your shield gains one of the following benefits based on the chosen nature release. If you do not have a nature release this shield instead has 16 Temporary Hit Points.

- **Earth:** This jutsu gains the Construct keyword. Your shield has resistance to Cold Damage, vulnerability to Lightning Damage and once cast leaves behind an Quake Shard in a 5ft cube within 5ft of you.
- **Wind:** Your shield has resistance to Lightning Damage, vulnerability to Fire Damage and once cast all creatures of your choice within 5 feet of you gains 1 rank of bleed.
- **Fire:** Your shield has resistance to Wind Damage, Vulnerability to Cold Damage and all creatures within 10 feet of you takes Fire Damage equal to your Ninjutsu Ability Modifier.
- **Water:** Your shield has resistance to Fire Damage, vulnerability to Earth Damage and if this jutsu is cast near a sufficient source of water, reduce the cost of this jutsu by -2.
- **Lightning:** Your shield has resistance to Earth Damage, vulnerability to Wind Damage and you gain a +2 to Dexterity Saving Throws until the beginning of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Temporary Hit Points you gain by +6.

## CHAKRA SKIN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Until Short Rest

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu

**Description:** You coat yourself in a Protective aura of chakra, protecting you from damage. When you cast this jutsu, you lose the benefits of any Armor you are wearing, utilizing this Jutsu's AC calculation for its duration.

Your AC becomes  $13 + \text{your Intelligence Modifier} + \frac{1}{2} \text{of your proficiency Bonus}$ . This jutsu ends if you dismiss it as a Bonus action.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank or higher, you gain Temporary Hit Points equal to your Ninjutsu Ability Modifier. As a Bonus action on your turn, you can replenish these Temporary Hit Points for 5 Chakra. If this jutsu is cast at B-Rank or higher, increase the AC this Jutsu grants by +1. If this jutsu is cast at A-Rank or higher, the Temporary Hit Points gained, is instead equal to half of the casters Ninjutsu Ability Score. If this jutsu is cast at S-Rank or higher, increase the AC this Jutsu grants by +2, instead of +1.

## DARKVISION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Sensory

**Description:** You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has Darkvision out to a range of 60 feet.

**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 affect with this jutsu by +1.

## ENHANCED REACTIONS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 8 Hours

**Components:** HS

**Cost:** 3 Chakra

**Keywords:** Ninjutsu, Sensory

**Description:** You store chakra in pockets behind your eyes and joints in preparation to move with a burst of speed at any moment. The first time you would roll initiative for the duration, you may add  $1d4+1$  to your roll. This jutsu then ends.

## HOLLOW STARS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You force your palms together before pointing them towards the sky, shooting our four bursts of chakra that take the shape of small stars before falling to the ground in four different spaces of your choice within range, dealing damage to objects, creatures and structures occupying the space.

Objects, creatures and structures in the selected spaces each take  $1d4+1$  damage. A creature, object or structure in the area of more than one star, takes the damage of each of these stars. If you have a nature release, this jutsu gains a single nature release keyword that you can cast and it's damage type becomes the corresponding nature releases damage type (Water = Cold). If you do not have a nature release this jutsu instead deals Force Damage. A creature can only ever be affected by the following effects twice per casting.

- **Earth:** You create a 15-foot cube of difficult terrain, centering on each space selected. This space remains difficult terrain until cleared.
- **Wind:** Each creature within 5 feet of the selected space makes a Strength Saving Throw. On a failed save they are thrown back 5 feet from the target space and falling Prone.
- **Fire:** Each creature within 5 feet of the selected space makes a Dexterity Saving Throw. On a failed save they takes damage equal to the damage dealt to the target space.
- **Cold:** Each creature within a 10-foot radius sphere of the target space must make a Constitution Saving Throw, being Chilled on a failed save.
- **Lightning:** If two or more selected spaces are within 15 feet of each other, lightning arcs between them in a straight line so long as there are no obstructions. Creatures in the Arcs path must make a Constitution Saving Throw, being Shocked on a failed save
- **Force:** Damage die increases to a d8. Also, creatures occupying select spaces are Bruised.

**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 stars made by +1.

## INK CLONE

**Classification:** Ninjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 90 feet  
**Duration:** 1 Minute  
**Components:** HS, CM, CS, NT (Vial of Ink)  
**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into the ink as you then infuse a chakra seal into it. You conjure a clone of yourself made of ink. They look, sound and act as you describe. The cost of these clones cannot be reduced below half.

An Ink clone has 1 Hit point and can be no farther than 90 feet from you. It can walk, talk and interact with things but it cannot declare an attack. This clone acts at the end of your turn. As a Bonus Action you can command the clone to attack. When you do it pretends to weave hand seals to cast a jutsu targeting a single creature within 60 feet of it.

The target creature makes a Wisdom (Insight) Check vs your Ninjutsu Save DC. On a failure, they become distracted by the clones antics. A creature distracted in this manner grants the next attack targeting it advantage and they are treated as surprised against this attack.

## LOCK/RELEASE

**Classification:** Ninjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Touch  
**Duration:** Until dispelled  
**Components:** HS, CS  
**Cost:** 3 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You place a chakra seal on a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and creatures you designate when the jutsu is used can open the object normally. You can also set a password that when spoken within 5 feet of the object releases the jutsu for 1 minute.

This jutsu also works inversely allowing you to attempt to lock pick using your chakra alone. Make an Intelligence (Chakra Control) check vs the Locks DC as if you are picking a lock using a Security kit. Creatures attempting to open the object you have locked with this jutsu must make an Athletics Check vs your Ninjutsu Save DC to force open the object.

## MEDICAL RELEASE: ACID ARMOR

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

**Keywords:** Ninjutsu, Medical

**Description:** You manifest acidic chakra in the form of a highly dangerous aura of chakra that intercepts attacks for you and harms those who would try to touch you.

You gain 14 Temporary Hit Points. Creatures who would deal damage with a melee attack take 2d6 Acid Damage each time they would deal damage to you while you have Temporary Hit Points granted by this jutsu.

A creature who would strike you with a Weapon or Unarmed Attack whose rank is equal to or less than the rank this jutsu was cast at has their weapon suffer a permanent -1 penalty until fixed by the *Mending* Ninjutsu. An Unarmed Attack such as your fists or legs can be fixed with any jutsu with the medical keyword that restores Hit Points or removes conditions. A weapon or limb which has reached a -5 penalty breaks, being destroyed by all of the acid covering it.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Temporary Hit Points by 7 and the Acid Damage by d6.

## MEDICAL RELEASE: ACID BEAM

**Classification:** Ninjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self (60-Foot line)  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You manifest acidic chakra in the form of a powerful beam meant to melt through everything in its path.

All creatures in a 60-foot long, 5-foot-wide line originating from you must make a Dexterity Saving Throw. On a failed save, you deal 3d6 Acid Damage and at the beginning of an affected creature's next turn, they take 3d4 Acid Damage.

Constructs and structures made of earth, metal or wood take double damage as the acid eats through them.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6 and 1d4.

## MEDICAL RELEASE: ACID STRING

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot cube)

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You manifest acidic chakra in the form of barbed wires, enough to fill a 25-foot cube originating from you. For the duration, creatures, excluding you, who would begin their turn or enter for the first time on their turn, the affected area, they take 2d6 Acid Damage and an additional 2d6 Acid Damage for every 5 feet they would move through the affected area. A creature cannot take damage from the same 5 by 5-foot square more than once per round.

**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 increase the size of the cube by 10 feet. If this jutsu is cast at S-Rank increase the size of the cube by 10 feet.

## MEDICAL RELEASE: ACID TAIL

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You manifest acidic chakra in the form of a beast's tail, be it a massive dragon tail, or large lions tail.

Make one Melee Ninjutsu Attack. Compare the result of your attack against all creatures in a 15-foot cone, originating from you. For each success, you deal 2d6 + 1d6 Acid Damage, for each additional creature hit after the first. Additionally, all creatures you deal damage to must make a Strength Saving Throw. On a failed save, creatures are knocked Prone and gain 1 rank of Corroded.

## MEDICAL RELEASE: ACID WHIPS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You manifest acidic chakra in the form of two whips of acid designed to grapple and melt into your foes.

Make two Ranged Ninjutsu Attack, dealing 2d6 Acid Damage on a hit. Additionally, creature you hit must make a Strength Saving Throw. On a failed save, they become Grappled by you and your acid whips for the duration. A creature Grappled by your acid whips takes 1d6 Acid Damage at the beginning of each of their turns.

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

## MEDICAL RELEASE: ACIDIC CLEANSE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15 feet)

**Duration:** Special

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You learn to bend acidic substances to your will, molding and manipulating them like puppets on a string.

All creatures within 15 feet of you who are under the effects of the Corroded condition has their condition ended, as you collect all of the left-over acid into a ball above your head. The ball floats for up to 1 minute or until used.

The next time you would cast a jutsu that would deal Acid Damage you can spend the ball of acid, upcasting the jutsu by 1 rank at no cost, ignoring upcasting limitations.

## MEDICAL RELEASE: BROKEN BODY

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate a surge of twisted medical release chakra designed to shatter the bones and splinter the muscles of your target.

A creature you can reach must make a Strength Saving Throw. On a failed save their bones twist and their muscles spasm as they take 4d8 Necrotic Damage and they cannot use their arms to hold a weapon until the end of their next turn.

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

## MEDICAL RELEASE: CORRUPT MISSILE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu

**Description:** You begin to generate a mass of twisted medical release chakra designed to be fired like a missile, bolt or beam.

Make a Ranged Ninjutsu Attack targeting one creature you can see in range. On a hit you deal 2d8 + your Ninjutsu Ability Modifier Necrotic Damage.

Additionally, the next time the affected creature would regain chakra within the next minute, they regain half of the listed amount

**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.

## MEDICAL RELEASE: CORRUPTION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM, CS

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu

**Description:** You begin to generate a surge of twisted medical release chakra designed spread like a curse, draining all creatures in range.

Select a space you can see within range. You manifest a 5-foot radius field of corruption. At the beginning of each of your turns for the duration, the size of the field grows by 5 feet, to a maximum of 60 feet.

All creature who begins their turns within the affected area or first enter the affected area on their turns, must make a Charisma Saving Throw. On a failed save creatures take 3d12 Necrotic Damage and no damage on a successful save.

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

## MEDICAL RELEASE: DETECT POISON AND DISEASE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 10 minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical, Sensory

**Description:** For the duration, you can sense the presence and location of poisons, poisonous creatures and diseases within 30 feet of you. This jutsu can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## MEDICAL RELEASE: ENSNARING STRIKE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** CM, M

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** The next time you hit a creature with a melee or ranged weapon or unarmed attack before this jutsu ends, you inject chakra into your enemy's muscles attempting to restrict their movements. The target must make a Strength Saving Throw or be Restrained until the end of their next turn. A large or larger creature has advantage on the Saving Throw. While Restrained by this jutsu, the target takes 1d8 Poison Damage at the start of each of its turns.

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

## MEDICAL RELEASE: GOODBERRY

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, M

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** With fine chakra control, you can touch up to 5 fruits or nuts that are then infused with medical release chakra for the duration. A creature can use its action to eat any of the 5 affected food items. Eating a food infused with this jutsu restores 1 hit point and provides enough nourishment to sustain a creature for one day. A creature cannot benefit from this jutsu more than twice per long rest. The infused food loses its potency if they have not been consumed within 24 hours of casting this jutsu.

## MEDICAL RELEASE: GRIM MASK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 5 Chakra, 1 Hit Die

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together and infuse them with medical release chakra manifesting the mask of the Reaper of death. The mask siphons a small fraction of your life force to don it, but it grants you a great deal of power in return. You cannot lose concentration of this jutsu as a result of damage.

Attacks you make deal an additional 1d4 Necrotic Damage for the duration, twice per turn. If an attack you make or jutsu you cast would deal Necrotic Damage as a part of its casting or through its lingering effects, the additional damage instead becomes a 1d8.

Additionally, an attack you make that scores a critical hit or one where you roll the maximum damage possible on the die, if your target is classified as a player character, it loses 1 hit die. If your target is classified as an Adversary, it loses 1 Tenacity die.

## MEDICAL RELEASE: GRIM SIPHON

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 5 Chakra, 1 Hit Die

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together and infuse them with medical release chakra manifesting the hand of the Reaper of death. The hand siphons a small fraction of your life force to summon it, but it grants you a great deal of power in return.

Select one creature you can see within range, that creature must make a Charisma Saving Throw, taking  $2d8 + \text{your Ninjutsu Ability Modifier}$  Necrotic Damage, and depending on the targets classification different effects would be applied to them.

If the target is classified as a player character, they lose 1 hit die on a failed save or half as much damage and no hit die loss on a success. Another creature of your choice that is within 20 feet of your target regains Hit Points equal to the damage dealt.

If the target is classified as an Adversary, they lose 1 Tenacity die, and you gain it for 1 minute, able to use it as a bonus to one ability check, Skill Check or Saving Throw.

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

## MEDICAL RELEASE: GRIM WEAPON

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** HS, CM, W (Any)

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together, infusing them into your weapon and medical release chakra that manifests as an echo of reaping black chakra enhances the weapon you touch. You cannot lose concentration of this jutsu as a result of damage.

For the duration, the weapon you affected by this jutsu is enhanced by the reaper's black necrotic chakra. Enhanced weapons deal an additional  $1d6$  Necrotic Damage, twice per turn. If the affected creature has regained Hit Points prior in this initiative roll, this damage is increased to  $1d12$ .

Once per round, creatures who take Necrotic Damage from this enhanced weapon reduces the number of Hit Points they regain by half.

**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, increase the damage this jutsu deals by  $1d6$  or  $1d12$  respectively. If this jutsu is cast at S-Rank, creatures who take Necrotic Damage from this enhanced weapon cannot regain Hit Points for the duration of this jutsu.

## MEDICAL RELEASE: HEALING ELIXIR

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Minute

**Range:** Touch

**Duration:** 1 Hour

**Components:** HS, CM, NT (Medicine Kit, 1 Charge)

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You use your Medicine Kit to assist in creating a healing elixir which is contained in a simple vial that appears in your hand. The elixir retains its potency for the duration or until its consumed.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains  $4d6+6$  Hit Points and immediately removes 2 ranks of the Bleeding or Envenomed condition.

**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, the drinker instead regains  $4d8+12$  Hit Points and immediately ends the Envenomed, Dazed or Weakened conditions or removes 4 ranks of the Bleeding condition. When cast at S-Rank, the drinker regains  $4d12+24$  and ends any single condition excluding Exhaustion, Prone, or Invisible.

## MEDICAL RELEASE: ADEPT HEALING

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** Special

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You cover your hands in chakra that glows with a warm green hue, reactivating a creature's cells reproductive process closing their wounds. This jutsu is unique unto itself in that it can be cast in one of three variations with each taking more time to cast than the last. This jutsu has no effect on Undead or constructs.

- 1 Action:** When cast, this Jutsu's range becomes Touch and an affected creature regains a number of Hit Points equal to  $3d8$ .
- 1 Bonus Action:** When cast, this jutsu range becomes Self (15-foot radius) and all creatures of your choice in range regains 8 Hit Points.
- 1 Full-Turn Action:** When cast, this jutsu's range becomes Self (30-foot radius) and all creatures of your choice in range regains  $3d8+5$  Hit Points

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and healing by +1 dice. If you do not roll dice for healing when casting this jutsu, you instead increase the healing by +4.

## MEDICAL RELEASE: HONEY BEE TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You summon a large swarm of bees made of poisonous medical release chakra that swarm and sting a single target that you can see within range. Make a Ranged Ninjutsu Attack. On a hit, you deal 2d6 Poison Damage and the target must make a Constitution Saving Throw. On a failed save the targets joints begin to seize up for the next minute.

At the beginning of the target creatures turn they roll 1d12. On a roll of 1 or 2 the pain keeps them from moving stunning them until the end of their turn. The target remakes the Constitution Saving Throw at the end of each of their turns ending this on a success. A Jutsu or effect that ends the Envenomed condition can also end this condition.

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

## MEDICAL RELEASE: NECROSIS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You infused Medical Chakra on your hands as you putrefy it. Make a Melee Ninjutsu Attack against a creature you can reach. On a hit, the target takes 2d12 Necrotic Damage. Plants take double damage.

Additionally, the creature must make a Constitution Saving Throw. On a failed save they gain 1 rank of Envenomed as their body begins to open long closed wounds.

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

## MEDICAL RELEASE: POISON BULLET

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical, Clash

**Description:** You inhale air, as your saliva begins to build while pumping medical release chakra into it, putrefying the liquid until it becomes a poisonous substance that you can eject from your mouth like bullets.

Make a Ranged Ninjutsu Attack, dealing 3d6 Poison Damage. On a hit a creature damaged by this jutsu suffers a 1d4 penalty to their next attack roll or Skill Check until the end of their next turn. This penalty does not stack.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at B-Rank, the number of attacks you make by +1. If this jutsu is cast at S-Rank, the number of attacks you make by +2

## MEDICAL RELEASE: POISON STINGER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, W (any thrown)

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You infused Medical Chakra on a thrown weapon as you putrefy it. Make a Ranged Ninjutsu Attack against a creature within range. On a hit, the target takes your weapons damage + 2d6 Poison Damage and must make a Constitution Saving Throw. On a failed save they are Envenomed for 1 minute.

**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.

## MEDICAL RELEASE: POISONOUS BLAST

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical, Clash

**Description:** You mold medical release chakra in your belly to imitate the heat and power of the fire release nature transformation, before releasing it as a blast of sickly green or dark purple chakra from your hands or mouth.

All creatures in a 10-foot radius sphere centered on a point you can see within range, must make a Dexterity Saving Throw. On a failed save, creatures take 2d8 Poison Damage and gain the Envenomed condition. On a successful save, creatures take half damage 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, the damage by 1d8 and the radius of the sphere by 5 feet.

## MEDICAL RELEASE: TOXIC EXTRACTION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You can manipulate any substance comprised of toxic materials or poisonous components, much like a water release master, bending water to their whims. As an action on your turn, a creature you touch can have the poison, toxins or venoms drawn out of them through their skin. The substance coalesces into a mote of poison which you can choose to place into a vial, retaining it for later use, or dispersing it harmlessly.

The extracted poison retains its potency for the next 10 minutes and can be applied to a weapon or used as a component for another jutsu that requires it or a Poisoners kit. A poison cannot be extracted a second time, if it is reused.

## MEDICAL RELEASE: TOXIC FANGS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, NT (Poison Kit, 1 Charge)

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You coat your hands in a poisonous liquid and use your medical release chakra to maintain its viscosity and lethality. For the duration, your hands, feet or teeth are coated in a heavily poisonous substance, ready to be used as striking instruments.

For the duration, you can spend your action to make a Melee Ninjutsu Attack. On a hit you deal  $3d4$  Poison Damage and once per turn, you can force the target creature to make a Constitution Saving Throw. On a failed save, the target gains 1 rank of Envenomed.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $1d4$ . If this jutsu is cast at B-Rank the number of attacks you can make becomes two. If this jutsu is cast at S-Rank, the number of attacks you can make becomes three.

## MEDICAL RELEASE: TWISTED HEALING

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you see a creature regain Hit Points.

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate a surge of twisted medical release chakra designed to reverse the effects of healing, even making it detrimental to do so.

When you see a creature begin to mend their wounds, or have their wounds mended by another within range, you can swiftly prevent it. Roll  $4d6$ , you reduce the amount of Hit Points regained by the result.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the number of targets by +1, and the healing prevented by  $1d6$ .

## MEDICAL RELEASE: VENOM SHOCK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant.

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You generate a surge of medical release chakra and imitate the violent and uncontrollable currents of lightning release nature transformations.

Select one creature you can see within range. The target creature must make a Constitution Saving Throw. On a failed save, they take  $3d8$  Poison Damage and gain the Envenomed condition or half as much on a successful save and no further effect.

A creature Envenomed as a result of this jutsu suffers a -1 penalty to Strength Saving Throws for each rank of Envenomed they have.

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

## MEDICAL RELEASE: VENOMOUS SHARDS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You mold medical release chakra in your hands to imitate the substance and structure of the earth release nature transformation, before releasing it as a quake of sickly green or dark purple crystalline structures from the ground itself.

All creatures in a 15-foot cube originating from you, must make a Constitution Saving Throw. On a failed save, creatures take  $2d12$  Poison Damage and have their movement speed reduced by 10 feet for the next minute. On a successful save a creature takes half damage and no further effect. A jutsu or effect that would end the Envenomed condition, can also remove this effect.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $1d12$  and the size of the cube by 5 feet. If this jutsu is cast at B-Rank and above on a failed save this jutsu also inflicts the Envenomed condition. If this jutsu is cast at A-Rank and above, on a failed save this jutsu also leaves the affected area as difficult terrain.

## MEDICAL RELEASE: WITHER AND BLOOM

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (10-foot radius sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate a surge of twisted medical release chakra designed to invoke life and death.

All creature of your choice in a 10-foot radius sphere centered on a point you can see within range, must make a Constitution Saving Throw. On a failed save they take  $3d6$  Necrotic Damage.

Additionally, one creature of your choice within the chosen area regains  $3d6$  Hit Points.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by  $1d6$  and the Hit Points regained by  $1d6$ .

## MEDICAL RELEASE: WOUNDS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate a surge of twisted medical release chakra designed to tear open wounds and rend the flesh.

Make a range ninjutsu attack against a creature you can see. On a hit, you deal  $3d10$  Necrotic Damage.

A creature who currently has ranks of Bleeding, has one rank of Bleeding evolve into one rank of laceration.

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

## OPPRESSIVE AURA

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 10 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu

**Description:** You begin to exert chakra into an oppressive aura around yourself with enough intensity to be seen by the naked eye and even move loose materials such as dirt, leaves, and water droplets. Creatures who are within 10 feet of you upon activation of this jutsu must make a Strength Saving Throw to not be pushed to their knees and become Prone for the duration, becoming unable to stand while inside the aura. Creatures knocked Prone by this jutsu remakes their Saving Throw at the beginning of their turn to end the effect. If a you, or an affected creature moves outside of the aura, the jutsu's effect ends on them immediately. A creature affected by this jutsu, who ends or escapes its effects, cannot be affected again until the end of their next turn.

## SEALING ART: BIND

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark a person with the seal of binding. A creature within range, must make a Charisma Saving Throw. On a failed save the target creature is *Restrained* for the duration and gains 1 rank of *Sealed*.

A creature *Restrained* by this jutsu remakes their save at the end of each of their turns.

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

## SEALING ART: BLOCK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you make when you or a willing creature you can see are targeted or would make a Saving Throw against a jutsu with the Fuinjutsu keyword

**Range:** 60 feet

**Duration:** 1 Round

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to manifest a seal of protection. When you or a willing creature would be the target of, or would make a Saving Throw or Skill Check against, any jutsu with the Fuinjutsu keyword you enact a defensive ward meant to protect until the beginning of your next turn. They gain a +2 bonus to their AC, Saving Throws, and Ninshou Checks against jutsu with the Fuinjutsu keyword.

**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, increase your AC and Saving Throw bonus to +3. If this jutsu is cast at S-Rank or higher, increase your AC and Saving Throw bonus to +4.

## SEALING ART: FRACTURE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark a person with the seal of descension and then shatter it causing a fracture in their internal balance of Yin and Yang. A creature you can see within range, must make a Charisma Saving Throw. On a failed save the target creature takes 3d8 Force Damage and gains 1 rank of *Sealed*.

A creature with 3 or more ranks of *Sealed* makes this Saving Throw at disadvantage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d8. If this jutsu is cast at B-Rank or higher, increase the ranks of *Sealed* inflicted to 2.

## SEALING ART: LOCK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM, CS

**Cost:** 3 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark an object with a seal of objection. You must select either an unattended object or a creature you can see within range who is holding an item. If an unattended item it is instantly bound to the surface it is currently resting on. If a creature holding an object, that creature must make a Strength Saving Throw. On a failed save the object the target is holding is Sealed and bound to the nearest surface within range; be it the floor, a wall, or ceiling.

For the jutsu's duration the item remains bound to that surface unable to be moved by any means.

A creature within 5 feet of the Sealed object may attempt to remove the seal by making an Intelligence (Ninshou) check vs your Ninjutsu Save DC. On a successful save they break the seal freeing the item.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the range by 30 feet.

## SEALING ART: REVERBERATE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS, W (Any)

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you mark a weapon you touch with a seal of veneration.

For the duration, this weapon's Weapon Damage Dice is increased by +1, twice per turn. If the weapon already rolls more than one die when it deals damage, you instead increase the Weapon Damage Dice by one step. (d4>d6>d8>d10>d12)

If this weapon scores a critical hit the seal shatters and you reroll any 1's taking the second result. This jutsu then immediately ends.

## SENSING TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** Self

**Duration:** 10 Minutes

**Components:** HS

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Sensory

**Description:** You are able to knead chakra in such a way that you can begin to sense other creatures chakra signatures clearly when you try. You can only cast this jutsu on your turn, and casting it does not cost action economy. When this jutsu is cast, for the duration, you gain access to a unique special action called *Sense Chakra*. This special action can be gained and used in addition to other special actions you gain and use. This special action counts as a Skill-Action and both a Constitution and Wisdom based skill.

**Sense Chakra.** As a Bonus action, you can make a Perception Check using either Constitution or Wisdom vs the Passive Chakra control (Chakra control bonus + 10) of all creatures within 30 feet of you. On a success, you gain the benefit of the *Chakra Sensing* special sense against them for the duration until they either have 0 chakra or they make and succeed their *Suppress Chakra* skill action.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the range of the *Sense Chakra* skill action by 30ft.

## SHADOW SNAKE BITE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 Feet

**Duration:** Instant

**Components:** HS, CS

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You summon a snake formed from chakra that originates from a location of your body, that reaches out and attacks the target creature in range. Make a Ninjutsu attack. Target creature takes 2d8 Poison Damage and must make a Strength Saving Throw on a Hit. On a failed Strength Saving Throw, the target creature is Restrained by the snake. As an action on a Restrained creatures turn, they can attempt another Strength Saving Throw to end this condition on themselves.

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

## SUBSTITUTION TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, M

**Cost:** 5 Chakra

**Keywords:** Ninjutsu

**Description:** You quickly replace yourself with an object, allowing you a swifter escape with smaller margins for error. When you would take damage, you may increase your AC by +3 until the beginning of your next turn. If this bonus would cause the triggering attack to miss, you may move up to half of your movement away. If you activate this jutsu as a result of making a Saving Throw, you must still make the Saving Throw even if your movement would move you to the outside of its range.

## SUMMONING TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Full Turn Action

**Range:** 10 Feet

**Duration:** Instant

**Components:** HS, CS, CM

**Cost:** Special (See Summoning Section for Jutsu breakdown)

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You must have formed a Blood Contract with a Sage Tribe, such as one found in the *Summoning Jutsu* section found at the end of the *Ninjutsu* chapter in order to successfully cast this jutsu. If a creature refuses or cannot be summoned, You spend chakra according to the rank this jutsu was cast.

It appears where the user designates and can act as a Bonus Action on the user's turn, on the user's initiative order. You can communicate with the creature and it will listen to you and only you in combat. You can direct it to perform the following actions: *Attack (Unarmed, Weapon, or Jutsu)*, *Dodge*, and *Help*. The creature can perform an Action and Move. The summoned creature must remain within 120 feet of the summoner. All sage creatures can speak common.

**At Higher Ranks:** For each rank

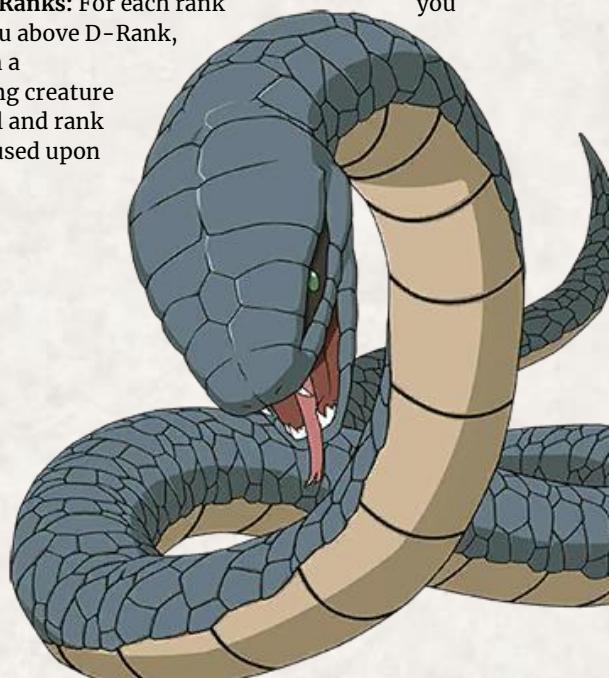
you cast this jutsu above D-Rank,

you summon a

corresponding creature

equal in level and rank

to the Rank used upon activation.



## THUNDEROUS SCREECH

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu

**Description:** You create a focused high-pitched screech that affects creatures in the direct path of the sound waves. Creatures in the target area must make a Constitution Saving Throw. On a failed save their body is rocked by the thunderous shockwave of sound. They gain 1 rank of Concussed and lose concentration on any one Jutsu of equal rank or lower they were concentrating on. On a successful save they 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 the cone size by +5ft.

## C-RANK:

### BEAST IMITATING ART: BEAR

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You draw a picture of a bear. Infusing chakra into it as it exits your scroll and standing next to you.

You summon a construct Ink bear. The construct bear has the following Statistics;

You may command the Ink Bear as a Bonus Action on your turn. The Ink bear may take an appropriate Reaction if able, such as attack of opportunity.

The Ink Bear uses your Ninjutsu Attack Bonus and Save for all of its attacks and effect save DC's

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the Ink Bears Hit Points by 2d10+6.

### BEAST IMITATING ART: LION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You draw a picture of a lion. Infusing chakra into it as it exits your scroll and standing next to you.

You summon a construct Ink Lion. The construct Lion has the following Statistics;

You may command the Ink Lion as a Bonus Action on your turn. The Ink Lion may take an appropriate Bonus Action if able.

The Ink Lion uses your Ninjutsu Attack Bonus for all of its attacks.

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

## BEAST SENSES

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Hour

**Components:** HS, CM, CS

**Cost:** 6 Chakra

**Keywords:** Ninjutsu, Sensory

**Description:** You touch a willing beast. For the duration of the jutsu, you can use your action to temporarily gain the special senses or sensory features of the beast you touch for up to 1 hour. After which this jutsu ends.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the length of time you retain the special senses by 1 hour.

## INK BEAR

*Medium Construct, unaligned*

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

**Hit Points:** 45 (5d10 + 15)

**Speed:** 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

**Condition Immunities:** Charmed, Chilled, Exhaustion, frightened, Stunned, Envenomed.

**Senses:** Darkvision 30 ft., passive Perception 10

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

## INK LION

*Medium Construct, unaligned*

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

**Hit Points:** 30 (5d8 + 5)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

**Condition Immunities:** Charmed, Chilled, Exhaustion, frightened, Stunned, Envenomed.

**Senses:** Darkvision 30 ft., passive Perception 10

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

**Inky Weapons.** The Ink Lions attacks are chakra enhanced.

## ATTACKS

**Multiaction.** The Ink Lion can attack twice with their claws.

**Claw. Melee Weapon Attack:** +X to hit, reach 5 ft., one creature. Hit: 2d8 + 4 Slashing Damage.

**Maul (Recharge 5-6).** The Ink Lion as a bonus action, may enter a pouncing stance targeting a creature within 15 feet of it. When it does, it leaps to maul the target creature. Until the end of this turn, its Claw attacks against the target creature are made at advantage.

## CHAKRA SPHERE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet.

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu

**Description:** You create a 5-foot diameter floating sphere of dense chakra in an unoccupied space you can see within range.

As a Bonus Action on your turn, you can command the sphere to move up to 30 feet and make a single Melee Ninjutsu Attack against a creature within 5 feet of it. On a success, the target takes 2d8 damage.

If you have a nature release, this jutsu gains a single nature release keyword that you can cast and it's damage type becomes the corresponding nature releases damage type (Water = Cold). If you do not have a nature release this jutsu instead deals Force Damage.

- **Earth:** As an action on your turn or when the jutsu ends, you can cause one or more spheres to explode. Each creature within 15-feet of the spheres space(s) must make a Strength Saving Throw. On a failed save the creature takes 1 Bruised and Concussed.
- **Wind:** Each creature hit by a sphere must make a Strength Saving Throw being knocked back 20 feet on a failed save.
- **Fire:** Each creature who begins their turns within 5 feet of the sphere must make a Constitution Saving Throw, being Burned on a failed save.
- **Water:** Your sphere can move through allied spaces. When it does, roll its damage die, granting the creature(s) who's space it moved through Temporary Hit Points equal to the result. A creature can only gain Temporary Hit Points this way once per turn.
- **Lightning:** Each creature hit by a sphere must make a Constitution Saving Throw, being Shocked.
- **Force:** The damage die becomes a d10.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 the damage by 1d8 and the number of spheres created by +1, controlling each sphere independently with the same action. A creature can only be affected by two spheres each turn. Additionally, you can change the Nature Release and corresponding Damage type to one you currently know.

## CHAKRA TENTACLES

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet.

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu

**Description:** You create squirming tentacles of chakra that fill a 20-foot cube on a surface that you can see within range. When a creature enters the affected area for the first time or starts its turn there, they must make a Strength Saving Throw. On a failed save they take 3d6 Bludgeoning Damage and are Restrained for the duration. A creature Restrained by this jutsu takes 3d6 Bludgeoning Damage at the beginning of each of its turns. A creature Restrained by this jutsu can use its action to remake it's Saving Throw. On a success, it free's itself.

**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 cube size by 5ft.

## SEALING ART: DARKNESS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (15-foot radius sphere)

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

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You imbue your chakra seal to conjure a field of darkness. You throw your seal at a point you choose within range. The chakra-based darkness spreads from the seal, to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with Darkvision or Chakra Sight can't see through this darkness, and light created using an effect or jutsu of C-Rank or lower cannot illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from it and moves with it. If any of this jutsu's area overlaps with an area of light created by a jutsu of B-Rank or higher this darkness is dispelled.

## HAIR BINDING TECHNIQUE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu

**Description:** Using chakra, you activate the roots of your hair and begin to manipulate it freely. Because of the malleability of this hair, the user can attempt to grapple creatures completely immobilizing them. Select one creature within range. Make a Melee Ninjutsu Attack. On a hit, the target is Grappled by you.

Creatures Grappled by this jutsu cannot use Chakra Seals (CS). At the end of a Restrained creatures turn, they make a Strength Saving Throw, escaping on a success.

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

## HIDING IN SHADOW TECHNIQUE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Ninjutsu

**Description:** As a part of the requirements to cast and maintain this jutsu a creature or object within range must be casting a shadow.

You select a creature, structure or objects shadow within range. Stealthily slipping inside of it, and gaining total concealment for this jutsu's duration.

For the duration of this jutsu, you can see and hear from the shadow but cannot act, speak, or move. When the creatures shadow moves, you move along with it.

You may end this jutsu early as a Bonus Action expelling yourself from the shadow appearing in the closest space near the target that can hold you.

If the target would lose their shadow by any means, this jutsu immediately ends as you appear in the closes space near the target that can hold you.

## LIVING WEAPON

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch (60 feet)

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

**Components:** CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You touch a weapon an imbue it with your chakra and it begins to float within range and does so for the duration or until you dismiss this jutsu.

When you cast this jutsu you can move the weapon 30 feet an make a Melee Ninjutsu Attack against a creature within 5 feet of the weapon. On a hit, the target takes the  $2d8 + \text{your Ninjutsu Ability Modifier}$  of your weapon's damage type.

As a Bonus Action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

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

## MEDICAL RELEASE: ACID SPRAY

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (30 Foot Line)

**Duration:** Instant

**Components:** HS, NT

**Cost:** 6 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You take a vial of poison ingesting and using your fine control of chakra, blend it with your stomach acid that you spray out like a jet in a straight line.

Creatures in range must make a Dexterity Saving Throw. On a failed save, affected creatures take  $6d4$  Acid Damage and gain 1 rank of Corroded and they take another  $2d4$  Acid Damage at the start of their next turn. On a success the target takes half as much damage and suffer no additional effects.

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

## MEDICAL RELEASE: ACIDIC BLAST

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate acidic medical chakra and release it into a spray of boiling acid.

All creatures in range must make a Dexterity Saving Throw, taking  $6d6$  Acid Damage on a failed save and half as much on a successful save.

A creature who fails their Saving Throw gains 1 rank of the Corroded condition.

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

## MEDICAL RELEASE: ACIDIC BLOOD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when a creature other than yourself, within range would take Bludgeoning, Piercing or Slashing Damage from an attack.

**Range:** 60 Feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate acidic medical chakra and infuse it into a willing creature within range.

When a willing creature would take Bludgeoning, piercing or Slashing Damage before the beginning of their next turn, their body reacts by ejecting acidic blood. All creatures within 5 feet of the affected creature takes  $3d6$  Acid Damage, and must make a Constitution Saving Throw, being Corroded on a fail.

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

## MEDICAL RELEASE: ACIDIC BOLT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate acidic medical chakra and mold it into an arrow, lance or bullet.

Make a Ranged Ninjutsu Attack against a creature in range. On a hit you deal  $4d6$  Acid Damage. All creatures in a 15-foot cone originating from the target must make a Dexterity Saving Throw, being Corroded on a failed save.

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

## MEDICAL RELEASE: AID

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 Hour

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You imbue a chakra seal with medical release chakra before placing it on up to three creatures within range. Each target's Maximum Hit Points increase by 15 for the duration and they regain 15 Hit Points.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and a target's Maximum Hit Point increase and healing done by an additional 10.

## MEDICAL RELEASE: AURA OF LIFE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You infuse medical chakra into yourself as you release it as an aura of supporting energy.

For this jutsu's duration, anytime you or a non-hostile creature in this jutsu's radius would take damage from a hostile creature, they immediately regain 8 Hit Points. A creature can only be healed by this jutsu 5 times per casting, after which this jutsu no longer affects them.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the maximum number of times a creature can be healed by this jutsu by +2.

## MEDICAL RELEASE: AURA OF PURITY

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You infuse medical chakra into yourself as you release it as an aura of cleansing energy.

You release a potent wave of medical release chakra. All creatures within range who are currently under the effects of a *Mental* or *Sensory* conditions as a result of a jutsu of equal rank or lower, has all stacks (if any) of their condition removed, cleansing them.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. Listed conditions inflicted by jutsu of equal rank or lower are removed.

## MEDICAL RELEASE: CHAKRA NEEDLES

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, W

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You create needles formed from your chakra and launch them at a creature you can see within range. Make a Ranged Ninjutsu check. Target creature takes  $6d6$  Necrotic Damage on a hit and must make a Constitution Saving Throw, losing 10 movement speed until the end of their next turn on a failed save.

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

## MEDICAL RELEASE: CHAKRA TRANSFER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM

**Cost:** Special

**Keywords:** Ninjutsu, Medical

**Description:** You place your hand on a creature and share your chakra with them, transferring it to them. Spend a number of Chakra die up to your proficiency bonus. When you do roll the spent die, recording the result and adding your Constitution modifier. Transfer the result to a willing creature. Chakra die spent in this way cannot be regained until you complete a long rest. If the creature is affected by a Genjutsu, they gain advantage on their next Saving Throw.

## MEDICAL RELEASE: CORRUPT WAVE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate corrupted medical chakra and release it as a destructive wave of desecrating energy.

All creatures in a 30-foot long, 10-foot-wide line originating from you, must make a Constitution Saving Throw, taking  $6d4$  Necrotic Damage or half as much on a success. Creatures who failed, take  $4d4$  Necrotic Damage at the beginning of their next turn.

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

## MEDICAL RELEASE: ENCROACHING ENTROPY

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You weave necrotic and decaying medical release chakra together and manifest it into a point you can see within range. The point expands until it is occupying a 20-foot radius sphere, forcing all creatures within its radius to make a Constitution Saving Throw. On a failed save creatures take 3d8 Necrotic Damage and have their maximum Hit Points reduced by the same amount. On a successful save they take half damage and suffer no further effects.

A creature who's hit point maximum is reduced as a result of this jutsu, must make a Constitution Saving Throw at the beginning of each of its turns, taking an additional 2d8 Necrotic Damage and having their maximum Hit Points reduced by the same value for 10 minutes, taking only no damage on a successful save.

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

## MEDICAL RELEASE: GRIM BLADE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 9 Chakra, 1 Hit Die

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together and infuse them with medical release chakra manifesting two hands of the Reaper of death. His hands reach into you and draw out a fragment of your spirit turning it into a temporary blade of necrotic power.

The reaper makes a Melee Ninjutsu Attack at a creature of your choice within range, even if you cannot see them, ignoring cover. If the target you select whom you cannot see, is not in range, the reaper instead randomly picks a creature itself from all available creatures in range.

On a hit the reaper deals 10d4 Necrotic Damage and depending on the type of creature it hits, the following happens. A creature affected by this jutsu cannot be affected by it again, until the end of this casters next turn;

- If the target is considered a player character, it reduces the number of hit die it has by 1d4. If a creature affected by this jutsu has 0 Hit die, they take additional Necrotic Damage equal to your level on a hit.
- If the target is considered an adversary, it loses 1 Tenacity die.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 chakra. If this jutsu is cast at A-Rank, you spend 1 additional hit die and increase the damage by 4d4, and the number of hit die lost to 1d6. If this jutsu is Cast at S-Rank, you spend 1 additional hit die and increase the damage by 6d4, and the number of Tenacity die reduced to 2.

## MEDICAL RELEASE: GRIM LEGION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM, CS

**Cost:** 9 Chakra, 1 Hit Die

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together and infuse them with medical release chakra and a portion of your spirit, manifesting a summoning tag that you throw into a space you can see within range. From the chakra seal an echoing call of shadowy figures of your choice begin to manifest filling a 15-foot cube, which counts as difficult terrain. The creatures resemble once living entities you once knew. Whenever a creature starts its turn inside the cube or enters the cube for the first time on its turn, the conjured shadows all strike.

Affected creatures make a Strength Saving Throw, taking 4d10 Necrotic Damage and dragging them 5 feet towards the center of the cube and depending on the type of creature that fails the save, the following happens. A creature affected by either of the following effects cannot be affected by it again, until the end of this casters next turn;

- If the creature is considered a player character, it reduces the number of hit die it has by 1d4. If a creature affected by this jutsu has 0 Hit die, they take additional Necrotic Damage equal to your level on a hit.
- If the creature is considered an adversary, it loses 1 Tenacity die.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 chakra and the size of the cube by 5 feet. If this jutsu is cast at A-Rank, you spend 1 additional chakra die, increase the damage by 2d10 and affected creatures are knocked Prone prior to being dragged in closer.

## MEDICAL RELEASE: MEDICAL AURA

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** Life preserving Medical Chakra radiates from you in an aura with a 30-foot radius. Until this jutsu ends, the aura moves with you, centered on you. Each non-hostile creature in the aura, (including you) has resistance to necrotic and Poison Damage and becomes immune to the Bleeding and Envenomed conditions.

A creature's hit point maximum while within the aura cannot be reduced by hostile effects.

Additionally, creatures roll at advantage when making Saving Throws to resist an *Elemental* condition.

Lastly, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 Hit Points. A creature can only regain Hit Points this way a number of times equal to its Constitution modifier per long rest (Min 1.)

## MEDICAL RELEASE: METALLIC RUST

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate acidic medical chakra and attempt to press it onto a creature, object or item of your choice.

Make a Melee Ninjutsu Attack against a creature you can reach. On a hit, you deal  $6d4$  Acid Damage and the target becomes covered in acid becoming Corroded.

A creature wearing armor suffers a permanent -1 penalty to its AC bonus on a failed save. An Armor whose AC bonus is reduced to 0 is destroyed. Armor whose AC is suffering a penalty can be fixed by casting the *Mending* jutsu on it, removing all penalties or with 1 hour of work with an Armorsmith Kit.

**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  $2d4$ .

## MEDICAL RELEASE: PLAY DEAD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You touch a willing creature putting it into a cataleptic state that is indistinguishable from death.

For the jutsu's duration, or until you use an action to touch the target and dismiss this jutsu, the target appears dead to all outward inspection and to jutsu used to determine the targets status. The target is Blinded and Incapacitated, and its speed drops to 0. The target has Resistance to all damage. If the target is Envenomed when you cast this jutsu, or becomes Envenomed while under this Jutsu's effect, the condition has no effect until this jutsu ends.

## MEDICAL RELEASE: POISON MIST TECHNIQUE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet (30 Foot Cloud)

**Duration:** 1 Minute

**Components:** HS, NT

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You ingest a vial of poison, and exhale it as a thick cloud of purple smoke that obscures vision up to 60 feet away that expands into a 15-foot radius sphere that spreads around corners. It lasts for the Duration. When a creature enters the area for the first time on a turn or starts its turn there, the creature must make a Constitution Saving Throw taking  $3d10$  Poison Damage and gaining the Envenomed condition on a failed save and half as much on a successful one. Creatures are affected even if they hold their breath and don't need to breathe.

**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  $1d10$ .

## MEDICAL RELEASE: POISON WEAPON

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, W (Any)

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You touch a weapon, coating it in a vile green glowing poison and enhancing its potency. Weapon and Taijutsu attacks made with this weapon deals an additional  $2d4$  Poison Damage twice per turn. You cannot lose concentration of this jutsu as a result of damage.

Once per turn, when you would deal Poison Damage with this jutsu, the affected creature must make a Constitution Saving Throw, gaining 1 rank of Envenomed 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. If this jutsu is cast at B-Rank or Higher, increase the number of ranks of Envenomed this jutsu inflicts by +1. If this jutsu is cast at A-Rank or Higher, increase the damage by  $1d4$ .

## MEDICAL RELEASE: RAY OF SICKNESS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You collect medical release chakra into your hands and fire a ray of sickening energy that lash out towards a creature within range. Make a Ranged Ninjutsu Attack against a target within range, on a hit the target takes  $3d8$  Poison Damage and must make a Constitution Saving Throw. On a failed save it is also Envenomed for the next minute.

**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  $1d8$ .

## MEDICAL RELEASE: RESTORATIVE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** Your hands glow with a warm blue hue as you touch a willing creature filtering out impurities and fixing debilitating conditions, they are suffering from with precise chakra control. Creatures suffering from an *Elemental*, *Physical*, *Mental* or *Sensory* condition from the use of a jutsu or effect of a rank, equal to or lower than what this jutsu was cast, are healed of one of those conditions, removing all ranks, if any.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. The number of conditions with a different name removed increases by +1.

## MEDICAL RELEASE: SPORE CALLER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15 Feet)

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate poisonous medical chakra and release it like an aura permeating from your skin.

All creatures, excluding the caster, who would begin their turns in or first enter your, poisonous aura of spores, must make a Constitution Saving Throw taking 4d6 Poison Damage and having the spores nest in their eyes blinding them until the end of their next turn. A creature who would be Blinded by this jutsu while already Blinded has the duration of the Blinded condition extended by 1 round.

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

## MEDICAL RELEASE: STINKING CLOUD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** 1 Minute

**Components:** HS, CM, W

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You create a 10-foot radius sphere of yellow nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature within the cloud at the start of its turn must make a Constitution Saving Throw. On a failed save the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this Saving Throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

## MEDICAL RELEASE: TRANSFER OF LIFE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You sacrifice your life for another. Select one creature who has been dead for no longer than 10 Minutes whom you can reach. This jutsu cannot be used by Clones, Constructs or Undead.

When you do, you begin transferring all of your life energy into them. The creature regains all of its Hit Points equal to your current Hit Points. A creature revived as a result of this jutsu has all ranks of Exhaustion removed from them.

Reduce your Maximum Hit Points to 0, which cannot be increased by any means.

## MEDICAL RELEASE: VAMPIRIC TOUCH

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** Your hands glow with a shadowy aura of chakra. Make a Melee Ninjutsu Attack against a creature within your reach. On a hit, the target takes 4d10 Necrotic Damage and you regain Hit Points equal to half the amount of Necrotic Damage dealt. Until the jutsu ends, you can make the attack again on each of your turns as an action.

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

## MEDICAL RELEASE: VENOMOUS HAZE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (35-foot cube)

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate poisonous medical chakra and release it, creating a poisonous haze, enough to fill a 35-foot cube originating from you.

All creatures within the haze who would suffer damage of varying types also suffer additional effects based on the damage taken.

**Bludgeoning Damage.** Once per turn, must make a Constitution Saving Throw, gaining the Envenomed condition as they inhale a large breath of poison.

**Piercing Damage.** Once per turn, must make a Constitution Saving Throw, gaining the Envenomed condition as poison is injected into them with each strike.

**Slashing Damage.** They take an additional 1d6 Poison Damage once per turn.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If this jutsu cast at A-Rank or higher, increase the size of the cube by 10 feet.

## MEDICAL RELEASE: VENOMOUS REFLUX

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant.

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate poisonous medical chakra and release it, causing it to erupt under a creature you can see within range.

Select one creature you can see within range. The target creature must make a Constitution Saving Throw as poison erupts around them. On a failed save, they take 3d8 Poison Damage and cannot take Reactions until the end of their next turn as they are coughing and hacking the poisonous gas back up trying to eject it from their bodies. On a successful save they take half damage and no further effects.

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

## MEDICAL RELEASE: WALL OF BEE'S

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu

**Description:** You weave together a mixture of summoning seals and summon forth a wall of angry, irrational and non-compromising bees.

The wall is 5 feet thick, 15 feet high and up to 30 feet long. The wall must be continuous and at least 5 feet thick along its entire length. You select where the wall of bees appear and the entire length must be within your line of sight and within this jutsu's range from you.

A creature that starts within the bee's wall or that gets within 5 feet of the wall of bees agitates the insects and are swarmed by them and must make a Constitution Saving Throw against their assault. On a failed save they take 5d6 Poison Damage and are Incapacitated until the end of the current turn. On a successful save they take half damage and suffer no additional effects.

## NEEDLE JIZO

**Classification:** Ninjutsu

**Rank:** C-Rank

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

**Range:** Self

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu

**Description:** You activate the roots of your hair causing your hair to grow at a heightened rate, while you control it to wrap around your body and harden with spiked, needle like hair protruding from it. For the duration, your movement speed is reduced to 0, each time a creature makes a melee attack against you while within 10 feet of you, they take 3d6 Piercing Damage, this includes the triggering attack.

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

## RASENGAN

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

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

**Components:** CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Clash

**Description:** You collect chakra into your hand generating a powerful sphere of spiraling chakra to strike an enemy with. You do not spend chakra to maintain concentration on this jutsu. Beginning at the start of your next turn, you can spend your action to make a Melee Ninjutsu Attack against a creature within range. On a hit, you deal 5d8 Force Damage and the target makes a Strength Saving Throw. On a failed save they are knocked back 30ft becoming Dazed and Concussed. This jutsu only ends on a successful hit. If a creature knocked back by this jutsu collides with a structure or construct, their movement stops, taking damage as if they had fallen an equal distance.

**At Higher Ranks:** For each rank above C-Rank, increase the cost by 3 and the damage by 3d8 and the knock back distance by 10 feet. If this Jutsu is cast at B-Rank or higher, you can make the Melee Ninjutsu Attack the turn you cast it. You may also add a nature release keyword, changing this jutsu's damage type to match the nature release you currently can use. You gain the following benefits depending on the Nature Release chosen:

- Earth:** The target takes Earth Damage is Bruised and gains the Weakened condition until the end of their next turn.
- Wind:** The Rasengan gains a range of 60 Feet and you can instead make a Ranged Ninjutsu Attack targeting a creature within that range. On a hit, the target takes Wind Damage and the Rasengan expands. All Creatures, except the original target, in a 15-foot radius sphere centered on the original target must make a Dexterity Saving Throw, taking the damage of this jutsu as well on a failed save.
- Fire:** The target takes Fire Damage and 1 rank of Burned, and all creatures in a 30-foot cone behind the target creature must make a Constitution Saving Throw, gaining the Burned condition on a failed save.
- Water:** Target creature takes Cold Damage and makes their Saving Throw at disadvantage. On a failed save, they are knocked back twice the distance, taking falling damage if they hit a solid surface.
- Lightning:** The attack made has advantage and on a hit, the target creature takes Lightning Damage and gains the Shocked condition.

## SEALING ART: SPLINTER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 7 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark a person with the seal of prevention and then shatter it causing a fracture in their internal balance of Yin and Yang. A creature you can see within range, must make a Charisma Saving Throw. On a failed save the target creature takes 5d8 Chakra Damage, gains 1 rank of *Sealed* and is unable to make Hand Signs (HS) until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8. If this jutsu is cast at A-Rank, increase the ranks of Sealed to 2.

## SEALING ART: CHAKRA DISPEL

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a seal as you attempt to end a jutsu within range by dispersing the chakra with your fuinjutsu.

Choose any creature, object, or chakra-based effect you can see as you mark it with your chakra seal. You then attempt to Dispel any Ninjutsu or Genjutsu currently affecting it of a rank less than the rank this jutsu was cast at.

If the Jutsu is of a rank equal to this jutsu, you instead must make an ability check, using your Ninjutsu Ability Modifier. The DC equals (13 +the rank of the Jutsu, **D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**).

If the jutsu is of a rank higher than this jutsu, you make the ability check at disadvantage, unable to add dice-based bonuses to your check.

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

## SEALING ART: CIRCLE OF DEFIANCE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to end a jutsu with the seal of resistance.

For this jutsu's duration, as a Bonus Action you may select one willing creature within range. That creature gains Temporary Hit Points equal to  $2d8 + \text{Your Ninjutsu Ability Modifier}$ , 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 amount of Temporary Hit Points by 1d8 and the number of creatures you can target by +1.

## SEALING ART: CURSE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark a creature you can touch with the seal of pestilence. You do not need to spend chakra to maintain Concentration on this jutsu.

You touch a creature, and that creature must make a Charisma Saving Throw or become cursed for the duration of the jutsu. When you cast this jutsu, choose the nature of the curse from the following options:

- Choose one Ability Score. While cursed, the target has disadvantage on ability checks, Skill Checks and Saving Throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom Saving Throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While cursed, your attacks and jutsu deal an extra 1d8 Necrotic Damage to the target.
- While cursed, the target cannot regain Hit Points.
- While cursed, the target loses all special senses it has.
- While cursed, reduce the targets movement speed by half.
- While cursed, the target must speak all of their thoughts verbally as loud as possible.
- While cursed, the target gains 1 rank of Demoralized while it is within 20 feet of a specific object or structure of the casters choice.
- At the GM option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curses effect.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If casted at B-Rank or higher, increase its duration to 8 hours but does not cost chakra to maintain concentration. If casted at A-Rank or higher this jutsu no longer requires concentration & has a duration of 24 hours. If Cast at S-Rank This jutsu has a duration of Permanent (Until dispelled).

## SEALING ART: INANIMATE PUPPET

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Hour

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 10 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You infuse chakra into a chakra seal as you attempt to mark an object you can see with the seal of false life.

This jutsu creates false life. A creature from nothingness. A servant formed from the world around you. Choose a pile of rocks, dried bones, leaves, wood or any other inanimate objects that you can reach while casting this jutsu. Temporarily reduce your Maximum Chakra by 10 for each puppet you create. You cannot reduce the cost of this jutsu by more than half. For each puppet that dies, or you lose control of, you increase your maximum chakra by 10, up to your original maximum.

You place a seal on the objects as they conjoin to form a mimicry of life, raising a construct creature. The creature becomes a construct with the following statistics (When a feature or ability asks for Rank of jutsu use the following; **C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5**)

On each of your turns, you can use a Bonus Action to mentally command any creature you've created with this jutsu if the creature is within 60 feet of you. You can control up to 4 Creatures at a time this way. (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this jutsu on the creature again before the current 24-hour period ends. The use of the jutsu reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. Recasting the jutsu in this way on an already summoned construct does not reduce your maximum chakra a second time.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the number Hit Points your construct has by 10.

## SEALING ART: MARK OF FINDING

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Minute

**Range:** Self (1 Mile Radius)

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

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Sensory

**Description:** You infuse chakra into a chakra seal as you attempt to mark yourself with the seal of clairvoyance. You do not need to spend chakra to maintain Concentration on this jutsu.

## INANIMATE PUPPET

*Medium Construct, unaligned*

**Armor Class:** 13 + The Rank of the Jutsu. (Natural Armor)

**Hit Points:** 20 + 10 for each rank above C-Rank.

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities:** Necrotic, Poison

**Damage Resistances:** Bludgeoning

**Damage Vulnerabilities:** Lightning

**Condition Immunities:** Charmed, Exhaustion, frightened, Stunned, Envenomed.

**Senses:** passive Perception 10

**Unnatural Fortitude.** The Inanimate Puppet makes Constitution Saving Throws at advantage.

### ATTACKS

**Multiaction.** The Inanimate Puppet can attack a number of times equal to the jutsu's rank with their slam attack.

**Slam.** *Melee Weapon Attack:* + (5 + The Rank of the jutsu) to hit, reach 5 ft., one creature. Hit: 1d8 + 4 Bludgeoning Damage.

**SMASH (Recharge 11-12):** The Inanimate Puppet slams the ground. All creatures within 10 feet of it must make a DC (12 + The Rank of the Jutsu.) Dexterity Saving throw. On a failed save, they take 3d8 Bludgeoning Damage, are Knocked Prone and Dazed until the end of their next turn.

When you cast this jutsu select one creature or location that you have seen or can clearly describe. When you do for the duration of this jutsu, you know the General direction of this creature or location so long as it is within your Jutsu's radius. This seal does not give you absolute knowledge on the creatures or locations, coordinates, but only what direction they are in relation to you.

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

## SEALING ART: MOBILITY RESTRICTION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you see a creature cast a Taijutsu or Bukijutsu.

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark a creature you can see with the seal of patience. This counts as *Interrupting* a jutsu's casting.

A creature who you can see within range, who cast a Taijutsu or Bukijutsu, must first make a Charisma Saving Throw. On a failed save the target creatures speed is reduced to 0 until the end of the current turn and gain 1 rank of *Sealed*.

## SHADOW CLONE TECHNIQUE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** Special (6 Chakra)

**Keywords:** Ninjutsu, Fuinjutsu, Clone

**Description:** An Advanced Version of the **Clone Genjutsu** that creates a solid clone out of thin air using only chakra called a **Shadow Clone**. When a **Shadow Clone** is killed, it sends its most recent experiences within the last minute as thoughts and images to its Summoner. A **Shadow Clone** presents itself as its own person. A creature looking at a **Shadow Clone** with Chakra Sight cannot tell that it is not a real person unless otherwise specified.

This jutsu's caster can further enhance its casting. By doing this the caster can create up to 4 **Shadow Clones** at once, each clone after the first costing 3 chakra. All **Shadow Clones** act at once and attempt to perform the same command given. If commanded to perform the help action, they can only help the Summoner. **Shadow Clones** do not have Reactions and each clone has basic versions of your melee or ranged weapons. Weapons your **Shadow Clone** is summoned with that has the ammunition property cannot be given to anyone.

**Shadow Clones** can only cast jutsu of C-Rank or lower. If multiple shadow clones attack the same creature, you do not make multiple attack rolls. You instead choose a lead clone and it gains a +1d4 bonus to its damage roll(s), for each additional clone that is aiding it.

**At Higher Ranks:** If this jutsu is cast at B-Rank or higher, increase the number of clones you can create with this jutsu by 2. If this jutsu is cast at A-Rank, **Shadow Clones** you summon can cast jutsu of B-Rank or lower.

## SHADOW SHURIKEN TECHNIQUE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM, W (Thrown)

**Cost:** 8 Chakra

**Keywords:** Ninjutsu, Bukijutsu

**Description:** You throw a single weapon, when you do, you quickly multiply it five-fold, creating multiple copies of it while in transit. Creatures within this jutsu's range must make a Dexterity Saving Throw taking  $5dX +$  your Dexterity modifier on a failed save, or half as much on a success.

(*X equals the original Damage die of the thrown weapon d4, d6, d8, d10, d12*).

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

## SHATTER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Ninjutsu

**Description:** You place your hands on a solid surface within range before your hand vibrates and releases a massive surge of chakra creating a sudden loud ringing noise, that erupts from a point of your choice within range. Each creature excluding you, in a 15-foot radius sphere centered on the point of your choice within range must make a Constitution Saving Throw, taking  $4d6$  Bludgeoning Damage and being Dazed on a failed save and half as much on a successful one. Constructs have disadvantage on the Saving Throw, takes double damage and cannot be resistant or immune to 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 1d6.



## B-RANK:

### BEAST IMITATING ART: TIGER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You draw a picture of a Tiger. Infusing chakra into it as it exits your scroll and standing next to you.

You summon a construct Ink Tiger. The construct Tiger has the following Statistics, using your Ninjutsu Attack Bonus and Save DC for anything that requires an attack or Saving Throw.

You may command the Ink Tiger as a Bonus Action on your turn. The Ink Tiger may take an appropriate Bonus Action if able.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the Ink Tiger Hit Points by 2d10.

### BESTIAL ART: LYCANTHROPE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark yourself with the seal of wolves.

Your voice, figure, and temperament becomes bestial in nature. You grow fur of any color of your choice covering your arms, and your hands become large claws with iron like nails.

For this jutsu's duration, you gain the following benefits;

- Your Strength becomes 19 if it is not already 19 or higher. If it is 19 or higher already, you instead increase your Strength Score by +2.
- Your Unarmed Damage is now 2d8, but you no longer add your ability modifier.
- You gain a +20 bonus to movement speed.
- Attacks of Opportunity you make are at advantage.
- When you take the attack action, you can make two attacks instead of one, if you cannot already.

### INK TIGER

*Large Construct, unaligned*

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

**Hit Points:** 76 (8d10 + 32)

**Speed:** 45 ft.

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

**Condition Immunities:** Charmed, Chilled, Exhaustion, frightened, Stunned, Envenomed.

**Senses:** Darkvision 30 ft., passive Perception 10

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

**Inky Weapons.** The Ink Tiger attacks are chakra enhanced.

#### ATTACKS

**Multiaction.** The Ink Tiger can attack twice with their claws.

**Claw.** Melee Weapon Attack: reach 5 ft., one creature. Hit: 3d6 + 4

Slashing Damage. A creature who takes damage from this attack must make a Constitution Saving Throw, gaining 2 ranks of the bleeding condition.

**Roar (Recharge 5-6).** The Ink Tiger as a bonus action, may roar. All creatures of your choice within 20 feet of it must make a Charisma Saving Throw. On a failed save, they gain 3 ranks of Fear for the duration. At the end of a frightened creatures turn, they remake the Charisma Saving Throw to end the Fear condition.

### EXPLOSIVE SUBSTITUTION TECHNIQUE

**Classification:** Ninjutsu

**Rank:** B-Rank

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

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

**Duration:** Instant

**Components:** HS, NT (Explosive Tools)

**Cost:** 13 Chakra

**Keywords:** Ninjutsu

**Description:** An advanced version of the Substitution Technique, where in addition to avoiding damage, you leave behind an explosive surprise. When you would take damage, from an attack you may increase your AC by +5 against the triggering attack. Regardless if this would cause the attack to miss or not, you move without provoking attacks of opportunity up to your full movement +10 away. You then leave behind a decoy with an Explosive tool attached to it, which immediately explodes, catching all creatures in a 30-foot radius sphere, centered on your location, before you moved as a result of this jutsu. Each of these creatures must make a Dexterity Saving Throw. On a failed save, they suffer the effects of the explosive tool you left behind, or half as much on a success. This does not spend a use of the explosive tool used.

## KAGURA'S MIND EYE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Sensory

**Description:** You force open your minds 3rd Eye greatly increasing your perceptive abilities almost 10-fold. This jutsu does not cost chakra to maintain concentration.

When this jutsu is cast, for the duration, you gain access to a unique special action called *Third Eye Opening*. This special action can be gained and used in addition to other special actions you gain and use. This special action counts as a Skill-Action and both a Constitution and Wisdom based skill.

**Third Eye Opening.** As a Bonus action, you open your metaphorical third eye gaining 120ft of *Chakra sight* and *Chakra Sensing*. While gaining the benefit of these senses as a result of this jutsu, you gain the following benefits; You can identify if a creature, object or structure has been affected by a jutsu within the last 24 hours, gain advantage on checks made to see if a creature is lying, and can see the echoes of chakra usage within the past 24 hours, while also being able to identify creatures and jutsu based on these echo's if you have sensed them before. These echoes can be used to help track creatures exclusively by their chakra alone.

**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 A-Rank, increase the range of *Third Eye Opening*'s special senses to 1-Mile and the duration of this jutsu becomes *Concentration, up to 10 minutes*. If this jutsu is cast at S-Rank, it no longer requires concentration.

## LIFE TRANSFERENCE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Ninjutsu

**Description:** You sacrifice some of your health to mend other creatures' injuries. Roll any number of d8s up to 6d8, you take that much in Necrotic Damage which can't be Reduced or Resisted or be made Immune to in any way, and one creature you can reach regains a number of Hit Points equal to twice the Necrotic Damage you take.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the maximum number of d8s you can roll by 2.



## LION MANE: HUNTING PREDATOR

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Ninjutsu

**Description:** You activate the roots of your hair causing your hair to grow at a heightened rate and granting you full control over your hairs movements.

For the duration of this jutsu you gain additional actions which you can take using your hair. For this jutsu's duration, when you would cast *Needle Jizo*, you may reduce *Needle Jizo*'s Cost by -5 or *Lion Mane: Needle Hell*, reducing its cost by -10. (Both Jutsu to a minimum of 1)

### 1 Action.

- **Attack:** You command your hair to lash out attacking a creature you can see within 90 feet of you. Make a Melee Ninjutsu Attack. On a success you deal 3d10 piercing and 3d10 Bludgeoning Damage as your hair sharpens and slams into them.
- **Wrap:** You command your hair to lash out grabbing a creature you can see within 90 feet of you. Make a Melee Ninjutsu Attack. On a success, you grapple and restrain them. A Grappled creature makes a Strength (Athletics) or Dexterity (Acrobatics) check vs your Ninjutsu Save DC to escape. On a failed check, they remain Grappled and Restrained by your hair. You can then move the Grappled creature anywhere within 90 feet of you as if you were dragging them.
- **Crush and Tear:** You command your hair to crush and tear into a creature currently Grappled by it. A creature Grappled by your hair takes 12d6 Slashing Damage as it attempts to tear them apart. A Grappled creature immediately gets to attempt their checks to escape after taking damage as a result of this action.

## MEDICAL RELEASE: ACIDIC BLADE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** HS, CM, W (Any)

**Cost:** 11 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You draw out acidic chakra and coat it over a weapon you can reach. When you do, for the duration, twice per turn when a successful attack is made with the weapon, it deals an additional 2d8 Acid Damage. You cannot lose concentration of this jutsu as a result of damage.

Once per turn, creatures who take Acid Damage as a result of this jutsu, make a Constitution Saving Throw. On a failed save, they gain 1 rank of the Corroded Condition.

**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, increase the damage this jutsu deals by 1d8.

## MEDICAL RELEASE: BLOOD ROT CURSE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, CS

**Cost:** 14 Chakra, X Hit Dice. (You decide)

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave necrotic chakra into a special wavelength, invisible to even creatures with Chakra Sight. When you cast this jutsu roll all spent Hit Dice, recording the result.

You touch a creature who's Hit Points are not full and bestow a curse. The cursed target must make a Charisma Saving Throw. You can attempt to bestow the curse in a concealed manner not revealing your intentions by making a Stealth Check vs the target's Passive Insight. On a success, the target is unaware of the curse you placed on them.

The curse takes effect immediately, for a number of days, equal to half result of your spent Hit Dice, the target cannot regain Hit Points except as a result of Long and Full Rests, takes an additional 2d4 damage when they take Acid, Poison or Necrotic Damage, twice per turn. Additionally, if a creature is Envenomed, they make Skill Checks, or Saving Throws to remove the chosen condition at disadvantage.

Finally, this jutsu's effect can only be removed by a Ninjutsu with the Fuinjutsu keyword of B-Rank or higher that Dispels jutsu based effects.

## MEDICAL RELEASE: BODY PATHWAY DERANGEMENT

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Up to 1 minute

**Components:** HS, CM, M

**Cost:** 12 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You coat your fingertips in chakra and attempt to strike an opponent at the nape of their neck sending a surge of chakra through their central nervous system mixing up signals from their brain to the rest of their bodies. Make a Melee Ninjutsu Attack. On a hit, the target creature must make a Constitution Saving Throw.

On a failed save, the target creature's speed is halved, it takes a -2 Penalty to AC, automatically fails Dexterity Saving Throws and cannot use Reactions. On its turn, it can either use an action or Bonus Action, not both. Regardless of the creature's abilities or jutsu descriptions, it can't make more than one attack during its turn. If the creature wants to use an action to make an ability save to end this effect, they must instead roll an Intelligence Saving Throw.

## MEDICAL RELEASE: CONTAGION

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Week

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** You infuse putrefied Medical Chakra onto your hand as you become able to inflict disease from touch alone. Make a Melee Ninjutsu Attack against a creature within your reach. On a hit the target is Envenomed.

At the end of each of the Envenomed creatures turns, the target must make a Constitution Saving Throw. If the target succeeds on three of these saves, it is no longer Envenomed and the jutsu ends. If the targets fails three of these saves, the target is no longer Envenomed, but choose one of the diseases below. The target is subjected to the chosen disease for the Jutsu's duration.

Since this jutsu induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a diseases effects apply to it.

- **Blinding Sickness.** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom Saving Throws and is Blinded.
- **Filth Fever.** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength Saving Throws, and attack rolls that use Strength.
- **Flesh Rot.** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.
- **Mindfire.** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence Saving Throws, and the creature becomes Berserked for the duration.
- **Seizure.** The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity Saving Throws, and attack rolls that use Dexterity.
- **Slimy Doom.** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution Saving Throws. In addition, whenever the creature takes damage, it is Stunned until the end of its next turn.

## MEDICAL RELEASE: DEAD HEARTBEAT

### TECHNIQUE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Day

**Range:** Touch

**Duration:** Special

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** When casting this jutsu, you must have fully intact corpse of a humanoid creature. You perform a type of surgery designed to induce a false heartbeat. At the conclusion of this jutsu's casting, the corpse begins to move at your behest. You must stay within 90 feet of the corpse while facilitating its temporary revival.

All wounds, and damage the corpse had prior to this jutsu's casting remains. The corpse you use this on only retains their memories. They can regain their

personalities if you instead extend this jutsu's casting time to 1 Week.

The corpse cannot disobey you, and must not act in any way that would bring you harm. The corpse has 1 Hit Points and calculates its AC as normal. It cannot cast jutsu, or use features by any means. The corpse remains active until you dismiss this jutsu as a Bonus Action or begin concentrating on any other jutsu or feature. A corpse can only be temporarily be brought back this way once ever using this jutsu.

## MEDICAL RELEASE: DEATH WARD

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Until it triggers.

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu

**Description:** You draw your chakra seal onto a talesman or scroll and place it onto a creature granting it a measure of protection from death. The first time the target would drop to 0 Hit Points as a result of taking damage, the target instead drops to 1 hit point, and the jutsu ends. If the jutsu is still in effect when the target is subjected to a hostile effect that would kill it instantly without dealing damage (Except Exhaustion), that effect is instead negated against the target, and the jutsu ends.

## MEDICAL RELEASE: GRIM CALLING

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30 feet)

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 14 Chakra, 2 Hit Die

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together and infuse them with medical release chakra manifesting the head of the Reaper of death. His fangs bite into you and draw out a fragment of your spirit turning it into a temporary source of necrotic power.

It screeches a spectral wail that penetrates to the souls of most creatures, calling and pulling on their spiritual selves. All creatures within range must make a Charisma Saving Throw. On a failed save, creatures take  $6d8$  Necrotic Damage and depending on the classification of the affected creature, alternative effects take place.

If the target is classified as a player character, it loses  $1d6$  of its hits die. If a creature affected by this jutsu has 0 Hit die, they take additional Necrotic Damage equal to your level on a failure.

If the target is classified as an Adversary, it loses 2 Tenacity die. If the affected Adversary has 0 Tenacity die, they take additional Necrotic Damage equal to your level on a failure.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 chakra. If this jutsu is cast at S-Rank, you spend 1 additional hit die and increase the damage by  $2d8$ , and the number of hit die lost to  $1d8$  or the number of Tenacity die lost to 4.

## MEDICAL RELEASE: INVESTITURE OF ACID

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You draw out acidic chakra and infuse it into yourself, coating your entire body like armor. The acid does not harm you. You cannot lose concentration on this jutsu as a result of damage. For the duration, you gain the following benefits;

- You are immune to Acid, Poison, and Cold Damage.
- You have resistance to Bludgeoning, Piercing and Slashing Damage from weapons and Bukijutsu that use weapons as a component.
- You have vulnerability to Earth and Fire Damage.
- You can move across difficult terrain on solid ground without spending any extra movement, as you melt the obstructions in your path.
- The ground in a 10-foot radius around you is covered in acid, counts as difficult terrain for creatures other than you, and moves with you.
- You can use your action to blast a 15-foot cone of acid from you in a direction you choose. Each creature in the cone must make a Constitution Saving Throw. A creature takes  $4d8$  Acid Damage and gains 1 rank of the Corroded condition on a failed save or half as much and no further effects on a successful one.

## MEDICAL RELEASE: RECONSTRUCTIVE HAND

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You coat your hand in cell manipulating Medical chakra. You can attempt to manipulate the cellular integrity of a creatures cells.

As an action on your turn, you can touch a willing creature you can reach. When you do, you can jumpstart their cellular regenerative process. The creature regains Hit Points equal to  $3d8 + \text{Your Ninjutsu Ability Modifier}$ . Afterwards, for the next minute, the creature regains 5 Hit Points at the beginning of each of their turns.

Alternatively, as an action you can attempt to touch a hostile creature you can reach. Make a Melee Ninjutsu Attack. On a successful hit, they take  $5d10$  Necrotic Damage and become **compromised**. A compromised creature must make a Constitution Saving Throw at the beginning of each of their turns for the next minute. Any jutsu or affect that would remove conditions can end the **compromised** condition on a creature.

A **compromised** creature who succeeds three Saving Throws first, ends this condition. A compromised creature who fails three Saving Throws first, has their cells begin to fail and rupture. They permanently gain two ranks of Exhaustion and the Weakened, and Dazed conditions. A creature who gains these conditions this way can have them removed only be a casting of;

**Restorative** at A-Rank, **Regenerate**, **Medical Aura** and remain within the Aura for no less than 1 week straight, **Medical Release: Heal or Reconstructive Hand** on them no less than 3 times in an 8-hour period.

## MEDICAL RELEASE: REVIVAL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You send a surge of healing chakra through a creature that has been dead for no more than 1 minute that didn't die of old age, isn't undead, and not missing its head. You make a Medicine Skill Check vs DC ( $20 + 1$  for every round the target has been dead.) The target returns to life with 1 Hit Point. Missing body parts are not returned. Internal organs are healed and regenerated. This jutsu cures all normal diseases affecting the creature when it dies. This jutsu does not remove ranks of Exhaustion a creature has accumulated prior to death.

Once a creature has been revived in this way, they cannot be revived again in the same way for 30 days, as their body simply cannot handle the strain of being forced back from the dead in such a fashion.

## MEDICAL RELEASE: SPORES OF RUIN

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** You begin to generate poisonous medical chakra and release it, creating a massive wave of infectious spores of your design.

All creatures of your choice within range must make a Constitution Saving Throw. On a failed save creatures take  $5d8$  Poison Damage and gains 2 ranks of Envenomed. On a successful save creatures take half damage and suffer no further effect.

Additionally, creatures who failed their save begin to exhibit bouts of a terrifying disease of your making. Black fungus begins to grow from their skin. Black ooze begins to leak from their eyes, mouth and ears. Creatures who would touch the affected creature also becomes exposed to this disease making a Constitution Saving Throw, suffering the effects of this jutsu as normal.

At the beginning and end of an Envenomed creatures turn they suffer the effects of the Envenomed condition.

Finally, a jutsu with the medical keyword that removes conditions of B-Rank or higher can end this effect. If the caster must touch or be in contact with the patient to cast the jutsu, then the caster must make a Saving Throw as they become exposed to the effects of this jutsu as well.

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

## MEDICAL RELEASE: STRENGTH OF 100

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You use finely controlled chakra across your body, granting you Strength of over 100 people. Your Strength becomes 20 for the Duration. Your jump height and distance are doubled. You gain Advantage on Strength & Constitution based ability checks, Skill Checks, and saves. When you make an unarmed attack, you deal 3d10 Bludgeoning Damage.

After you end this jutsu, you suffer the consequences of pushing your body to its limit. Your movement speed is halved, you gain disadvantage on Strength & Constitution ability and Skill Checks. These last until you take a short rest.

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

## MEDICAL RELEASE: VENOM SHOWER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 10 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You begin to generate poisonous medical chakra and release it, creating a rain of poisonous needles.

Select a space in the air that you can see. You create a poisonous gas cloud that begins to rain down poisonous needles filling a 20-foot radius, 50-foot-high cylinder. Each creature in the cylinder must make a Dexterity Saving Throw. A creature takes 6d6 Poison Damage on a failed save and half as much on a successful save.

The ground this area affects generates poisonous thorns on the ground that lasts for 1 minute. Creatures who enter the area of poisonous thorns takes 4d4 Poison Damage for each 5 feet they move through the affected area. Once a space has been moved through, the thorns break becoming inert.

**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 1d6.

## MEDICAL RELEASE: VITRIOLIC SPHERE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 150 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You point at a place within range, and conjure a glowing 1-foot ball of bubbling acid that streaks to the chosen location and explodes in a 15-foot radius sphere. Each creature in that area must make a Dexterity Saving Throw taking 10d4 Acid Damage and 5d4 Acid Damage at the end of its next turn and gains 1 rank of corrosion. On a successful save, a creature takes half the initial damage and suffer no further effects.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the initial damage by 2d4 and the lingering damage by 1d4.

## MEDICAL RELEASE: WATER TO ACID

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You draw out acidic chakra and infuse it into a body of water that you can see. You convert a 15-foot cubes worth of water, into pure acid for the duration. Jutsu with the Water release keyword that would require a source of water, cannot use this pool of acid. If you would convert a pool of water into acid and there is water outside of this jutsu's area of effect, then creatures can still use water release ninjutsu that requires sources of water.

Any creature that is in contact with the water when it turns to acid such as stand on top of it with the water walking technique immediately sinks down into it. Creatures who would begin their turn submerged in the acid takes 7d4 Acid Damage and must make a Constitution Saving Throw, being Blinded and gaining the Corroded condition on a failed save.

When this jutsu would end, the acid turns back into normal water.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the size of the acid conversion doubles. (15>30>60)

## NON-DETECTION

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Concentration, up to 8 hours.

**Components:** CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Sensory

**Description:** For the duration, you suppress a creatures chakra which lowers their presence and hides them from all manner of sensory jutsu. The target can be a willing creature or an object. The target can't be sensed or seen by the *Chakra Sight* or *Chakra Sensing* special sense as a result of jutsu cast at an equal rank or lower. If a creature would gain either of these senses as a result of a feature or trait, this jutsu only works on creatures who is of a level equal or lower than the casters.

**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 A-Rank, this jutsu can now affect structures and small locations no larger than 30 feet by 30 feet. If this jutsu is cast at S-Rank, it can affect locations no larger than 100 feet by 100 feet.

## SEALING ART: BANISHING SEAL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to send them away with the seal of banishment.

Choose one creature you can see within range as you force them to make a Charisma Saving Throw or be sent to a pocket dimension of your creation. On a failed save they are banished to this pocket dimension. While banished, they are Incapacitated and are unaware of any actions or happenings in the dimension they were just banished from. When this jutsu ends, they are summoned back into the same space they were originally banished from and gain 2 ranks of *Sealed*.

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

## SEALING ART: CIRCLE OF AUTHORITY

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM, CS

**Cost:** 13 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark yourself with the seal of domination. You then exude a 30-foot radius sphere of authority that other creatures must abide by. This radius follows you.

For this jutsu's duration, anytime a hostile creature in this jutsu's radius would make a Saving Throw against a jutsu you or an allied creature cast, they immediately take a -2 Penalty to their roll.

**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 5 feet.

## SEALING ART: COMMUNE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM, CS

**Cost:** 12 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Kinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark yourself with the seal of relation.

You reach out into the void. Calling upon the spirit of a single deceased spirit, with whom you have a connection with, be it ancestral, legacy, ideals, historical, or antagonistic. The DM allow other forms of relation as well. You summon the spirit to the material plane and ask it three questions that can be answered with a yes or no. You must ask your questions before the jutsu ends. You the most correct answer possible from to the spirits knowledge.

The spirit is not omniscient, so you may receive unclear or uncertain answers, if a question lies beyond the spirits knowledge. In a case where a one-word answer could be misleading or contrary to the spirits

interests, the DM may offer a short phrase as an answer instead.

A spirit cannot be summoned this way more than once per month.

## SEALING ART: CURSE OF THE PREY

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You attempt to impose the qualities of a single weak bestial creature. Select one creature within your reach. The target must make a Charisma Saving Throw. On a failed save, they gain one of the following bestial qualities.

**Swallows Endurance:** The creatures bones begin to feel hollow and brittle as their heart begins to beat furiously as their blood begins to thin. For the duration, they have a -3 penalty on all Constitution Saving Throws, Skill Checks and ability checks. Additionally, they cannot take the Dash Action and cannot gain additional speed by any means.

**Mites Strength:** The creatures muscles begin to grow weak and unable to carry weight. They gain a -4 Penalty to their Strength ability score and disadvantage on Strength Saving Throws and attacks made with Strength.

**Sloth's Grace:** The creatures reflexes are shot as they become unable to move gracefully or even carry themselves correctly. They gain a -4 penalty to their Dexterity ability score and disadvantage on Dexterity Saving Throws and ability checks. They also take double damage from falling, and they spend their full movement trying to stand from Prone.

**Rhinoceros Splendor:** The creatures vision, auditory perception and sense of smell becomes dull and weak as they gain a -4 Penalty to their Wisdom ability score and disadvantage on Wisdom ability checks. Their visual range is cut in half and they cannot hear things more than 30 feet away from them.

**Turkey's Cunning:** The creatures ability to think through complex matters and concepts becomes muddled. They find it hard to remember simple handsigns, colors and even their left from their right. They gain a -4 Penalty to their Intelligence ability score and disadvantage on Intelligence Saving Throws and ability checks. They cannot concentrate on more than 1 Jutsu, and the Base Concentration check DC becomes 17.

**Turtles Hubris:** The creatures ability to exert is fore of will is hindered. They gain a -3 penalty on all Charisma Saving Throws, Skill Checks and ability checks. Additionally, their Deception, Intimidation and Persuasion bonuses are reduced to 0.

## SEALING ART: DIMENSIONAL POCKET

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Month

**Range:** Self

**Duration:** Permanent

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to tear open a rift in the fabric of reality, marking out a small space in the void for yourself with the seal of distortion.

As a part of the casting of this jutsu, you must mark a representative space no larger than a 20-foot cube with chakra seals, doing this dictates the exact size of your pocket dimension.

If this jutsu casting time is interrupted, the jutsu ends and you must restart the process from scratch.

After successfully casting this jutsu, you create a room in the void, unable to accessed without jutsu that can traverse through dimensions or teleport ignoring space all together.

This room is one of your design and can look however you describe it. While inside this dimension, you are no longer on the material plane. You are unaware of what's going on, on the material plane. You cannot communicate with or locate people on the material plane. If you exit your room, stepping into the void, you are instantly shunted to a random location on the material plane. This can be anywhere from another country, to the bottom of the ocean, or even 10,000 feet in the sky.

This room produces no sound and cannot be found by normal means. You can freely access your room, by spending 10 minutes weaving handseals and materializing a gate which takes you directly to this room. The room has 4 walls, and can only ever be 1 floor. It has a single door, which cannot be locked by normal means, which leads to a short bridge feeding into a chakra gate which takes you back to the material plane from the exact location you entered to your room from originally.

## SEALING ART: DISPLACEMENT SEALING TRAP

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Minute

**Range:** 10 feet

**Duration:** Instant

**Components:** HS, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You draw a circle up to a 10-foot diameter circle on the ground inscribed with shinobi sigils that link your location to another location of which you've been too or know its exact coordinates. Only you or a trigger you set can trigger this sealing circle. Once activated all creatures in the circle are immediately teleported to the exact location within 10 feet of its exact coordinates.

## SEALING ART: DIVINATION TECHNIQUE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to peer through the fabric of time, diving future events with the seal of perception.

You must ask a single question concerning a specific goal, event or activity to occur within 7 days. The DM offers as truthful a reply as possible. The reply might be a short phrase, a cryptic rhyme or an omen. You hear the aforementioned in your own voice as if you are speaking to a future version of yourself.

This jutsu doesn't take into account any possible circumstances that might change the outcome, such as the casting of certain jutsu, or the loss or gain of a companion.

You cannot peer into the future this way more than once per week.

## SEALING ART: GIFT OF THE APEX

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You begin to gain qualities of a single bestial creature. Granting you chakra projections that enhance your physical traits. Select one of the following beasts to gain traits from.

**Bear's Endurance:** You gain a +4 Bonus to your Constitution ability score and advantage on Constitution Saving Throws.

**Bull's Strength:** You gain a +4 Bonus to your Strength ability score and advantage on Strength Saving Throws. You grow horns made of chakra. As an action you can attempt to gore an enemy. Make a melee attack against a creature within 5 feet of you dealing  $2d12 + \text{Strength}$  Piercing Damage and knocking them Prone.

**Cat's Grace:** You gain a +4 Bonus to your Dexterity ability score and advantage on Dexterity Saving Throws. You grow cat like claws and can make melee attacks using Dexterity instead of Strength for attack and damage rolls. You gain natural weapon claw attacks that deals  $2d8 + \text{Dexterity}$  Slashing Damage. You can make two attacks using this natural weapon.

**Eagle's Splendor:** You gain a +4 Bonus to your Wisdom ability score and advantage on Wisdom Saving Throws.

**Fox's Cunning:** You gain a +4 Bonus to your Intelligence ability score and advantage on Intelligence Saving Throws. You can concentrate on up to 3 Jutsu at once.

**Lions Presence:** You gain a +4 Bonus to your Charisma ability score and advantage on Charisma Saving Throws. You cannot gain ranks of **Charm**, **Demoralized** or **Berserk**.

## SEALING ART: WARDING SEAL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** When you cast this jutsu, you inscribe a harmful seal either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the seal (such as a book, a scroll, or a treasure chest). If you choose a surface, the seal can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this jutsu, the seal is broken and this jutsu ends without being triggered.

The seal is nearly invisible, requiring an Investigation or Ninshou Check vs your Ninjutsu Save DC to find it.

You decide what triggers the seal when you cast the jutsu. For seals inscribed on a surface, the most typical triggers include touching or stepping on the seal, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. A creature cannot trigger more than one Warding Seal or Seal of Discord per turn.

You can further refine the trigger so the jutsu is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight). You can also specify creatures that don't trigger the seal, such as those who say a certain password.

When you inscribe the seal, you can store a Ninjutsu or Genjutsu of B-Rank or lower in the seal by casting it as part of creating the seal. The jutsu must target a single creature or an area. The jutsu being stored has no immediate effect when cast in this way. When the seal is triggered, the stored jutsu is cast. If the jutsu has a target, it targets the creature that triggered the seal. If the jutsu affects an area, the area is centered on that creature. If the jutsu summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intrude and attack it. If the jutsu requires concentration, it lasts until the end of its full duration.

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

## SUMMONING: RASHOMON

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when you or an allied creature would take damage or make a Saving Throw.

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CS

**Cost:** 12 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You bite your finger drawing blood before using it as a catalyst to summon Rashomon, a 60 feet tall, 30 feet wide, and 5 feet thick gate made of iron, brick, chakra and other materials. This wall is erected standing straight upward. If you are in an area that cannot fit Rashomon, this jutsu will fail. Rashomon has 100 Hit Points.

The Rashomon unsummons itself after 1 minute, or if this Jutsu is cast again, whichever comes first. The Rashomon regains all of its Hit Points over the course of

a Long Rest. If the Rashomon is summoned before its caster takes a Long Rest, it remains in the same condition it was in when it was unsummoned.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Rashomon's Hit Points by +25.

## THOUSAND-ARMED MURDER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

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

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Ninjutsu

**Description:** An Advanced version of the "Arms of Buddha" Ninjutsu. This advanced version keeps the Golden Buddha materialized out of golden chakra. This Buddha stands behind its user with a calm and peaceful face, however whenever the user gets angry or intends to attack, the spirit turns red and grows fangs and its appearance becomes akin to a demon and attacks its users' enemies with its 1000 hands or protects its user when attacked.

As a Bonus action, make a Melee Ninjutsu Attack against a creature you have already made an attack against this turn, no more than 10 feet away. On a hit, the target creature takes 8d8 Bludgeoning Damage.

Alternatively, as a Reaction, when you are hit by an attack. Roll 2d12 + Ninjutsu Ability Modifier, reduce the incoming damage you take by the result.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3. Increase the damage by 2d8 and the Reaction roll by 2d12.

## TOBIRAMA'S PRIVATE SANCTUM

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Minute

**Range:** 120 feet

**Duration:** 24 Hours

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You make an area within range secure. This area is a cube that can be as small as 5 feet to as large as 100 feet on each side. This jutsu lasts for the duration, or until you use an action to dismiss it.

When you cast this jutsu, you decide what sort of security it provides, choosing no more than 2 of the following;

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including Darkvision) through it.
- Sensors created by Jutsu with the Sensory Keyword can't appear inside the protected area or pass through the barrier at its perimeter.
- Nothing can teleport into or out of the warded area.
- Dimensional travel is blocked within the warded area.

## A-RANK:

### ANIMATE OBJECTS

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Ninjutsu, Construct

**Description:** Objects come to life at your command.

Choose up to ten objects within range that are not being worn or carried. Tiny targets count as one object, medium targets count as two, large targets count as four, huge targets count as ten. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the jutsu ends or until reduced to 0 Hit Points.

As a Bonus Action, you can mentally command any creature you made with this jutsu if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

#### ANIMATED OBJECT STATISTICS

Size	HP	AC	DR	Attack
Tiny	20	21	0	+12 to hit, 1d4+5
Small	30	20	0	+11 to hit, 1d6+4
Medium	40	19	5	+10 to hit, 2d6+2
Large	50	20	8	+11 to hit, 2d8+4
Huge	75	21	10	+12 to hit, 2d10+5

An animated object is a construct with AC, Hit Points, attacks, DR (Damage reduction), and damage determine by its size. Its speed is 30 feet; if the objects lack legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 Hit Points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and Bludgeoning Damage determine by its size. The DM might rule that a specific object inflicts slashing or Piercing Damage based on its form.

## INK ONI

*Large Construct, unaligned*

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

**Hit Points** 113 (5d12 + 78)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	1 (-5)	10 (+0)	1 (-5)

**Condition Immunities** Charmed, Chilled, Exhaustion, frightened, Stunned, Envenomed.

**Senses** Darkvision 30 ft., passive Perception 10

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

**Inky Weapons.** The Ink Oni attacks are chakra enhanced.

#### REACTIONS

**Guard.** The Ink Oni can, as a reaction raise its guard protecting all creatures within 5 feet of it. Until the beginning of your next turn, all attacks that would target a creature within 5 feet of the Oni, instead targets the Oni.

#### ATTACKS

**Multiaction.** The Ink Oni can attack twice with their Mauls.

**Maul.** Melee Weapon Attack: reach 5 ft., one creature. Hit: 2d10 + 7 Bludgeoning Damage. A creature who takes damage from this attack twice must make a Constitution Saving Throw, being Dazed until the end of their next turn.

**Twin Oni Slam (Recharge 11-12).** The Ink Oni as an action, may withhold its action. If both Ink Oni withhold their action, on the following turn, you may command them to perform a Twin Oni Slam on a creature they are both within 10 feet of. One Oni of your choice makes 3 Maul attacks at advantage. Each successful hit increases the damage by 1d10. Once used, both Oni must recharge to be able to perform this attack.

**Oni Focus (Recharge 7-8).** The Oni, as a bonus action may focus. Until the end of your turn, the Oni's next Maul attack scores a critical hit on a roll of 19 or 20.

## BEAST IMITATING ART: ONI TWINS

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS, NT (Empty Scroll)

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You draw a picture of two Oni, Demons of your description. Infusing chakra into it as it exits your scroll and standing next to you.

You summon two construct Ink Oni's. The Ink Oni's has the following Statistics using your Ninjutsu Attack Bonus and Save DC for anything that requires an attack or Saving Throw;

You may command both Ink Oni's as a Bonus Action on your turn. Each Ink Oni may be commanded to perform different actions. The Ink Oni's may take an appropriate Bonus Actions or Reactions if able.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the number of Oni's you summon by +1.

## BESTIAL ART: PREDATOR

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 18 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark yourself with the seal of Predation. You cannot reduce the cost of this jutsu by any means.

Your eyes become beast like with your iris looking more feline than human. Your muscles grow stronger and leaner, as you encompass a wolves physicality. Your senses grow sharper as you can tell the exact distribution of water in the air if you so choose.

For this jutsu's duration, you gain the following benefits;

- Your Strength, Dexterity and Wisdom becomes 19 if it is not already 19 or higher. If a score is 19 or higher already, you instead increase it by +2.
- You cannot be seen with Chakra sight.
- You gain a bonus to movement speed equal to 10 times your Strength Modifier.
- Your jump distance and height are doubled.
- Your Unarmed Damage is now  $2d6+Str\ Mod + Dex\ Mod$ , Piercing or Slashing Damage.
- Attacks of Opportunity you make are at advantage.
- When you take the Attack Action, you can make an additional attack, up to a maximum of three.

## CROWN OF STARS

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Ninjutsu

**Description:** You Create 8 Globes of light, that split into groups of 4 as they circle your wrists or ankles. You can use a Bonus Action to send one of the globes streaking toward one creature or object within 60 Feet of you. When you do, make a Ranged Ninjutsu Attack. On a hit the target takes  $4d12$  Force Damage. Whether you hit or miss you spend one globe and it vanishes after use. The Jutsu ends early if you expend the last globe or fall unconscious. If you have 4 or more globes, they shed a bright light in a 30-foot radius and dim light for an additional 30 feet. If you have less than 4, the remaining globes shed dim light in a 30-foot radius.

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

## EXCELLENT CHAKRA SPEARS

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Ninjutsu

**Description:** You create eight spears of highly condensed chakra that you then launch simultaneously. All creatures in a 60-foot cone originating from you, must make a Dexterity Saving Throw, taking  $10d6$  damage on a failed save or half as much on a successful one.

If you have a nature release, this jutsu gains a single nature release keyword that you can cast and it's damage type becomes the corresponding nature releases damage type (Water = Cold). If you do not have a nature release this jutsu instead deals Force Damage. All effects imparted by the different nature releases can only be removed by a Jutsu that removes conditions of B-Rank or higher.

- **Force:** The damage die increases to a d10.
- **Earth:** On a failed save, a creature gains 2 ranks of *Bruised*.
- **Wind:** On a failed save, a creature gains 2 rank of *Lacerated*.
- **Fire:** On a failed save, a creature gains 2 ranks of *Burned*.
- **Water:** On a failed save, a creature gains 2 ranks of *Chilled*.
- **Lightning:** On a failed save, a creature gains 2 ranks of *Shocked*.



## FISSION TECHNIQUE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** CM

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Kinjutsu

**Description:** The Fission Technique is a highly advanced ninjutsu which allows you to split your own body into two identical — yet entirely independent — duplicates of yourself. You cannot reduce the cost of this jutsu by any means.

Unlike clone techniques that only appear to be similar, the ability is instead a physical separation and so does not require hand seals to activate, making it faster in comparison as a result.

You may make an exact copy of yourself, you cut your current and maximum hit and Chakra Points in half and your clone gains that much, this clone is an exact copy of yourself being able to use your Class and Clan features & jutsu.

If you have an expendable feature such as combo points or superiority die the clone gains half the amount you had when you casted this jutsu. The clone acts at the end of your turn.

At the end of this jutsu's duration you fuse back together, regaining any hit and Chakra Points the clone had, restoring your maximum hit and Chakra Points back to normal, and gaining any conditions, poisons or diseases the clone may have had.

If the clones body is destroyed, not whole, transformed (such as Petrified) or not on the same plane of existence before refusing back together with you, you do not regain any hit or Chakra Points and your maximum hit and Chakra Points are permanently cut in half. If you can find your clones body and recast this jutsu while touching it, you refuse with it as normal.

## FLYING THUNDER GOD

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** Special

**Range:** Special

**Duration:** Special

**Components:** HS, CM, CS, NT, W

**Cost:** Special

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** Using a Chakra Seal you are able to imprint a personally made seal upon any weapon, surface, or object. This process takes 1 Hour. Spending this time allows you to mark as many objects, weapons, or surfaces within 30 feet of you.

Alternatively, as an Action, you may spend 5 Chakra to make a Melee Ninjutsu Attack against a creature within 5 feet, marking the creature on a hit.

You can have up to 10 markings active at once. If you make a 11th mark then one of the previous seals vanish.

As a Bonus Action on your turn, you are able to spend 5 Chakra to teleport yourself and up to one willing creature within 5 feet of you, up to 1 mile from your current position towards either a Chakra seal made by this jutsu or the **Chakra Mark** ninjutsu, appearing within 5 feet of your selected seal in a space that can hold you. If you appear within 5 feet of a hostile creature, you have advantage on the next attack roll made against the creature until the end of your next turn.

A seal created by this jutsu can only be teleported to up to 5 times before the seal is eroded forcing you to redo the sealing process. Others who have this jutsu, with whom you share this jutsu's network with, can use your seal to teleport to other marked locations that you made that bear your seal so long as they know the location of the target seal's destination and you have opened your next work to them.

**At Higher Ranks:** When you would upcast this jutsu, Beginning at S-Rank; You are able to mark a single object, surface, or a weapon within 5 feet as a Bonus Action at the cost of 10 chakra. You also multiply your teleportation distance by 10 by increasing the cost to teleport by 10.

## LION MANE: NEEDLE HELL

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction, which you take when you are targeted for an attack or Jutsu.

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 15 Chakra

**Keywords:** Ninjutsu

**Description:** An advanced version of the "Needle Jizo" Ninjutsu. You create a much thicker and much denser shield of hair that covers your entire body that also shoots your hair like needles outwards in a 360-degree area around you with enough force to tear boulders apart. You gain +4 AC for the duration of this jutsu and all creatures in a 15 Foot-radius sphere centered on you, must make a Dexterity Saving Throw, taking 8d8 Piercing Damage on a failed save, or half as much on a successful one.

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

## MEDICAL RELEASE: AURA OF POWER

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** Intense chakra lashes out from you and coalesces in a soft radiance of blue light in a 30-foot radius around you. Allied creatures of your choice in the radius when you cast this jutsu have advantage on all Saving Throws against Ninjutsu. Hostile creatures within this radius have disadvantage on Saving Throws against Ninjutsu cast from within this jutsu's radius.

Also, when an affected hostile creature hits an affected allied creature with a melee attack, the attacker must make a Strength Saving Throw or be Incapacitated until the end of their next turn.

## MEDICAL RELEASE: CASUALTY PUPPET

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Minute

**Range:** Touch

**Duration:** 10 Minutes

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** As a part of the casting of this jutsu, you must have a creature who has been dead no longer than 10 minutes available to you. You place a chakra seal onto the corpses body. When you do you perform a ritual absorbing its memories fully into the seal, then placing the chakra seal on yourself.

For this jutsu's duration, you gain access to all of the memories and Jutsu, that the creature knew. While you have the chakra seal attached to you, you cannot end this jutsu early. Your mind begins to feel hazy and clouded. At the beginning of each of your turns while in combat, or every minute while not in combat. You must make a Charisma Saving Throw vs a DC (Original Creatures Level + Their Proficiency Bonus). On a failed save, you act as they would until the end of their turn.

## MEDICAL RELEASE: CORROSIVE PLUME

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You mold acidic chakra into the shape of flower on a point that you can see within range. This flower then begins to grow and bloom at a violent rate. All creatures within 30 feet of the flower when it blooms must make a Dexterity Saving Throw, taking 12d6 Acid Damage and gaining 2 ranks of the Corroded condition.

A creature who fails their Saving Throw, who has 5 ranks of Corroded has vulnerability to Acid Damage from this jutsu.

Armor, weapons and items that are not being held are immediately dissolved if they do not have a seal, or chakra-based effect of A-Rank or higher cast upon it or infused into it. Creatures reduced to 0 Hit Points as a result of this jutsu are dissolved into a mass of acidic goop, unable to be revived.

## MEDICAL RELEASE: GRIM REALITY

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** Special (20 Chakra), 5 Hit Die

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Kinjutsu

**Description:** You weave summoning seals together and infuse them with medical release chakra manifesting the cloak, weapon and presence of the Reaper of death. He demands a large payment for you borrowing his power, so he takes it by stripping you of a large portion of your life force.

You cannot lose concentration on this jutsu as a result of damage and you cannot end concentration of this jutsu on other creatures turn, instead only being able to end it, at the end of one of your own turns. Additionally, this jutsu cannot be dispelled or interrupted by another creatures jutsu, by any means, except by a jutsu of S-Rank. At the beginning of each of your turns, instead of spending chakra to maintain concentration, you must spend a Hit die.

You don the cloak, and blade of the reaper. The Cloak of the reaper grants you an AC equal to your Ninjutsu Save DC if your current AC is lower. The blade of the reaper is a construct weapon, in the form of either a tanto or scythe, which you choose when you cast this jutsu. If tanto, the weapon deals 2d6 + Ninjutsu Ability Modifier Necrotic Damage, and scores a critical hit on a roll of 18~20. If scythe, the weapon deals 2d8 + Ninjutsu Ability Modifier Necrotic Damage, has reach 2, Deadly, and Two-Handed. Regardless of the weapon chosen, as an action, you can make two Melee Ninjutsu Attacks using the construct weapons.

Finally, if you would cast another jutsu with the *Medical* keyword, that has the **Grim** pre-fix, you can spend 1 Chakra die in place of hit dice as a part of their cost, additionally, if you would force a creature to lose hit dice or Tenacity die, you regain one hit die for each creature who lost hit dice or tenacity die.

## MEDICAL RELEASE: HEALING WAVE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet radius sphere

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You clasp your hands releasing a shockwave of healing energy in a 30-foot radius sphere centering on you. You heal up to 8 creatures a total of 200 Hit Points being split evenly between them while also gaining advantage on Saving Throws and resistance to the next instance of damage they take, until the end of your next turn.

If you would target less than 3 creatures with this jutsu, they can only recover up to 40 Hit Points each this way.

## MEDICAL RELEASE: NEGATIVE EMOTION SENSING

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 100 feet

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

**Components:** HS, CM

**Cost:** 16 Chakra

**Keywords:** Ninjutsu, Sensory, Medical

**Description:** This is a perfected sensory ninjutsu based on the principles from "Kagura's Mind Eye". This jutsu digs further instead targeting a creature's emotions to track and keep notice of them from up to 100 feet away. You are able to immediately tell the emotional state or intentions of a creature within range. A Creature who attempts to hide these emotions must make a Deception Check against your Ninjutsu Save DC. You can sense discomfort, enjoyment, anger, and even killing intent.

## MEDICAL RELEASE: REGENERATE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 hour

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You touch a creature and stimulate its natural healing ability. The target regains  $4d8+15$  Hit Points. For the duration of the jutsu, the target regains 1 hit point at the start of each of its turns (10 Hit Points per minute).

The targets severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the jutsu instantly causes the limb to knit to the stump.

## MEDICAL RELEASE: SCORPIONS STING

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 17 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You mold poisonous chakra into the shape of a scorpion stinger dripping with poison, and fully under your control. The tail has a reach of 15 feet and scores a critical hit on a roll of 19~20.

For the duration, as an action you can make two Melee Ninjutsu Attacks, dealing  $4d8 +$  your Ninjutsu Ability Modifier Poison Damage on a hit. Once per turn, a creature who takes damage from this jutsu must make a Constitution Saving Throw, gaining 2 ranks of Envenomed on a failed save.

A creature you target, who has 5 ranks of Envenomed has vulnerability to Poison Damage from this jutsu's attacks for the duration.

## MEDICAL RELEASE: WILT

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Medical, Fuinjutsu

**Description:** You infuse necrotic chakra into a surge of medical chakra, designed to suck the life from a target creature.

You draw the life force of all creatures of your choice within range, that you can see. Each creature in the area must make a Constitution Saving Throw. Construct and undead aren't affected. Plants, Celestials, and Demons make this Saving Throw at disadvantage.

A creature takes  $10d8$  Necrotic Damage and are marked with the seal of extraction for the next minute, or half as much damage and no additional effects on a successful save.

Twice per turn, a creature marked with the seal of extraction takes 5 additional Necrotic Damage each time they would take damage. Plants, Celestials, and Demons instead take 10 additional Necrotic Damage.

A creature marked with the seal of extraction can as an action attempt to remove the seal by making an Intelligence (Ninshou) check vs your Ninjutsu Save DC, removing it early on a success. Plants, Celestials, and Demons make this Skill Check at disadvantage.

## REVERSE SEAL SUMMONING

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You mark up to 6 willing Creatures with a chakra seal, marking them with your personal seal formation. With this seal, you can, as a Bonus Action, teleport creatures marked with your seal, to you, from up to 1 mile away. You may also Inversely teleport to them, as a Bonus Action, from up to 300 Feet away, occupying a space within 5 feet of them that can hold you. Creatures marked can resist being summoned causing this jutsu to fail, if they resist you do not spend chakra.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and multiply the range by 10.

## SEALING ART: FORCECAGE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 100 feet

**Duration:** 1 hour

**Components:** HS, CM, CS

**Cost:** 19 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** You impart a scroll with your chakra seal, which conjures an immobile, glowing blue, cube shaped prison composed of chakra, springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose.

A prison in the shape of a cage can be up to 20 feet on a side. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier of chakra that prevents any

matter from passing through it and blocking any jutsu cast into or out of the area. Both the cage and box shaped barriers have 200 Hit Points.

When you can the jutsu, any creature that is completely inside this Jutsu's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the Forcecage can't leave it by non-teleportation means. If the creature tries to use teleportation to leave the Forcecage, it must first make a Charisma Saving Throw, on a success the creature can use that jutsu or feature to exit the Forcecage. On a failure the creature can't exit the Forcecage and wastes the use of the jutsu or effect.

### SEALING ART: SEAL OF DISCORD

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 10 Minutes

**Range:** Touch

**Duration:** Until dispelled or triggered.

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** When you cast this jutsu, you inscribe a harmful seal either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the seal (such as a book, a scroll, or a treasure chest). If you choose a surface, the seal can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; If the object is moved more than 10 feet from where you cast this jutsu, the seal is broken and this jutsu ends without being triggered.

The seal is nearly invisible requiring an Intelligence (Investigation) or (Ninshou) check vs your Ninjutsu Save DC to find it. You decide what triggers the seal when you cast the jutsu such as touching or stepping on the seal, removing another object covering it, approaching within a certain distance of it or manipulating the object that holds it.

You can further refine the trigger so the seal is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight). You can also specify creatures that don't trigger the seal, such as those who say a certain password. A creature cannot trigger more than one Warding Seal or Seal of Discord per turn.

When you inscribe the seal, choose one of the options below for its effect. Once triggered, the seal glows, filling a 30-foot radius sphere with dim light for 10 minutes, after which time the jutsu ends. Each creature in the sphere when the seal activates is targeted by its effect, as is a creature that enters the sphere for the first time or ends its turn there.

**Death.** Each creature makes a Charisma Saving Throw, taking 10d10 Necrotic Damage on a failed save or half as much on a successful one.

**Hopelessness.** Each target must make a Charisma Saving Throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, jutsu or attacks.

**Stunning.** Each target must make a Charisma Saving Throw and becomes Stunned for 1 minute on a failed save.

### SEALING ART: SHINING STARS, SOARING STRIKE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

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

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Construct

**Description:** As a part of the requirements to cast this jutsu, you must know the *Hollow Stars* jutsu. You form two tiny objects in the shape of stars, in unoccupied spaces, that you can see within range. Each object has 45 Hit Points and an AC equal to your Ninjutsu Save DC. At the end of each of your turns, each object casts *Hollow Stars* at C-Rank as if you cast them, targeting appropriate locations within range of your choice.

If these objects are destroyed, this jutsu immediately ends.

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

### SEALING ART: TETHERED ESSENCE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** 1 Hour

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into a chakra seal as you attempt to mark two creatures (excluding yourself) with the seal of mirrors.

Select two creature you can see within range. Each creature must make a Charisma Saving Throw. They make this save at disadvantage if they are within 30 feet of each other. Either creature can willingly fail the save. If either creature saves, the jutsu has no effect. If both saves fail, the creatures are linked for the duration, regardless of the distance between them. When damage is dealt to one of them, the same damage is dealt to the other one. If Hit Points are restored to one of them, the same number of Hit Points are restored to the other one. If either of the tethered creatures is reduced to 0 Hit Points, the jutsu ends on both. If the jutsu ends on one creature, it ends on both.

## SEALING ART: TOBIRAMA'S SWORD

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 17 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You conjure a sword-shaped place of spacial distortion that hovers within range. It lasts for the duration.

When the sword appears, you make a Melee Ninjutsu Attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 5d10 Force Damage and gains 1 rank of *Sealed*.

Until the jutsu ends, you can use a Bonus Action on each of your turns to move the sword up to 60 feet to a spot you can see and repeat this attack against the same target or a different one. If this jutsu scores a critical hit, the target instead gains 5 ranks of *Sealed*.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the amount of attacks the sword can make by 1 per round.

## TOUCH OF DEATH

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** You come close and begin to touch a willing creature you can reach. This touch can be in the form of a grab, kiss, or hug. When you do, you immediately become aware of all nature affinities the creature has if any.

The target creature loses 10d6 Hit Points and you recover the same amount. If the creature has any Temporary Hit Points, they lose them and you gain the same amount. Temporary Hit Points you gain as a result of this Jutsu last for a minute before disappearing.

If you attempt to cast this jutsu on an unwilling creature, you make a Melee Ninjutsu Attack. On a hit, this Jutsu's effects trigger as normal.

Additionally, if you reduce a creatures Hit Points to 0 as a result of this jutsu, you are temporarily able to steal their nature release from them, if they have any.

Until you complete a Long Rest, you randomly gain one of the target creature's' nature releases and one random Jutsu of C-Rank or lower, that requires that nature release that they knew. You cannot learn additional Jutsu of the stolen nature release unless you already have the chosen nature affinity. If you would gain another nature release as a result of this jutsu, you instead replace the previous nature release and jutsu known.

## S-RANK:

### CHAKRA DISTORTION FIELD

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Ninjutsu

**Description:** A 10-foot radius invisible sphere of chakra distortion. This area is divorced from chakra that makes up the world. Until the jutsu ends, the sphere moves with you, centered on you. This Jutsu has no effect on Class Mods.

**Ninjutsu and Genjutsu** are suppressed in the sphere. They cannot be cast within it and can't extend into it. Chakra spent to cast a jutsu within the sphere is lost. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Jutsu such as Flame bolt or Doubled Pain that target a creature or an object in the sphere have no effect on that target. The area of effect of a jutsu such as Fireball can't extend into the sphere. If the sphere overlaps an area of chakra, the part of the area that is within the sphere is suppressed. Any jutsu affecting a creature or an object in the sphere is suppressed while the creature or object is in it.

**Chakra items.** The properties and abilities of chakra items are suppressed in the sphere. For example, a +1 Katana in the sphere functions as a regular katana

### MEDICAL RELEASE: STRENGTH OF 1000

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** As a prerequisite for learning this jutsu you must know the "Strength of 100 Technique" Jutsu. You have mastered the "Strength of 100 Technique" perfecting the chakra control needed and finding the most efficient way to enhance your physical Strength by over 1000 times. You cannot lose Concentration on this Jutsu due to damage. For the duration, your jump height and distance increase by 30 feet, your movement speed is increased by 50 feet, your lifting Strength increases by 300 pounds, you gain advantage on Strength, Dexterity and Constitution Saving Throws, and you regenerate Hit Points equal to 2d12+ your Constitution Modifier at the start of each of your turns.

When you deal Unarmed Damage, you deal an additional 3d10 Bludgeoning Damage, twice per turn. When this jutsu ends, your body experiences a massive shock. You gain 5 ranks of Exhaustion.

## DEMIPLANE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** 1 hour

**Components:** HS, CM, CS

**Cost:** 35 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** When you cast this jutsu, you inscribe a transportation seal either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the seal (such as a book, a scroll, or a treasure chest). If you choose a surface, the seal can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this jutsu, the seal is broken and this jutsu ends without being triggered.

The seal glows as a shadowy door forms on a flat solid surface that is attached to the surface the seal is placed on. The door is large enough to allow medium creatures to pass through unhindered. When opened, the door leads to a Demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the jutsu ends, the door disappears, and any creature or objects inside the Demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this jutsu, you can create a new Demiplane, or have the shadowy door connect to a Demiplane you created with a previous casting of this jutsu. Additionally, if you know the nature and contents of a Demiplane created by a casting of this jutsu by another creature, you can have the shadowy door connect to its Demiplane instead.

## FLYING THUNDER GOD: GUIDING THUNDER

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Reaction to another creature's Move, Attack, or Cast a Jutsu Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 22 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You bend space and time by making a sealing formation in midair up to 30 feet away from you in a space you can see that you decide. Creatures, objects or Jutsu that cross through this space are immediately teleported to a location that you have previously marked with any Chakra Seal within 10 miles. This destroys the Chakra Seal after activation.

## FOUR YANG FORMATION

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** Full Turn Action

**Range:** Up to 60 Feet

**Duration:** Concentration

**Components:** HS, CM, CS, 3 Other Four Yang Formation Users

**Cost:** 30 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You and 3 other users of this jutsu take position in 4 points, surrounding the area you wish to seal. You each take position in 4 different points no more than 60 feet away from one another and each spend your turn activating this jutsu. When all 4 are complete you bend time and space sealing away the enclosed space in a pocket dimension composed of null space. Creatures trapped in this pocket dimension, are unable to escape unless they perform the same jutsu, or can teleport using the "Flying Thunder God: Guiding Thunder", "Displacement Sealing Trap", "Flying Thunder God", or "Four Yang Formation" Ninjutsu.

## MEDICAL RELEASE: BLOOD TO ACID

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (50 Chakra)

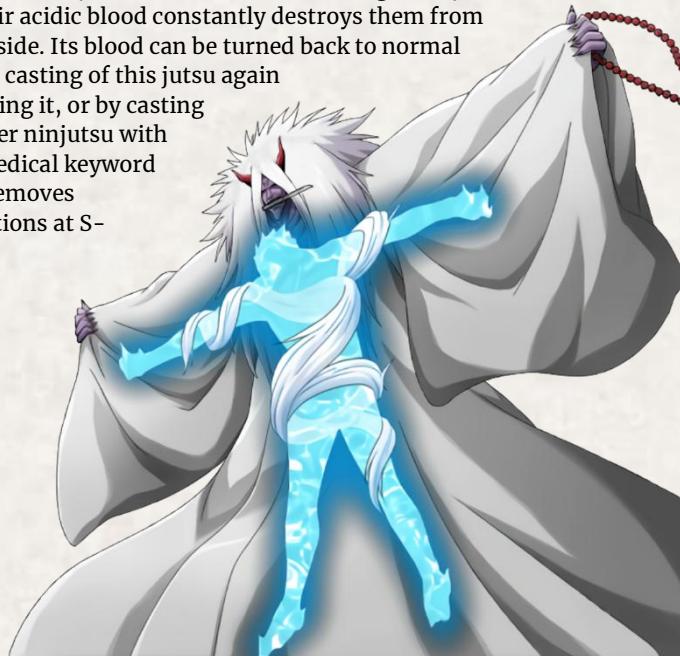
**Keywords:** Ninjutsu, Medical

**Description:** You mold acidic into a form of your choice before attempting to infuse it into a creature you can see within range, turning all of their blood into acid, destroying them from the inside.

Select one creature you can see within range. The target must make a Constitution Saving Throw, taking  $10d12 + 40$  Acid Damage on a failed save as all of their blood is turned to acid. A creature who passes the save only takes half damage and suffer no further effects.

A creature who failed their Saving Throw converts all ranks of Bleeding or Lacerated into Corroded and ignores the stack limitations found in the condition until this effect is ended on them. At the beginning of each of its turns, it must make a Constitution Saving Throw or be Stunned until the beginning of its next turn from the never-ending pain it experiences. A creature who has had its blood turned into acid gains a rank of Corroded in place of any ranks of Bleeding.

Additionally, it suffers  $10d4$  Acid Damage every hour as their acidic blood constantly destroys them from the inside. Its blood can be turned back to normal with a casting of this jutsu again targeting it, or by casting another ninjutsu with the medical keyword that removes conditions at S-Rank.



## MEDICAL RELEASE: GENOCIDE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (50 Chakra)

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** You begin to generate corrupted medical chakra and infuse it with pure prejudice and malice towards a creature and their bloodline.

Select the name of a Clan or a specific creature if you are unsure of their clan. The target must be of a level equal to or lower than your own as you fire a blast of Necrotic chakra that cannot miss, so long as you can see them. The target must make a Constitution Saving Throw. For every condition with a different name, they are under the effects of, they suffer a -2 penalty to their save. On a failure, the target takes  $10d10 + 50$  Necrotic Damage, or half as much on a successful save.

At the beginning of the affected creatures turn, pass or fail, tendrils of necrotic chakra leap out from that creature, up to 100 feet, to all other creatures that share the targets clan, or bloodline based on what you chose. All such creatures, excluding the original target, must make the same Saving Throw, taking 50 Necrotic Damage on a failed save, or half as much on a success.

At the beginning of a creature who fails their Saving Throws from the tendrils, more tendrils leap out from them with the same restrictions an additional 100 feet repeating the previous process, but excluding all creatures who were previously affected by the jutsu. This affect repeats until no other creatures who share the original targets clan or bloodline are within range of the tendrils.

## MEDICAL RELEASE: HEAL

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 50 Chakra

**Keywords:** Ninjutsu, Medical

**Description:** You manifest and release a torrent of Medical chakra that flows out from you into injured creatures of your choice. You cannot reduce the cost of this jutsu by any means. You restore up to 300 Hit Points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this jutsu are also cured of all diseases and any effect that inflicts conditions, regardless of the effects restriction or limitation. This jutsu has no effect on undead or constructs. Once cast, this jutsu cannot be cast again until you complete a Full Rest.

## MEDICAL RELEASE: IMPENDING END

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 40 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 35 Chakra

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** You manifest and release a torrent of putrid Medical chakra that flows out from you into creatures of your choice. You cannot reduce the cost of this jutsu by any means. Creatures with 80 Hit Points or less within

range die as their heart stops, their blood thins, and their cells forget the functions they normally are tasked with.

Creatures who have between 81 and 100 Hit Points, can feel their body begin to suffer from necrosis as they attempt to resist. These creatures make a Constitution Saving Throw. On a failed save, they become *crippled* by the pain. A creature *crippled* by the pain, speed can never be higher than 10, they have disadvantage on all rolls using Strength or Dexterity, and if they attempt to cast a jutsu of any type while *crippled* they must remake their Saving Throw.

On a failed save, they take 8d8 Necrotic Damage that ignores Temporary Hit Points, Resistance and Immunity as their chakra network is attacked by the necrosis reducing their Maximum Chakra by the result as well. A *crippled* creature is crippled permanently, or until they have a Jutsu that removes conditions casted on them a S-Rank.

## MEDICAL RELEASE: PLAGUE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Day

**Range:** Self (1 Mile)

**Duration:** Forever

**Components:** HS, CM

**Cost:** Special (100 Chakra)

**Keywords:** Ninjutsu, Medical, Kinjutsu

**Description:** You begin to generate poisonous, venomous and toxic medical chakra and infuse it directly into the air itself. Yourself and 10 other creatures of your choice are immune to the effects of this jutsu. Once this jutsu is cast, it continues to permeate the affected area forever after casting.

Dark green, purple and black clouds fill the air, as a foul smell of poison and toxins sail in the wind. A low moan can always be heard. Each creature who are under the clouds when this jutsu is cast must make a Constitution Saving Throw. A creature who is already suffering from a disease or who is Envenomed makes their saves at a -5 penalty. On a failed save, a creature permanently gains 5 ranks of the Envenomed condition unless removed by a Jutsu with the medical keyword that removes conditions of S-Rank. This jutsu ignores Immunity to the Envenomed Condition and Poison Damage. A creature can never have their Hit Points reduced below 0 as a result of the Envenomed condition, instead forced to suffer until killed by other means.

Creatures who come into contact with a creature who was Envenomed by this jutsu must make the save as if they were under the clouds of this jutsu when cast.

A creature who would wake up from a rest of any type under clouds created by this jutsu must make a save as if they were under the clouds of this jutsu when cast.

The affected area grows by 1 mile every month until this jutsu is dispelled. The clouds can only be dispelled by 3 castings of a Ninjutsu with the Fuinjutsu keyword cast at S-Rank targeting them from within 10 feet of the original space the jutsu was cast from.

## SUPREME POISON DEITY

Huge Construct, unaligned

**Armor Class** 16 + Your Ninjutsu Ability Modifier

**Hit Points** 230 (20d12 + 100)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	21 (+5)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities** Acid, Poison, Psychic, Cold, Bludgeoning, Piercing and Slashing Damage.

**Damage Resistance** Lightning, Wind

**Damage Vulnerability** Earth, Fire

**Condition Immunities** Charmed, Chilled, Bleeding, Shocked, Exhaustion, frightened, Stunned, Envenomed

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

**Immutable Form.** The Supreme Poison Deity is immune to any Jutsu or effect that would alter its form.

**Poisonous Weapons.** The Deities attacks are chakra enhanced.

**One with Poison.** When the Deity is in contact with a body of water regardless of size, it turns it into poison up to 100 feet out from it.

### ATTACKS

**Multiattack.** The Supreme Poison Deity can attack 3 times. Twice with its Stinger and once with its Pincer.

**Stinger.** *Melee Weapon Attack:* Reach 15 ft., one creature. Hit: 5d8 + 8 Poison Damage. A creature hit by this attack must make a Constitution Saving throw. On a failed save they gain 3 ranks of Envenomed.

**Pincer.** *Melee Weapon Attack:* Reach 10 ft., one creature. Hit: 2d10 + 8 Poison Damage. A creature hit by this attack must make a Strength Saving Throw. On a failed save they are Grappled and restrained. A Grappled creature can make a Strength Saving Throw, escaping on a successful save.

**Poison Charges (Charges: 6):** The Deity has a number of charges, which it can use to cast Ninjutsu with the Medical Keyword, that deals Poison Damage. When it casts a jutsu it spends a number of charges equal to the jutsu's rank (**D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4**)

## MEDICAL RELEASE: SUPREME POISON DEITY

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 120 Feet

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

**Components:** HS, CM, CS

**Cost:** Special (25 Chakra)

**Keywords:** Ninjutsu, Medical, Fuinjutsu, Construct

**Description:** You mold poisonous into the form of a huge construct scorpion, known as the Supreme Poison Deity, formed entirely of poison, toxins and venom. This construct uses your Ninjutsu Attack Bonus and Save DC for effects that requires it.

It rolls initiative as it has its own turns, using your Ninjutsu Ability Modifier + proficiency as its initiative.

## PLANE SHIFT

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 24 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You and up to eight willing creatures who are touching each other are transported to a different location that you've placed a Chakra seal prior. This location can be on the standard plane of existence, or in a pocket dimension that has not collapsed.

## REALITY BREAK

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 24 Chakra

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You shatter the barriers between dimensions thrusting them into turmoil and madness. The target must make a Charisma Saving Throw or it can't take Reactions until the jutsu ends and must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target as shown on the Reality Break Effects table. If used while inside of a pocket dimension created by another jutsu, that dimension collapses on itself, being destroyed, and ejects all creatures and objects in it outside the pocket dimension.

### REALITY BREAK EFFECTS

#### D10      Effects

1-2	<b>Collapsing World.</b> The target takes 12d8 Force Damage, and is Stunned until the end of the turn. If the target was in a pocket dimension, they return to the standard plane of existence.
3-5	<b>Rending Rift.</b> The target must make a Dexterity Saving Throw, taking 8d12 Force Damage on a failed save, or half as much damage on a successful save.
6-8	<b>Wormhole.</b> The target is teleported, along with everything it wearing and carrying, up to 100 miles away to an unoccupied space in a random direction. The target also takes 12d10 Force Damage and is Prone.
9-10	<b>Chill of the Dark Void.</b> The target takes 12d10 Necrotic Damage and is Blinded permanently. This can be removed with a medical Jutsu of A-Rank or higher.

## REAPER DEATH SEAL

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Ninjutsu, Fuinjutsu, Kinjutsu

**Description:** You summon the reaper of souls. Along with casting this jutsu you target a Restrained or Incapacitated creature within range. The reaper of death reaches through you, using your soul as a glove, and into the target creature, pulling out the souls of you and your target, killing you both. Both souls are Sealed into the belly of the reaper of souls and neither you or the target can be revived by any means.

## SEALING ART: GATE OF THE AFTERLIFE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Year

**Range:** 10 Feet

**Duration:** Permanent

**Components:** HS, CM

**Cost:** Special (138 Chakra)

**Keywords:** Ninjutsu, Fuinjutsu, Combination, Kinjutsu

**Description:** You and all casters infuse chakra into chakra seals as you attempt to tear open the gates of hell with the seal of the ever after.

For 8 Hours a day, for 1 Year, you and no less than 10 Casters, work together adding, reinforcing and manifesting chakra seals designed to open a portal to the afterlife. If this casting is interrupted by having chakra seals destroyed or a caster dying, the jutsu fails having to be recast from scratch.

Once completed, this jutsu creates a 2-way portal to the afterlife. Living creatures who pass through this gate into the world of the afterlife can remain there for no longer than a number of hours, equal to their level. If they remain any longer their material bodies disintegrate as only their souls remain, unable to cross back over onto the material plan as a living creature ever again.

A Spirit who finds this gateway, can cross over into the material plane and can possess any creature of equal or lower level than they were in life. If the creature attempts to possess a creature of lower level than it, then it completely dominates their mind and body, kicking out their spirit. The spirit has access to all features, jutsu and abilities they had access to in life and any jutsu, features and abilities the original body had access too. The spirit that was kick out of that body is sucked into the afterlife, taking the place of that escaped Spirit.

If the creature attempts to possess a creature of equal or higher level than it, then the target of possession makes a Charisma Saving Throw vs the Level + Proficiency of the creature. On a success, they resist. On a failure, their spirits are kicked out of their body.

## SEALING ART: IMPURE WORLD DESTRUCTION

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 30 foot

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 45 Chakra

**Keywords:** Ninjutsu, Fuinjutsu, Kinjutsu

**Description:** You infuse chakra into chakra seals as you attempt to tear into the underworld with the seal of the consecration.

You summon a coffin to act as a gateway to the underworld. The coffin springs open, as shadow tendrils like hands launch forward piercing the body a creature you can see within range. Make a Ranged Ninjutsu Attack. On a hit, you deal 18d10 Necrotic Damage.

If this jutsu reduces a creature to 0 Hit Points, their soul is torn from their body as it is Sealed within the coffin.

Moving forward, until there is not a soul bound to the coffin, whenever you would cast this jutsu, you instead summon an undead construct of the creature you originally killed using this jutsu. The construct acts at the end of your turn, and follows your command. It can speak freely but cannot willingly act in a way counter to any action you provide it. The construct has half as many Hit Points it had in life, can cast jutsu and use clan features it had in life using your chakra instead.

A construct summoned this way can only remain summoned for 1 minute before being pulled back into the coffin at the end of the duration to be saved for later use.

A construct that is killed while summoned does not return to the coffin, instead relinquishing the soul that was bound to it.

## SEALING ART: VOID

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 1000 feet

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

**Components:** HS, CM, CS

**Cost:** Special (30 Chakra)

**Keywords:** Ninjutsu, Fuinjutsu

**Description:** You infuse chakra into chakra seals as you attempt to tear into the underworld with the seal of the emptiness.

You select a 30-foot radius sphere within range, creating a sphere of emptiness, where the material plane and the space inside the sphere are of different dimensional make ups. For the jutsu's duration, the sphere and any place within 100 feet of it are difficult terrain, and non-Chakra enhanced objects fully inside the sphere are shunted to the space in-between dimensions if they aren't being worn or carried.

When the sphere appears and at the start of each of your turns, until the jutsu ends, unsecured objects within 100 feet of the sphere are pulled towards the spheres center, ending in an unoccupied space as close to the center as possible.

A creature that starts its turn within 100 feet of the sphere must make a Charisma Saving Throw or be pulled straight towards the spheres center, ending in an unoccupied space as close as possible to the center. A creature that enters the sphere for the first time on a turn or starts its turn there takes 10d10 Force Damage and is Restrained until it is no longer in the sphere. If the sphere is in the air, the Restrained creature hovers inside the sphere. A creature can use its action to make a Strength Saving Throw against your Ninjutsu Save DC, ending this Restrained condition on itself or another creature in the sphere that it can reach. A creature who is reduced to 0 Hit Points by this jutsu is shunted into the space in-between dimensions where they drift forever frozen in time, along with any items it was wearing or carrying.

# EARTH RELEASE

Earth Release is one of the basic elemental nature transformation techniques and allows the user to manipulate the surrounding earth for offensive and defensive purposes or create it; be it dirt, mud, or rock.

Earth Release techniques have the ability to change the strength and composition of the earth from being as hard as metal to as soft as clay as well as manipulating their density, making them heavier or lighter. This includes allowing the user to travel through ground and rock in various ways which can be essential for both transportation and for setting up attacks or creating defenses or for offence. Indeed, this makes earth techniques one of the most versatile of the elemental techniques. Pre-existing earth is not necessary though, for the user can create it with their own chakra.

*Earth Release is naturally strong against Water Release and weak against Lightning Release.*

**Prerequisite:** You must have the Earth Release Affinity to learn jutsu with the Earth Release Keyword.

**Special Effect:** Some Earth Release Jutsu create or interact with Quake Shards, gaining unique benefits and allowing for synergy with other Earth Release Jutsu, as long as the Quake Shard was created by you! Also, all structures and Constructs made by a Ninjutsu with the Earth Release Keyword have Resistance to Cold Damage and Vulnerability to Lightning Damage, even if the jutsu does not specifically state this, including creatures that temporarily count as Constructs. While Constructs made to intercept damage also have these Vulnerabilities and Resistances, they only apply to the Construct, any penetrating damage is taken as normal.

## D-RANK:

### EARTH RELEASE: AGONIZING THORN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You generate Shards of earth and hurl them at a creature or object within range. Make a Ranged Ninjutsu Attack against the target. On a hit, the target takes 3d8 Earth Damage and must make a Strength Saving Throw, gaining 1 rank of Bruised 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 1d8

### EARTH RELEASE: BEDROCK COFFIN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You manipulate and mold the earth under your enemies to encase them in a coffin of stone. Target creature makes a Dexterity Saving Throw. On a failed save, they are captured inside the coffin and are treated as Restrained and Grappled. On a success they dodge out of the way of the coffins collapsing form. On each of their turns thereafter, they can make a Strength Saving Throw to force their way out. If a creature attempts to attack the coffin to break it, the coffin is a Quake Shard, has an AC equal to your Ninjutsu Save DC, 25 Hit Points, Resistance to Cold Damage and 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, the number of creatures you can target by +1 and the Hit Points of the coffin by 10.

### EARTH RELEASE: BEDROCK SKIN

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** The Jutsu hardens the skin in response to taking damage. Reduce all damage you take except Lightning by  $1d6+4$  until the beginning of your next turn.

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

### EARTH RELEASE: DOMINUS BANNER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

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

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

**Components:** HS, CM, W (Any)

**Cost:** 5 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You coat your weapon in earth chakra, before raising it above you and releasing its golden chakra into the shape of a banner, as a pulse of golden chakra enhances the weapons of your allies converting your defense into their offence. You cannot lose concentration of this jutsu as a result of damage.

For the duration, one weapon you and each allied creature affected by this jutsu is wielding is enhanced by your golden earth chakra. Enhanced weapons deal an additional  $1d4$  Earth Damage twice per turn and grants its wielder +3 Damage Reduction vs all damage except Lightning.

If you or affected allied creatures let go of their weapon or it is taken from its original wielder, the golden chakra disperses.

**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, increase the bonus damage to  $2d4$  and the damage reduction to +6. If this jutsu is cast at S-Rank, increase the bonus damage to  $3d4$  and the damage reduction to +9.

## EARTH RELEASE: CALCITE: MIGHT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release, Medical

**Description:** You create a surge of Earth Release Chakra and use it to amplify a willing creature you can see within range. Once successfully cast, you do not need to see where the target is and must remain within 120 feet of them.

Target creatures Strength becomes 18 for the duration if it is not already. Once per turn, their Unarmed, Weapon, and Taijutsu Attacks deal an additional 1d6 Earth Damage and you always know when they take damage and their current condition even if you cannot see them 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 affected by +1.

## EARTH RELEASE: EARTH FLOW RIVER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30 Foot Cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You transform the surface in front of you into a mud river. The river created is a 30-foot cone, that sweeps creatures off of their feet and carries them to the end of the cone furthest away from the caster.

Creatures in the path of the mud slide must make a Strength Saving Throw. On a failed save they are swept up and moved to the end of the stream, falling Prone being disarmed of any weapons or items they are holding and having their speed reduced by 10 feet until the end of their next turn. On a successful save, no effects.

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

## EARTH RELEASE: EARTH SPINE GRUDGE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You generate Shards of earth and levitate them around yourself, creating a field of stone debris to protect you. For the duration of this jutsu, ranged attacks are made as if you are under half cover, with the floating earth around you.

Also, creatures of your choice treat all spaces within 10 feet of you as difficult terrain. This floating earth counts as a single Quake Shard while active.

## EARTH RELEASE: EARTHEN ENTANGLEMENT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** Hooking and grasping arches of stone sprout from the ground in a 20-foot cube starting from a point within range. For the duration, these earthen arches turn the ground into difficult terrain. Creatures cannot take the dash or dodge actions while within this area of difficult terrain.

Creature(s) of your choice in the area when you cast the ninjutsu must make a Strength Saving Throw or be Restrained by the crisscrossing stone arches until the jutsu ends. A creature Restrained by the earth can use its action to make a Strength Saving Throw against your Ninjutsu Save DC. On a success, it frees itself.

When you cast this jutsu, the difficult terrain remains even after you end concentration on this jutsu. The difficult terrain can be cleared with 10 minutes of work attempting to do so. While the difficult terrain remains, it is counted as a Quake Shard.

## EARTH RELEASE: EARTHEN GRASP

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You select a 5-foot-square of unoccupied space on the ground that you can see within range. A medium sized hand made from earth, soil and dust forms and reaches for one creature you can see within 10 feet of it. The target must make a Strength Saving Throw. On a failed save, the target takes 2d6 Earth Damage and is both Grappled and Restrained for the Jutsu's duration. A creature Grappled in this way has one of their hands bound and is unable to form Hand Seals or use Chakra Seals with it.

As a Bonus Action, you can cause the hand to crush the Restrained target, dealing 2d6 Earth Damage.

As an action on their turn, the Restrained target can remake the Saving Throw. On a success, the target escapes and is no longer Restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move up to 30 feet to a different unoccupied space that you can see. This movement must be along the same or connected surface the hand is attached to. The hand releases a Restrained target if you do either. This hand counts as a Quake Shard.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the number of Earthen hands that can target other creatures by +1 and increase the damage by 1d6.

## EARTH RELEASE: EARTHEN TREMOR

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (20-foot cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You cause a tremor in the ground on a 20-foot cube centering on a point you can see within range.

Each creature other than you in that area must make a Dexterity Saving Throw. On a failed save, a creature takes 2d8 Earth Damage and is knocked Prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until it is cleared, which takes about 10 minutes of work.

**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 and the radius by 5 feet.

## EARTH RELEASE: GEO BREASTPLATE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You create an aura of Earth Release chakra that permeates your body for the duration. This chakra acts as a breastplate of steel like material.

For the duration your AC is Calculated as 13 + Your Intelligence (or Constitution, your choice) modifier + Half of your proficiency bonus. While you are gaining the benefit of this armor calculation, you gain +3 damage reduction vs all sources excluding Lightning Damage. This jutsu ends if you wear armor, dismiss the jutsu as a Bonus Action or would change your armor calculation as a result of a clan or class feature.

**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 reduction this jutsu provides to +6. If this jutsu is cast at S-Rank, increase the damage reduction this jutsu provides to +9.

## EARTH RELEASE: GEO GENESIS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Special

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You create a shard of shimmering earth, made of Earth Release Chakra. This shard can be any shape you chosen and can shimmer in any color you like. You then select a space you can see within range and throw the shimmering shard to the chosen space.

As a Bonus Action on your turn, you may trigger the shard causing it to erupt into a blooming flowerhead made of earth. All creatures within 10 feet of the shard must make a Strength Saving Throw. On a failed save, you deal 2d6 + your Ninjutsu Ability Modifier Earth Damage and 1 rank of Bruised or half as much on and no additional effects on a successful save.

Once the shard blooms it sits unmoving on the ground and counts as a Quake Shard. Up to 3 medium-sized creatures may safely stand on the flower of earth. As a Reaction or Bonus Action you may cause the flower to rise 60 feet into the air taking any creature standing on it with it. The flower dissolves at the end of your next turn.

## EARTH RELEASE: GEO ISOTOMA

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You amplify constructs made of earth causing them to manifest an aura of Earth Release Chakra. Select a Quake Shard of your creation within range. All creatures of your choice within 60 feet of the chosen construct gains a +1 bonus to their AC, as you decrease the weight of the chosen creatures allowing them to move faster and with less resistance. A creature can be affected by no more than 2 auras created by this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. Casting this jutsu at B-Rank, increase the AC bonus to +2. Casting this jutsu at S-Rank, increase the AC bonus to +3.

## EARTH RELEASE: GEO RESONANCE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You amplify constructs made of earth causing them to manifest an aura of Earth Release Chakra. Select a Quake Shard of your creation within range. All creatures of your choice within 60 feet of the chosen construct must make a Strength Saving Throw each turn they start in the aura of a Construct. If a creature is within 2 different aura created by this jutsu they make a single Saving throw.

On a failed save, a creature's AC is reduced by 1 until the beginning of their next turn as you increase the weight of the chosen creatures forcing them to move slower.

A creature can be affected by no more than 2 Auras created by this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. Casting this jutsu at B-Rank, increase the AC penalty to -2. Casting this jutsu at S-Rank, increase the AC bonus to -3.

## EARTH RELEASE: GEOLOCATION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Earth Release, Ninjutsu, Sensory

**Description:** You extend your chakra throughout the earth around you extending up to 30 feet from you. For the duration you gain tremor sense. Creatures who move under the surface that you are standing on are perceived by you with your tremor sense.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast at C-Rank Increase the duration to 1 hour. If cast at B-Rank; 8 Hours. If cast at A-Rank 24 Hours.

## EARTH RELEASE: GOLDEN GEMS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You solidify your Earth Release chakra into 2 small Shimmering Crystalline Gems. The Gems can be any color you choose and they float around you for the duration. You can spend your gems to enhanced other Earth release jutsu. By spending 1 *Golden Gem*, when you cast a Ninjutsu with the *Earth Release* keyword, you are able to enhance it in one the following ways:

- **Reinforce:** If the jutsu cast summons a construct or structure that intercepts damage, increase its Hit Points by 1d10. You can spend up to 5 gems in this way.
- **Harden:** If the jutsu cast would grant a creature Temporary Hit Points, increase the amount gained by 1 dice.
- **Solidify:** If the jutsu cast would deal damage, increase the damage dealt by 1 damage die.

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

## EARTH RELEASE: HEADHUNTER TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** While burrowing under a target, you can attempt to drag them under leaving them submerged in the earth with only their head being exposed. Target creature makes a Dexterity Saving Throw to avoid being snatched into the ground and Restrained. If you are hidden from the target and they are unaware of your presence they make this save at disadvantage. Creatures who are Restrained by this jutsu can make a Strength (athletics) check vs your Ninjutsu Save DC as an action on their turn to escape the ground, ending the Restrained condition.

## EARTH RELEASE: JADE DEVOTION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You release a surge of earth release chakra that permeates you and your allies. All willing creatures of your choice within a 10-foot sphere centering on you, gain 4d6 Temporary Hit Points and Resistance to Bludgeoning, Piercing, and Slashing Damage so long as they have Temporary Hit Points granted by this jutsu. Creatures who have Temporary Hit Points granted by this jutsu count as Quake Shards.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Temporary Hit Points by 1d6.

## EARTH RELEASE: JADE RAIN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special (28 Chakra)

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

**Description:** By weaving your handseals together you create a seal made completely of shimmering earth Release Chakra in the air above you. This seal then alters its angle before you release a swarm of shimmering shards of sharpened stone.

All creatures in a 15-foot wide, 90-foot-long line originating from you must make a Dexterity Saving Throw, taking 6d6 Earth Damage on a failed save or half as much on a successful one.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters you increase the damage die by 3.

Any creature who assists in casting this jutsu as a combination jutsu increases the damage of this jutsu by one step based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: D8, +3-4: D10, +5: D12).

## EARTH RELEASE: JADE SCREEN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM, CS

**Cost:** Special (28 Chakra)

**Keywords:** Ninjutsu, Earth Release, Fuinjutsu, Combination, Construct

**Description:** You summon two pillars of earth each 15 feet tall, and 5 feet thick. They each occupy a space that can hold them and must be within 25 feet of each other with no other structures directly in-between them. These pillars are structures of your design and cannot be moved once conjured.

A film of earth release chakra is created between the two pillars in a straight line. This film and pillars share a number of Hit Points equal to twice your Ninjutsu Save DC and has resistance to Bludgeoning, Piercing and Slashing Damage. All attacks or jutsu, from one side of your choice, that would pass through this film instead strike it reducing its Hit Points as if it was the original target. Once the Hit Points of the structure and film reaches 0, this jutsu immediately ends as the structure crumbles.

All ranged attacks that would pass through the film from the other side pass through harmlessly and Ninjutsu and Taijutsu attacks of your choice increase their range by 10 feet, and damage by 1 damage die. This jutsu can deal additional damage in this way no more than 3 times per casting.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters neither caster needs to spend chakra to maintain concentration on this jutsu.

Any creature who assists in casting this jutsu as a combination jutsu increases the damage based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: +2 additional damage die, +3: 3 additional damage die, +4: 4 additional damage die, +5: 5 additional damage die).

## EARTH RELEASE: MOLE MOVEMENT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You begin to sink into the ground after converting the earth under your feet into a soft sand-like substance. You gain a burrow speed of 30 feet. You can burrow through earth and sand alike. If you run out of chakra while underground you emerge directly up from where you are. You leave a single tunnel large enough for one person to fit through at a time. You have knowledge of how many people are on the surface directly above you in a 10-foot radius sphere centering on you.

## EARTH RELEASE: MUD WAVE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You churn the earth in front of you and blast it forward in a 20-foot cone. Creatures in the cone must make a Strength Saving Throw taking 3d6 Earth Damage and being Bruised on a failed save, and half as much damage and not additional effect on a successful save.

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

## EARTH RELEASE: RISING ROCK TECHNIQUE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Earth Release, Ninjutsu, Clash

**Description:** You tear two large chunks of stones from the ground using the Strength of your chakra alone, hurling them at a single target. Make two Ranged Ninjutsu Attacks against the target dealing 2d8 Earth Damage on a hit.

The two large chunks of stone remain after being hurled, being counted as Quake Shards, occupying two spaces of your choice within 5 feet of the original target.

Select two spaces within 5 feet of you when you cast this jutsu. These two spaces from which you pulled the stones from count as difficult terrain until cleared, which takes at least 10 minutes of work.

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

## EARTH RELEASE: ROCK SHURIKEN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You mold and shape small stones into the shape of shuriken. When you do, you autonomously fire them all off, one after another like bullets pelting and tearing through enemies.

Make a Ranged Ninjutsu Attack. On a hit, you deal 4d6 Earth Damage, and inflicting 1 Bruised.

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

## EARTH RELEASE: STONE FIST

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Earth Release, Ninjutsu, Clash

**Description:** You encase a single arm in rock, enabling yourself to strike with hardened punches, while also protecting yourself from direct contact. For the duration of this jutsu, when you take the attack action, you instead deal your Unarmed Damage +2d6 Earth Damage, once per turn. This Jutsu's benefits cannot be applied to any Taijutsu or Bukijutsu cast under any circumstances.

For the duration of this jutsu one of your hands are occupied and cannot be used to make Hand Signs (HS) or use Chakra Seals (CS). Also, when you strike a creature with the encased arm, it does not count as direct contact with them.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. When this jutsu is cast at B-Rank, increase damage by 1d6. When this jutsu is cast at S-Rank, increase damage by 1d6.

## EARTH RELEASE: TECTONIC TIDE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You churn the ground under you and up to 2 Quake Shards of your creation and create a localized quake of earth that bends and snaps the ground under them and rolls outward from in a wave.

Select up to two Quake Shards of your creation. All creatures other than you, within a 20-foot radius of yourself and the chosen constructs, must make a Strength Saving Throw taking 2d8 Earth Damage and being Knocked Prone and Bruised on a failed save or half as much with no additional effects on a successful save. If a creature is in more than one radius, they only make 1 Saving Throw, being affected by this jutsu up to twice.

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

## C-RANK:

### EARTH RELEASE: CALCITE: SWIFT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Earth Release, Medical

**Description:** You create a surge of Earth Release Chakra and use it to amplify a willing creature you can see within range. Once successfully cast, you do not need to see where the target is and must remain within 120 feet of them.

Target creature's Dexterity Score becomes 20 for the duration if it is not already. They gain Proficiency in Dexterity Saving Throws and their speed is increased by 20 feet.

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

### EARTH RELEASE: CRYSTALIZED ASCENSION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You materialize Earth release chakra into the form of armor on a willing creature's body for the duration. Target creature's AC becomes equal to your Ninjutsu Save DC + their Dexterity Modifier and gains Temporary Hit Points equal to your Ninjutsu Save DC. Additionally, the affected creature gains Damage reduction equal to your Ninjutsu Ability Modifier for the duration.

### EARTH RELEASE: DARK ROCK

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM, CS

**Cost:** 7 Chakra

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

**Description:** You slam your palms into the ground as the immediate area becomes blackened. A single Quake Shard is erected from the ground at a point of your choice within range. The structure is black and cold to the touch and emanates a light obstructing aura.

The Structure absorbs all light within 15 feet of it creating a blackened field that cannot be seen through to the other side. Creatures within that radius are immediately Blinded and cannot see while within the radius and cannot be seen by creatures outside the radius either. A creature who touches the structure can see through the blackened field as if it wasn't there at all and loses the Blinded condition so long as they remain within contact with the structure.

The structure has an AC and hit point value equal to your Ninjutsu Save DC. If the structure is destroyed the jutsu immediately ends.

## EARTH RELEASE: EARTH CLONE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** Special (8 Chakra)

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

**Description:** A modified version of the **Shadow Clone Technique** that allows the user to create a solid construct from soil, rock and sand in their own image. The clone weights 6 times as much as the user and cannot swim (or drown). You can summon a single *Earth Clone*. The *Earth Clone* must be standing on the same surface as you to complete a task set by you. The *Earth Clone* counts as a Quake Shard.

The *Earth Clone* has 20 Hit Points and Immunity to Genjutsu based effects, Psychic & Poison Damage, Resistance to Bludgeoning, Earth & Cold Damage and Vulnerability to Lightning Damage.

Your clone has a single replica of any melee weapons you have on you at the time of creation that is also made from the same materials that constitute it's made from. When the clone makes an attack using this weapon or an unarmed strike it deals 1d8 Earth Damage. It can make up to 2 attacks using its action. The *Earth Clone* cannot cast jutsu, but you can cast a ninjutsu, that you know with the *Earth Release* keyword through your earth clone as if the clone is casting it itself.

Creatures who have Chakra Sight can immediately tell the clone is made of earth and can distinguish the clone from the original.

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

## EARTH RELEASE: EARTH DRAGON BULLET

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Earth Release, Ninjutsu, Clash

**Description:** You spit up a puddle of mud from your stomach after molding chakra which transforms into a Dragon head that then opens its mouth and fires compressed balls of mud that are meant to cause concussive damage on impact. Make two Ranged Ninjutsu Attacks targeting different creatures. On a hit the target takes 8d4 Earth Damage and must make a Constitution Saving Throw. On a failed save they are Bruised.

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

## EARTH RELEASE: EARTH FLOW SPEARS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 ft (10 Foot cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** Choose a point you can see on the ground within range. A Fountain of spiked earth molded from the ground erupts in a 10-foot cube. Each creature in that area must make a Dexterity Saving Throw. A creature takes 3d12 Earth Damage on a failed save, or half as much damage on a successful one.

The affected area is now considered difficult terrain until it is cleared, which requires 10 minutes of work.

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

## EARTH RELEASE: GEO PROGENITURE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Special (8 Chakra)

**Components:** HS, CM, CS

**Cost:** 8 Chakra

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

**Description:** You weave hand seals as you can manifest multiple shards of shimmering earth, made of Earth Release Chakra. These shards can be any shape you chose and can shimmer in any color you like. You can create up to 3 shards using this jutsu with each one created costing 8 chakra. You then select a number of space you can see equal to the number of shards you create within range and throw one shimmering shard to each space.

As a Bonus Action on your turn, you may trigger all the shards created by this jutsu, causing it to erupt into a blooming flowerhead made of earth. All creatures within 15 feet of a shard must make a Dexterity Saving Throw taking 4d8 Earth Damage and being Dazed on a failed save or half as much on and no additional effects on a successful save. If a creature is within range or more than 1 shard, increase the damage dealt by 2d8 for each shard they are near beyond the first.

A creature who is within the range or more than one shard takes a -1 penalty to their Saving Throw for each additional shard they are within the range of beyond the first shard.

A creature who is within the range of more than one shard makes only one Saving Throw, not three.

A creature that fails this save by 5 or more instead becomes Stunned for a number of turns equal to the number of shards they are within the range of.

A creature who fails this save by 10 or more and are within the range of three shards becomes Petrified for 3 of their turns.

## EARTH RELEASE: GEO ROCKBLADE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You manifest a Geo weapon made from pure Earth Release chakra of your design and make by picking up a single stone. This stone reshapes and reforms until it takes the shape of the weapon you chose. You gain proficiency in the Stone Weapon made and the stone weapon gains all of those weapon's properties.

If you create a weapon without the Two-Handed Property, the weapon deals  $2d6 + \text{your Ninjutsu Ability Modifier}$  Earth Damage.

If you create a weapon with the Two-Handed property, the weapon deals  $2d8 + \text{your Ninjutsu Ability Modifier}$  Earth Damage.

If another creature takes this weapon and attempts to use it, it loses one damage die. You can dismiss this weapon as a Bonus Action or Reaction.

## EARTH RELEASE: GUIDE TO RESISTANCE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 8 Chakra

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

**Description:** You fuse a willing creature you touch with a Fuinjutsu seal made of Earth release chakra. For the duration, the target creature gain Resistance to Bludgeoning, Piercing, Slashing Damage or Immunity to Cold Damage, and Vulnerability to Lightning Damage.

## EARTH RELEASE: MOVING EARTH CORE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You are able to amplify constructs made of earth causing them to become far more potent, tough, and durable. Select one Quake Shard of your creation you can see and reach. By touching it, you infuse it with a surge of Earth Release chakra, amplifying it. Quake Shards you cast this jutsu on, gains the following benefits;

- Bonus  $2d10 + \text{Your Ninjutsu Ability Modifier}$  in Hit Points or Temporary Hit Points.
- Reduces incoming damage by  $1d8 + 3$
- Deals  $2d6$  bonus Earth Damage if it scores a hit with one of its attacks, once per turn.

If you target an area without a Quake Shard, you can manipulate the terrain a bit, moving it up to 15 feet higher or deeper, or forming it into a simple structure of your choice within a 15-foot cube.

## EARTH RELEASE: MUD WOLF

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM, CS

**Cost:** 8 Chakra

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

**Description:** You focus on conjuring a beast made of pure earth release chakra. By fusing your earth release chakra with the surrounding dirt, earth and other earthen like minerals, you are able to conjure two mud wolves. Mud wolves are Quake Shards.

The Wolves have the following stats and act as a Bonus Action on your turn and use your Ninjutsu Attack Bonus or Ninjutsu Save DC when an effect calls for it. When you command them, all wolves currently active acts at the same time, and attempt to perform the same actions against either the same creature or different creatures determined by you.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the number of Wolves you Summon by +1 and the wolves Hit Points by +10.

## MUD WOLF

*Medium Construct, unaligned*

**Armor Class:**  $11 + \text{your Ninjutsu Ability Modifier}$

**Hit Points:** 25 ( $5d6+5$ )

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

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

**Condition Immunities:** Charmed, Exhaustion, frightened, Stunned, Petrified, Envenomed

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

**Immutable Form:** The Mud Wolf is immune to any Jutsu or effect that would alter its form.

**Elemental Weapons:** The Mud Wolfs weapon attacks are chakra enhanced

**Pack Tactics:** While the Mud wolf and an ally to the wolf are both within 5 feet of the same hostile creature, the wolf makes its attack at advantage.

## ATTACKS

**Bite.** *Natural weapon Attack: +X to hit, Reach 5ft., one target. Hit: 1d8+ Ninjutsu ability mod, Earth Damage.*

**Grab.** If target creature is hit by your bite attack, they must make a Strength Saving Throw. On a failed save they are Knocked Prone.

## EARTH RELEASE: RENDING DRILL FANG

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 8 Chakra

**Keywords:** Earth Release, Ninjutsu, Clash

**Description:** You cover your forearm with a spinning drill made of stone. Make a Melee Ninjutsu Attack against a creature you can see in range dealing 5d6 Earth Damage and inflicting 2 ranks of Bruised.

If this jutsu scores a critical hit, the earth drill 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 and the damage by 1d6.

## EARTH RELEASE: ROCK TANK

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Earth Release, Ninjutsu, Clash

**Description:** The user covers itself with earth, soil or sand and molds it into a rolling sphere that is then launched at a target in range, crushing them beneath its new weight. Make a Melee Ninjutsu Attack against a creature you can see within range propelling yourself towards the target creature and ending your movement occupying the targets space, if possible, dealing 4d8 Earth Damage. The target also makes a Strength Saving Throw being knocked Prone and Bruised.

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

## EARTH RELEASE: SAND ARMOR

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** An extremely protective and dense layer of sand surrounds you and takes on the same texture and color of your clothes, skin and item blending in with your clothing perfectly. For the duration of this jutsu you gain 20 Temporary Hit Points. While you have these Temporary Hit Points you gain resistance to Bludgeoning, Piercing, and Slashing, Cold and Earth Damage as the sand protects you. Lightning Damage bypasses the Temporary Hit Points granted by this jutsu.

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

## EARTH RELEASE: SAND COFFIN BINDING

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You call forth a collection of sand, dust and pebbles to surround and capture a creature you can see within range in order to crush it.

The target creature must make a Dexterity Saving Throw. On a failure, target creature is Stunned and held 5 feet off the ground by this jutsu. They are surrounded by a mass of sand, dust and pebbles. Damage done to them from sources other than this jutsu are reduced by half.

As an action, on a following turn after capturing a creature in this jutsu, the user may compress a captured creature crushing them dealing 5d12 Earth Damage.

At the end of a captured creatures turns they makes a Strength Saving Throw vs your Ninjutsu Save DC to escape regardless of being Stunned.

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

## EARTH RELEASE: SANDSTORM

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You conjure a powerful localized spiraling vortex of earth, dust and sand around one Quake Shard you can see in range. This localized storm is 10 feet wide and 15 feet tall. Creatures who begin their turn within the storms area, excluding you, must make a Strength Saving Throw taking 4d6 Earth Damage and being knocked Prone on a failed save. A creature in the radius of 2 or more storms is only affected by one at a time.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6 or the number of constructs you can target to conjure the storm around by one.

## EARTH RELEASE: TECTONIC WAVE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot cone)

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You clap your hands with the force of colliding tectonic plates as your release a surge of Earth Release chakra into the air itself creating a cluster of floating crystalline earth satellites that then explode. At random. All creatures within range must make a Strength Saving Throw. On a failed save a creature roll 1d4+2 Recording the result.

They take the result times your Ninjutsu Ability Modifier in Earth Damage and are Bruised. On a successful save, they take half damage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the die creatures roll on a failed save by 1 step.

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

## EARTH RELEASE: TERRASHIELD

**Classification:** Ninjutsu

**Rank:** C-Rank

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

**Range:** 60 feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You slam your open palm onto the ground creating a 10-foot tall, 5 foot wide and 1-foot-thick stone wall directly in front of the creature you are protecting granting them total cover.

This wall is a Quake Shard, occupying a space of your choice within 5 feet of the target, appearing right before an attack or jutsu would hit or harm them. It has 5d6+5 Hit Points, 4 DR vs all sources of damage excluding Lightning, resistance to bludgeoning, piercing, slashing and Cold Damage and vulnerability to Lightning Damage.

If the damage the wall receives would exceed its Hit Points, when you initially conjure, the original target take any remaining damage as normal and the wall is destroyed.

The wall acts as a structure otherwise. It does not dissolve or vanish instead remaining until destroyed.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the Hit Points of the wall by 1d6+1

## EARTH RELEASE: TURNING PALM

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** Bonus action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You place your palm onto any surface of earth and cause the earth to splinter, break, and shift. The surface you placed your hand on is now considered difficult terrain and cannot be fixed unless this same ninjutsu is used on the affected space to reverse the effect. If the surface of earth you are targeting is less than 10 feet thick, when the ground is shifted it may collapse into the open space, causing all standing on it to fall with it.

Additionally, if a Ninjutsu with the earth release keyword is cast within the splintered area, creatures who would make a Saving Throw to resist the jutsu's effects, suffers a 1d4 penalty to their Saving Throws.

## B-RANK:

### EARTH RELEASE: ANTLION COLLAPSE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (20-Foot Cube)

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

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You select a space you can see within range and cause the ground to collapse in and start to swirl sucking everything in a 20 ft cube towards the center to be crushed. Creatures caught in the radius and who

would begin their turn in this jutsu's radius, must make a Strength Saving Throw. A creature takes 5d8 Earth Damage and gains 2 ranks of Bruised on a failed save and half as much on a success. While inside the radius of the jutsu the area is counted as difficult terrain. A creature cannot dash or gain the benefit of a Bonus Action while within this area.

**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.



## EARTH RELEASE: BOTTOMLESS SWAMP

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet, (60 Foot Cube)

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You select a space within range that you can see as a swamp-like pool begins to form as it fills a 60 ft Cube. This mud pool is difficult terrain, cannot be traversed using water walking techniques, and prevents creatures from dashing. Creatures caught in the radius when this jutsu is cast, enters the radius, or begins their turns there must make a Strength Saving Throw at the beginning of each of their turns for the duration.

Each consecutive failure imposes additional penalties and effects on the target creature(s). On a success a creature remove one of the failure conditions in the reverse order they received them.

- On the first failure, a creature is Restrained as their feet have been sucked below the surface leaving their knees and above exposed.
- On a second failed save, half of the creature's body is submerged and creatures Restrained by this jutsu also automatically fail Dexterity Saving Throws.
- On a third failed save, the creature is dragged below the surface. A creature pulled below the surface is counted as suffocating and can only survive a number of their turns equal to its Constitution modifier before it enters the dying condition. If this jutsu is ended, the surface of the Swamp hardens back into stone. They are no longer Restrained but they are still in a thick swamp, suffocating.

If this jutsu is ended, creatures trapped in the swamp are pushed to the surface and released as the ground gradually reforms to its original consistency and form.

## EARTH RELEASE: CALCITE: POWER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Ninjutsu, Earth Release, Medical

**Description:** You create a surge of Earth Release Chakra and use it to amplify a willing creature you can reach within range. Once successfully cast, you do not need to see where the target is and must remain within 120 feet of them.

Jutsu the target creature casts becomes amplified by your Earth Release Chakra. Jutsu, they cast for the duration deals an additional 3d8 Earth Damage once per turn, Clashes made with their jutsu cannot be made at disadvantage, and the Save DC for the jutsu they cast increase by +2.

Additionally, if the target attempts to cast a Jutsu with the Earth Release keyword, reduce the cost of their jutsu by 2.

**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 increase the bonus damage by 1d8.

## EARTH RELEASE: CRADLE OF JADE

**Classification:** Ninjutsu

**Rank:** B-Rank

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

**Range:** 30 Feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 13 Chakra

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

**Description:** You surround a creature you can see within range with Earth Release Chakra in an attempt to protect them. When a you or a creature you can see within range would take damage, you can spend your Reaction encasing them in chakra that quickly solidifies as Crystalline Jade right before impact.

The Crystalline jade reduces the incoming damage by 10d6. The Crystalline jade has resistance to Cold Damage, and Vulnerability to Lightning Damage. The Crystalline jade then dissolves at the beginning of the affected creatures turn.

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

## EARTH RELEASE: CRYSTALLIZATION: WEISS

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 75 Feet

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

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You create a cage of earth release chakra that you use in an attempt to trap and capture a target creature.

Select one creature you can see within range. Target creature must make a Constitution Saving Throw at the beginning of each of their turns for the duration as you attempt to encase them into a shard of Crystal.

A creature who fails 1 save begins to have crystal form across their body as they gain the Weakened condition. A creature who fails 2 saves begins to slow as their joints are overtaken by minerals, gaining the Grappled Condition. A creature who fails 3 saves begins to be overtaken as they find it difficult to move gaining the Restrained condition. A creature who fails 4 saves feels the crystals overtaking them as they gain the Stunned condition. A creature who fails 5 saves becomes Petrified for 24 hours.

A creature who passes 3 saves immediately ends this Jutsu's effect on them and become immune to it for 24 hours.

## EARTH RELEASE: EARTH PRISON DOME

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 20 Feet (10 Foot radius sphere)

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

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

**Description:** You create a dome of earth around a target or targets in a 10-foot sphere in front of you. Creatures in the targeted radius can make a Dexterity save. On a success, they can move half of their movement. On a failure, they do not get a chance to move.

Creatures captured inside the dome begin to have their chakra drained at the beginning of each of their turns. Each creature reduces their current chakra by  $2d10 +$  Your Ninjutsu Ability Modifier at the beginning of each of its turns. Half of the result is then transferred to the caster of this jutsu.

The dome of earth has an AC equal to the users Ninjutsu Save DC and has 40 Hit Points and counts as an Quake Shard. The dome regains  $2d8$  Hit Points at the start of each of your turns so long as it has more than 0 Hit Points. The Dome is Vulnerable to Lightning Damage and resistant to Cold Damage. If the dome takes Lightning Damage, it does not regenerate Hit Points at the start of your next turn.

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

## EARTH RELEASE: EARTH-STYLE WALL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action or 1 Reaction, which you take when you or another creature you can see in range would take damage.

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** You convert chakra into earth and spit it from your mouth, or use earth that's already present to quickly generate a large wall. The wall is 5 Feet Thick, 30 Feet Long and 25 Feet High and if the wall is generated within a creature's space, the creature is pushed to either side of the wall (Your choice). The wall can have any designs or shape you decide. The Walls AC is equal to your Ninjutsu Save DC, has  $10d6 + 10$  Hit Points, and 6 DR vs all sources of Damage, excluding lightning. This wall is vulnerable to Lightning Damage, resistant to bludgeoning, piercing, slashing and Cold Damage and counts as an Quake Shard.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the walls Hit Points by  $1d6 + 1$ .

## EARTH RELEASE: IRON SKINNED SPEAR

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Earth Release, Ninjutsu, Clash, Kinjutsu

**Description:** You focus Earth Release chakra throughout one of your limbs until it darkens into a dark brown hue and gains the texture of solid stone. You then use this darkened ligament to strike at a creature with enough force to tear through almost anything.

Make a Melee Ninjutsu Attack against a creature within range. On a hit, you deal  $10d6$  Earth Damage and marking the creature with a mark of petrification.

A creature marked this way makes Constitution Saving Throws at the beginning of each of their turns for the next minute. On a failure its skin begins to harden at the point of impact as their body begins to petrify. If the creature fails this Saving Throw three times their body fully hardens as they become Petrified turning fully into stone for the next 24 hours.

If the target creature succeeds 3 saves they reject the earth chakra from their body ending the effects of this jutsu. If this jutsu is used on a creature previously affected by this jutsu within 24 hours, they make each Saving Throw at advantage.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the walls Hit Points by  $1d6$ .

## EARTH RELEASE: LAPIS DOMINION

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (95-foot cube)

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

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You release earth release chakra from your body touching everything within a 95-foot cube originating from you. For the duration, you do not need to spend chakra to maintain this jutsu.

When you cast this jutsu you erect walls of Lapis made of Earth Release chakra 30 feet high and 10 feet thick on the outside edges of this jutsu's range. These walls have an AC equal to your Ninjutsu Save DC and a number of Hit Points equal to 10 times your proficiency bonus.

Earth Release Jutsu you cast while within your jutsu's radius cost 2 less to cast and 1 less to maintain.

When you cast this jutsu, select a number of creatures within your jutsu's range. Those creatures are immune to this jutsu effects. All other creatures who begin their turns in your jutsu range or enter your Jutsu's range for the first time must make a Strength Saving Throw.

On a failed Strength Saving Throw the target is affected by the monumental weight your chakra enforces on the area and gains 1 rank of Weakened and become unable to maintain concentration on a Jutsu that does not have the Earth Release Keyword until the end of their next turn.

## EARTH RELEASE: LAZULI TUSK

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 80 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You generate an Quake Shard in the form of some tusked or horned creature of your description and manipulate it to ram into a target creature of your choice within range.

Make a Melee Ninjutsu Attack against a target creature within range, as the Quake Shard attempts to ram the target. On a hit, you deal 3d10 Piercing Damage and 3d10 Earth Damage.

Once this jutsu ends, the Quake Shard stands in place occupying a 5-foot cube. The construct weighs 500 pounds, and can be used as partial cover. It counts as an Quake Shard of your creation while remaining as a part of the environment until destroyed or otherwise moved.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the number of Quake Shards you summon. Each Quake Shard must target a different creature.

## EARTH RELEASE: MAUSOLEUM DUMPLING

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet (20-Foot Cube)

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 11 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** Using Chakra to enhance your physical Strength and to lighten the earth around you, you are able to lift a massive volume of earth, large enough to cast a great shadow over multiple adversaries. You throw the Large chunk of stone at a space you can see within 60 Feet. The chunk of stone then regains its weight falling at greater velocity and creating a greater impact. Creatures in the 20-foot cube that the stone chunk falls in must make a Strength Saving Throw, taking 8d6 Earth Damage and gaining 2 ranks of Bruised on a failure, and half as much on a success.

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

## EARTH RELEASE: SANDWICH TECHNIQUE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You conjure two massive constructs of earth of your design and description that is large in size on either side of a single creature you can see in range and slam them into one another with the creature in the middle. Target creature and all creatures within 5 feet of them must make a Strength Saving Throw being crushed and taking 6d6 Earth Damage and being Bruised on a failed save or half as much on a successful one. The Constructs of Stone remain as Quake Shards.

**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 1d6.

## EARTH RELEASE: STONE BAMBOO SHOOT

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Ninjutsu, Earth Release

**Description:** You conjure 4 reinforced spears of earth that all converge on a single creature you can see within range from 4 different points surround the target creature. Make a Ninjutsu Attack on the target creature dealing 6d10 Earth Damage as they attempt to skewer the target. A 20-foot radius cube centering on the target creature becomes difficult terrain and creatures cannot take the dash, dodge or disengage actions while within an area of difficult terrain created by this jutsu.

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

## EARTH RELEASE: UNPHASED ROCK

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM, CS

**Cost:** 14 Chakra

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

**Description:** You mark a single stone you are holding with chakra as you bind a piece of yourself to it for the duration. Select two Skill proficiencies or 1 Save Proficiency. This stone becomes imbued with that knowledge and experience, as you temporarily lose that proficiency for the duration or until you end this jutsu as a Bonus Action.

A creature who is holding this stone with one hand gains these proficiencies for the duration. While holding this stone you cannot make handseals or use Chakra seals with the same hand holding the stone.



## A-RANK:

### EARTH RELEASE: ADDED/REDUCED WEIGHT

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

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

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You use your chakra to temporarily manipulate the weight of something you touch. Objects and structures, you touch increase in weight drastically, increasing 10 times in total weight.

Objects and structures you touch that occupy a space no larger than a 60-foot cube, cannot handle the strain of their own weight and begin to shatter and break shattering into super heavy rubble.

If used on an unwilling creature, make a Melee Ninjutsu Attack on a creature. On a hit target creatures' weight is doubled, gaining +15 bulk, and has their speed reduced to 0 feet. As an action on each of an affected creatures turn, they can make a Strength Saving Throw to end this Jutsu's effect on them.

If used on a willing creature, you reduce their weight to 0 as they gain a 60-foot flying speed. If flying in this way, you do not need to spend chakra to maintain concentration on this jutsu.

### EARTH RELEASE: CALCITE: TENACITY

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Ninjutsu, Earth Release, Medical

**Description:** You create a surge of Earth Release Chakra and use it to amplify a willing creature you can reach within range. Once successfully cast, you do not need to see where the target is and must remain within 120 feet of them.

The target creature gains 4 DR and advantage on Strength & Constitution Saving Throws.

If the target creature falls under a condition inflicted by a jutsu cast by a creature other than you, you may spend your Reaction to immediately end the condition.

Additionally, if the target creature falls to 0 Hit Points, you can as a Reaction choose to instead heal them by an amount equal to  $7d8 + 20$  Hit Points, when you do this jutsu immediately ends.

### EARTH RELEASE: CRYSTAL ARCANUM

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 20 Chakra

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

**Description:** You create a field of potent Earth Release Chakra that permeates through you and a number of Quake Shards of your choice within range 30 feet of you.

Select creatures of your choice within 30 feet of yourself or an Quake Shard affected by this jutsu, gain a layer of earth release chakra that solidifies into the shape of armor of your description. Select creatures gains Temporary Hit Points equal to three times your Ninjutsu Save DC.

The Temporary Hit Points you grant them has Immunity to Cold Damage, resistance to Bludgeoning, Piercing, Slashing and Vulnerability to Lightning Damage.

### EARTH RELEASE: GRAVITY BREAK

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 100 Feet

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You focus a large amount of chakra into a 50 wide and 100-foot-high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area begin to fall upward and reach the top of the area when you cast this ninjutsu. A creature can make a Strength Saving Throw to grab onto a fixed object it can reach or anchor themselves to the ground using a weapon to stab into the ground or wedge themselves into place, thus avoiding the fall. If a creature prevents themselves from falling by using a weapon they must make Strength Saving Throws at the beginning of each of their turns, failing on a failure.

If a solid object (Such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

### EARTH RELEASE: IRONSTONE HARDENING

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 15 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You encase your body in stone armor as hard as iron. You cannot lose concentration on this jutsu as a result of damage. Additionally, reduce all incoming damage done to you, excluding Lightning, by 10.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3. Increase the amount of damage you reduce by 5.

## EARTH RELEASE: JADE FOREST

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (120-foot sphere)

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special (110 Chakra)

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

**Description:** You create a gargantuan sized sealing circle of made of earth release chakra that ingrains itself into the earth itself in a massive cube originating from you.

Stalagmites made of stone, jade and lapis erupts from the ground forcing all creatures of your choice within range to make a Strength, Dexterity and Constitution Saving Throw.

On a failed Strength Saving Throw creatures are unable to avoid being thrown around and keeping their footing in this newly forming environment gaining 5 ranks of the Bruised condition and being knocked Prone.

On a failed Dexterity save, creatures are unable to avoid being stabbed, crushed, or struck with newly erupted stone, jade and lapis taking 7d10 piercing and 7d10 Earth Damage on a failed save or half as much on a successful save. A creature who fails this save by 10 or more takes maximum damage.

On a failed Constitution Saving Throw, some of your Earth Release chakra infiltrates a creature's body inflicting the Envenomed condition for the next minute.

After casting, this area becomes difficult terrain and counts as a single Quake Shard. A creature cannot see further than 10 feet in front of them. This forest of Stone Jade and Lapis remains until destroyed or 1 year has passed.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters you reduce the cost of this jutsu by 2 for each Caster.

Any creature who assists in casting this jutsu as a combination modifies its effects based on the highest Charisma Modifier within the group of casters.

(+0-2: No Change, +3-4: Disadvantage on Strength Saving Throws, +4: Disadvantage on Strength & Constitution Saving Throws, +5: Disadvantage on All Saving throws).

## EARTH RELEASE: STARFALL WAKE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 300 Feet

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

**Components:** HS, CM, CS

**Cost:** 18 Chakra

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

**Description:** You manifest a series of shimmering shards of earth 300 feet in the air that floats above you for the duration.

As an Action, Bonus Action, or Reaction you can call down these shard to bombard a space you can see within range. A creatures within 10 feet of the selected space must make a Dexterity Saving Throw taking 9d8 Earth Damage on a failed save or half as much on a successful one. A creature who would make a second Saving Throw in the same turn as the result of this jutsu instead would take 9d6 Earth Damage on a failed save or half as much on a successful one. A creature who would make a third Saving Throw in the same turn as the result of this jutsu instead would take 9d4 Earth Damage on a failed save or half as much on a successful one.

## EARTH RELEASE: STONE DRAGON

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 20 Chakra

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

**Description:** You conjure a giant Stone construct made of earth, dust, soil, and sand forming a Large Dragon that you can command as a Bonus Action. It acts at the end of your turn and uses your Ninjutsu Attack Bonus and Save DC when an effect calls for it.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the dragons Hit Points by 20.

### STONE DRAGON

*Large Construct, unaligned*

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

**Hit Points** 150 (10d12 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	26 (+8)	1 (-5)	10 (+0)	1 (-5)

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

**Condition Immunities** Charmed, Exhaustion, frightened, Stunned, Petrified, Envenomed.

**Damage Vulnerabilities** Lightning

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

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

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

### ATTACKS

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

**Bite.** Melee Weapon Attack: reach 10 ft., one creature. Hit: 2d10 + 5 Earth Damage.

**Dust Breath (Recharge 7-8):** The dragon exhales Dust in a 30- foot cone.

Each creature in that cone must make a Dexterity Saving Throw, taking 55 (10d10) Earth Damage and 3 ranks of Bruised on a failed save, or half as much damage on a successful one

## EARTH RELEASE: STONE FOREST

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (35-foot Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You focus a large amount of chakra into the palms of your hands and place them on the ground. You create a field of spiked earth in a 35-foot cube originating from you. Creatures of your choice caught in range must make a Dexterity Saving Throw, taking 10d8 Earth Damage on a failed save, and half on a successful one.

The area that was affected by the jutsu is now plagued by massive Stone spikes that reach as high as 10 feet and criss cross into a forest of spikes making it difficult terrain to traverse. Creatures inside the affected area roll at disadvantage when making Wisdom checks to perceive something. The affected area counts as a Single Quake Shard.

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

## EARTH RELEASE: STONE NEEDLE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You focus a large amount of chakra into a single thin but incredibly fast spear of earth that's 90 feet long and 5 feet wide. Creatures in range must make a Dexterity Saving Throw taking 9d10 Earth Damage gaining 4 ranks of Bruised and knocked Prone on a failed save, or half as much damage and no further effects on a successful save.

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

## S-RANK:

## EARTH RELEASE: DIAMOND BONE HARDENING

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 25 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You use your mastery over chakra and Earth release to transform your bones into material simulating diamonds in toughness and weight, while also gaining some control over how they move and the speed at which they regenerate. For the duration, you regenerate 20 Hit Points at the beginning of each of your turns and gain Resistance to all damage excluding Lightning.

## EARTH RELEASE: METEOR FALL

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 1 Mile

**Duration:** Instant

**Components:** HS, CM

**Cost:** 30 Chakra

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

**Description:** Upon completion you select 4 different points you can see within range. Each creature in a 30-foot radius sphere centered on the point you select must make a Dexterity Saving Throw against your Ninjutsu Save DC. Massive Chunks of stone earth and mud comes raining upon the selected areas. A creature takes 10d10 Bludgeoning & 10d10 Earth Damage and is Dazed and Knocked Prone on a failed save, or half as much damage on a successful one. A creature can only be affected by one meteor per casting.

## EARTH RELEASE: MOON FALL

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 1 Mile

**Duration:** Special

**Components:** HS, CM

**Cost:** Special

**Keywords:** Ninjutsu, Earth Release, Kinjutsu

**Description:** Upon Completion of your Jutsu's handsigns you manifest a single super huge Quake Shard 1 mile in the air. Spend chakra in multiples of 35 up to twice. For every 35 chakra spent this way, the Gargantuan Moon like structure you manifest grows in size and affects a larger area when dropped. You cannot reduce the cost of this jutsu by any means.

**35 Chakra:** The Moon like structure falls on a point you can see within range crushing a space equal to a 30-foot sphere. Each creature who are within the 30-foot sphere and has a way to escape the radius be it by their base movement speed or a jutsu they could cast as a Bonus Action, makes a Dexterity Saving Throw. On a successful save, they are able to use their movement or a jutsu which could allow them to escape the sphere. On a failed save they take 22d12 Earth Damage. All creatures who are within 30 feet of the sphere, including creatures who succeeded the previous Saving Throw must make a Strength Saving Throw as the shockwave from such a massive impact deals significant damage to the area. A creature takes 12d6 Bludgeoning & 12d6 Earth Damage on a failed save or half as much damage on a successful one.

**70 Chakra:** The Moon like structure falls on a point you can see within range crushing a space equal to a 60-foot sphere. Each creature who are within the 60-foot sphere and has a way to escape the radius be it by their base movement speed or a jutsu they could cast as a Bonus Action, makes a Dexterity Saving Throw. On a successful save, they are able to use their movement or a jutsu which could allow them to escape the sphere. On a failed save they take 30d12 Earth Damage. All creatures who are within 50 feet of the sphere, including creatures who succeeded the previous Saving Throw must make a Strength Saving Throw as the shockwave from such a massive impact deals significant damage to the area. A creature takes 15d6 Bludgeoning & 15d6 Earth Damage on a failed save or half as much damage on a successful one.

## EARTH RELEASE: PARTIAL ASSIMILATION CYLINDER

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (25 feet)

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

**Components:** HS, CM

**Cost:** 25 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** When you cast this Jutsu, and as an Action on following turns for its duration you can form a cylinder 10 Feet in diameter and 25 feet long by using chakra to generate molecule sized earth particles.

Anyone in the cylinder will begin to be deconstructed on a molecular level. Creatures that start their turn within this cylinder must make a Dexterity Saving Throw. On a failure a creature takes  $14d10$  Force Damage. If a creature is reduced to less than  $\frac{1}{2}$  of their Hit Points by this damage the user decides on which appendage the target creature lost. (Arm or Leg). If a creature is reduced to 0 Hit Points, they are turned to dust and are immediately killed.

## EARTH RELEASE: PARTICLE ASSIMILATION CUBE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 25 Chakra

**Keywords:** Earth Release, Ninjutsu

**Description:** You form a cube 5 Feet in diameter by using chakra to generate molecule sized earth particles. The Cube glows white. You can throw the cube up to 30 feet or attempt to hit someone with it. Anyone hit by the cube will begin to be deconstructed on a molecular level. Make a melee or Ranged Ninjutsu Attack. On a hit a creature takes  $16d12$  Force Damage. If a creature is reduced to less than  $\frac{1}{2}$  of their Hit Points by this damage, the user decides on which appendage the target creature lost. (Arm or Leg). If a creature is reduced to 0 Hit Points, they are turned to dust and are immediately killed.

## EARTH RELEASE: STAR SHATTER

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 1 Mile

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Ninjutsu, Earth Release, Kinjutsu

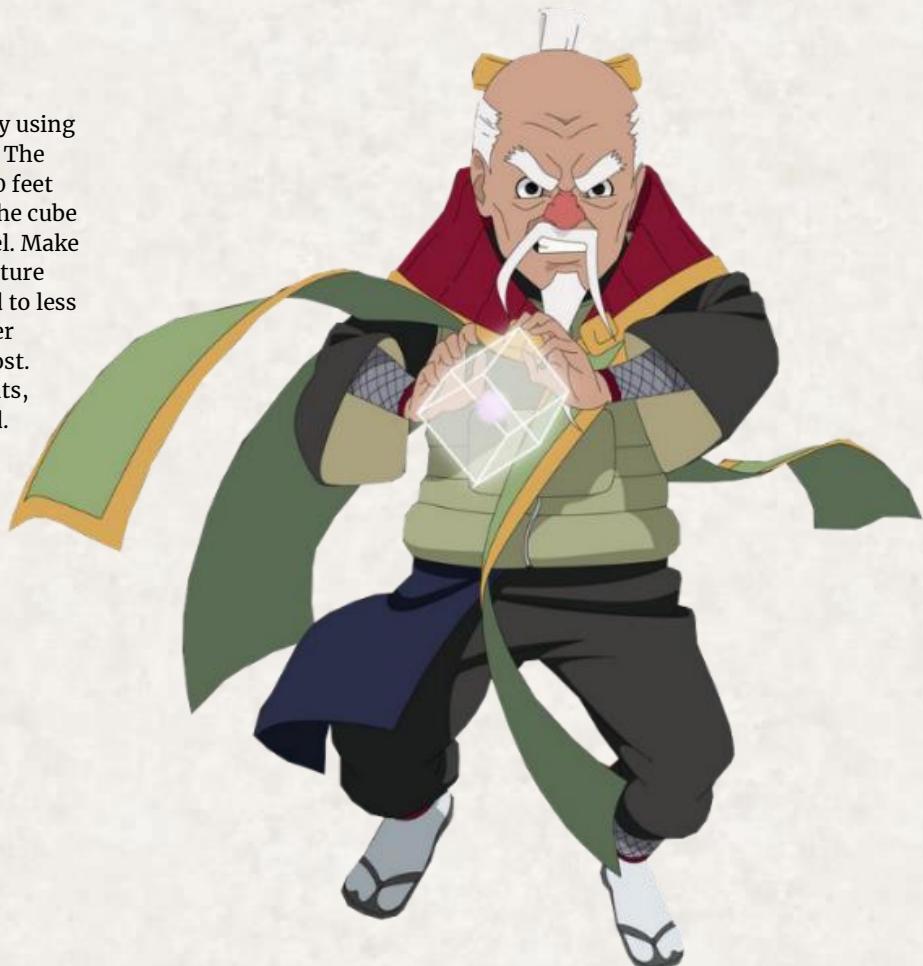
**Description:** You create a single star shaped Quake Shard in the sky, 1 mile in the air before you cause it to shatter. Select a space you can see within range. All creatures of your choice within 120 feet of the selected space must make a Strength Saving Throw as the weight of a dying star is thrust upon them.

On a failed save they are Stunned as they become unable to move and find it hard to even breathe.

A creature who begins their turn in this space or enters this space for the first time must also make the Strength Saving Throw.

A creature Stunned by this jutsu takes  $9d8$  Earth Damage at the beginning of their turn. A creature Stunned by this jutsu takes  $9d8$  Earth Damage at the end of their turns if they do not make the Saving Throw to end this jutsu's effects.

A Stunned creature makes a Strength Saving Throw at the end of their turns (They do not automatically fail as a result of being Stunned). On a successful save, they end the Stunned condition on themselves.



# WIND RELEASE

Wind Release is the rarest of the five nature transformations, but those who can use it are able to cut through anything. Some shinobi use it by channeling wind chakra into weapons, making the blades far sharper and giving them greater reach. Wind Release can also be exhaled from the user's mouth, such as to blow away everything in the area, or generated with the user's hands, allowing precision strikes. Although Wind Release has naturally good range and power, it can be further enhanced by compressing it or layering different wind streams together. Wind Release can easily launch particles into the air, whether to create dust clouds that conceal the user's movements or sand storms that perforate targets.

*Wind Release is naturally strong against Lightning Release and weak against Fire Release*

**Special Effect:** Some Wind release jutsu will mention that they cause *Swirl*, when this happens, Creatures who would fail their Saving Throw, spreads all *Elemental* conditions currently affecting them around to all creatures, excluding the caster within 5 feet of them. Creatures hostile to the caster within 5 feet of the failing one gains 1 rank of all elemental conditions currently affecting it.

**Prerequisite:** You must have the Wind Release Affinity to learn jutsu with the Wind Release Keyword.

## D-RANK:

### WIND RELEASE: AIR BULLET

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60-feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a small sphere of compressed air in the palm of your hand before launching it at a target creature that you can see within range. You fire two bullets of air. You can direct the bullets at the same target or different ones. Make two Ranged Ninjutsu Attack, dealing 2d8 Wind Damage.

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



### WIND RELEASE: AIR CURRENT DANCE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Bonus Action

**Range:** Self (10 Foot radius Sphere)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You whip air currents around your hands and generate a dust cloud cloaking yourself and anyone in the radius of this jutsu in a thick cloud of dust and debris. All creatures are treated as if they have total cover while inside the cloud, from creatures outside the cloud and vice versa. This total cover does not prevent attacks or jutsu from entering or exiting the cloud. Creatures other than you have disadvantage on Perception Checks to see through the cloud if they have special vision like Chakra Sight. Also, creatures other than you, vision, is treated as if they are in dim light while inside the cloud.

### WIND RELEASE: BLURRING WIND

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** Your body becomes blurred, shifting and wavering to all who can see you. When cast, the triggering attack rolls an additional d20, taking the lower result. For the duration, until the beginning of your next turn, hostile creatures have disadvantage on attacks against you.

An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with Truesight.

## WIND RELEASE: BUFFETING AIRWAVES

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create currents of extremely strong and compressed beams of air strong enough to Crack stone and divert waterfalls. Make a Ranged Ninjutsu Attack. On a hit, target creature takes 4d4 Wind Damage and must make a Strength Saving Throw. On a failed save they are pushed back 20 feet, knocked Prone, gaining 1 rank of Bleeding, and causing Swirl.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by 1d4 and the ranks of Bleeding by +1

## WIND RELEASE: COLLECTIVE GALE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

**Duration:** 1 Minutes

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You collect wind release chakra and infuse it into your Medical Release technique. One willing creature within range breathes in this Medically infused wind.

For the duration a creature who has breathed this wind does not need to breathe, Ignores the effects of 2 rank of Exhaustion and when they would regain Hit Points as the result of a Ninjutsu with the Medical Keyword, they regain an additional 1d4 Hit Points.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, Ignores the effects of up to 1 additional rank of Exhaustion.

## WIND RELEASE: COUNTER BREEZE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage from a Ninjutsu or Taijutsu.

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM, M

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu, Construct, Clash

**Description:** You create a condensed bubble of super dense air around you in an attempt to deflect incoming attacks. Roll 3d8. The result of the roll is the amount of damage your air Bubble can prevent before it bursts. This lasts until the beginning of your next turn. Lightning Damage deals half as much damage to your air bubble and Fire Damage deals twice as much.

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

## WIND RELEASE: DUST WIND

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You generate a strong wind from your lungs with a single breath. When you exhale you kick up a cloud of dust, dirt, and other loose debris in the target radius. Creatures who are in the affected range must make a Wisdom Saving Throw. On a failed save, affected creatures cause Swirl and are considered blind until the end of their next turn on a failed save. On a successful save no further effects are applied.

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

## WIND RELEASE: FEATHER FALL

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a single high-pressure stream of air from either your hands or feet slowing your descent while falling by 60 feet per round until the jutsu ends. If you land before the ninjutsu ends, you take no falling damage and land on your feet and the jutsu ends.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select 1 additional target for this Jutsu's benefits within 30 feet of you.

## WIND RELEASE: GALE PALM

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 4 Chakra

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

**Description:** You clasp your hands together coating your open palms in a powerful gale. You make a Melee Ninjutsu Attack on a target creature or object. On a hit creature take 3d6 Wind Damage and make a Strength Saving Throw to resist being knocked back 20 feet and causing Swirl. On a successful Strength Saving Throw they suffer no additional effects.

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

## WIND RELEASE: GRYPHONS WING BEAT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create two wings made of wind release chakra that beats with enough force to feel like a tornado is passing through.

All creatures within range must make a Strength Saving Throw to resist being Bruised, knocked Prone and causing Swirl.

A creature who is Bruised finds it difficult to maintain concentrating on multiple jutsu. If a creature is concentrating on more than 1 jutsu, they must lose concentration on all but 1 jutsu.

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

## WIND RELEASE: LIONS GROWL

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You weave Wind Release Chakra together, creating a thin veil of chakra in the shape of a Lion around you. This chakra then collapses on you granting you benefits as listed below;

- Increase your Movement Speed by 15 feet.
- You gain a +2 bonus to Ninjutsu Attack Rolls.
- Ninjutsu, you cast with the Wind Release Keyword that has a range of at least 5 feet, increases their range by 10 feet.

## WIND RELEASE: PALM VORTEX

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (10 Foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a localized vortex of cutting wind. All creatures within range must make a Dexterity Saving Throw to avoid being horrendously slashed. On a failed save creatures take 3d6 Wind Damage and being pulled 5 feet closer to you or half as much on a successful save and no additional affects.

If a creature is currently affected by any **elemental** condition, you trigger the residual elemental energies, igniting them again. A creature under the effects of an **elemental** condition makes their Saving Throw at Disadvantage. On a failed save such a creature instead takes 3d8 + Your Ninjutsu Ability Modifier damage, of their select conditions type.

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

## WIND RELEASE: PASSING TYPHOON

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a powerful current of strong winds in a 15-foot radius sphere, centering on you. This field of wind also follows you.

For the duration, while within its area, it deafens other creatures, extinguishes unprotected flames, becomes difficult terrain to creatures other than you and disperses vapors, gases and fogs that can be dispersed by strong winds. Additionally, ranged attacks have disadvantage if they pass into or out of the area of this jutsu.

## WIND RELEASE: PEACOCK WHIRLWIND

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30-feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You generate a strong wind from swiping one of your limbs. A gust of wind is generated in a 30-foot long 5-feet wide in a straight line originating from you. Creatures in the line must make a Strength Saving Throw, taking 2d6 Wind Damage, is knocked Prone, gains 1 rank of Bleeding and causing Swirl on a failed save, and only half damage and no further effects on a successful save.

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

## WIND RELEASE: RAGING GALE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You manifest a powerful torrent of wind, strong enough to lift and throw most creatures.

Select a space you can see within range. A spiraling torrent of wind erupts upwards. All creatures within 15 feet of the chosen space, must make a Strength Saving Throw. On a failed save they are thrown 30 feet upwards being Dazed, taking falling damage, falling Prone and causing Swirl.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the height they are thrown upwards by 15 feet.

## WIND RELEASE: RAGING VORTEX

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You encircle a willing creature with potent Wind Release Chakra. For the duration, you magnify the targets physical capabilities.

The target creature adds 1d4 to all Strength and Dexterity Skill Checks and Saving Throws. Their movement speed is increased by 15 feet and melee attacks they make that deal damage deals an additional 1d6 Wind Damage.

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

## WIND RELEASE: SECOND WIND

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You breathe in deeply filling your lungs and blood with chakra filtered oxygen accelerating its blood flow and slightly rejuvenating you. You recover 2d6+ Your Ninjutsu Ability Modifier Hit Points.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and roll an additional 1d6.

## WIND RELEASE: SLICING AIRWAVES

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 4 Chakra

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

**Description:** You create a powerful current of extremely strong and thin currents of wind. You swipe your hand towards your target. Make a Ranged Ninjutsu Attack, creatures take 3d8 Wind Damage and gain 1 rank of Bleeding on a hit.

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

## WIND RELEASE: SPLITTING GALE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a field of oppressive and potent wind that slashes and buffets any instance of Hand Signs (HS). Select a space you can see within range, all creatures within 20 feet of the chosen space who would cast a jutsu with Hand Sign (HS) component immediately takes 2d6 Wind Damage and must make a Constitution Saving Throw gaining the Bleeding condition on a failed save.

As a Bonus Action on your turn, you may move the field up to 30 feet in any direction to a space you can see within range.

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

## WIND RELEASE: SUPPORTING GALE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction to making a Strength, Dexterity or Constitution Saving Throw

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You throw your hands forward creating a compressed blast of air assisting you in a variety of physical tasks; from escaping, fending off an attack, or dispersing a hazardous gas.

As a Reaction, when you are forced to make a Strength, Dexterity, or Constitution Saving Throw against a Ninjutsu or Taijutsu, you instead use your Ninjutsu Ability Modifier in place of your Strength, Dexterity or Constitution for the triggering roll.

## WIND RELEASE: VACUUM BOMB

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a single point of high-density air pressure using your Wind Release Chakra before expanding it and creating a series of reactions. All creatures currently affected by an **elemental** condition who would have a jutsu cast on them that triggers the **swirl** effect, potentially passes all such conditions around to other creatures near them in an expanded space with more volatility.

When a creature would have the **Swirl** effect trigger on them, you can cast this jutsu as a part of the same action. All creatures within 20 feet of the triggering creature who failed their save gains two ranks of all elemental conditions the triggering creature had.

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

## WIND RELEASE: VACUUM RAIN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet (20-foot cylinder)

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

**Components:** HS, CM

**Cost:** Special (28 Chakra)

**Keywords:** Wind Release, Ninjutsu, Combination

**Description:** You create a powerful updraft that sucks the oxygen and air upwards robbing creatures of the ability to breathe within range. All casters of this jutsu create a 60-foot tall, 20-foot-wide cylinder that removes all air from inside of it replacing it with furiously rotating blade of Wind Release Chakra, centered on a point of your choice within range.

All creatures within the cylinder must make a Dexterity and Constitution Saving Throw.

On a failed Dexterity save they are slashed with wind chakra repeatedly taking 2d6 Slashing Damage and 2d6 Wind Damage or half as much on a successful save. A creature makes this Saving Throw at the beginning of each turn they begin within this cylinder.

On a failed Constitution Saving Throw they are robbed of their air in their lungs as they begin suffocating. A Suffocating creature can only survive a number of rounds equal to their Constitution modifier before passing out falling unconscious from the lack of air. A creature makes this Saving Throw at the beginning of each turn they begin within cylinder. An unconscious creature can regain consciousness when another creature spends an action waking them.

Creatures inside the cylinder cannot gain the benefits of an increase to movement speed and are treated as if they are in difficult terrain.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the damage by 2d6 for each damage type.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's area of effect size based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: Increase the Height by +10 feet and radius to 30 feet, +3: Increase the Height by +20 feet and radius to 40 feet, +4: Increase the Height by +30 feet and radius to 50 feet, +5: Increase the Height by +40 feet and radius to 60 feet).

## WIND RELEASE: VIOLENT WHIRLWIND

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You exhale a powerful stream of wind from your mouth. Creatures caught in the target area must make a Strength Saving Throw. Creatures take 2d6 Wind Damage, are pushed back 30 Feet, are knocked Prone and cause **Swirl** on a failed save or half as much and no additional effects on a successful save. Also, vapors, gases and fogs that can be dispersed by strong winds are dispersed immediately.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. Increase the range of this jutsu by 10ft.

## WIND RELEASE: ZEPHYR STRIKE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** CM

**Cost:** 4 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You move like the wind. Your movement speed increases by 10 feet and your movement doesn't provoke opportunity attacks until the end of the turn you cast this jutsu.

Also, once before the jutsu ends, you can give yourself advantage on one attack roll on your turn. On a hit, the attack deals an extra 2d8 Wind Damage and immediately ends this jutsu.

## C-RANK:

### WIND RELEASE: 1,000 BLADES OF THE WIND

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 20 Foot Cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You create a spiraling sphere of wind chakra with a collection of cutting blades within it. Creatures in range must make a Strength Saving Throw being pulled towards you and taking  $4d6$  Wind Damage and gaining 2 ranks of Bleeding. Or half as much on a successful save and no ranks of Bleeding.

Creatures who fail their Saving Throw, are pulled towards you, ending their movement within 5 feet of you, and causing **Swirl**. They are then caught in a violent explosion of the cutting wind, being knocked back 20 feet and taking an additional  $2d6$  Wind Damage.

**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 amount of initial Bleeding gained by +1.

### WIND RELEASE: BURSTING COMPRESSED AIR

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30-feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You conjure a spiraling vortex of wind chakra around a target creatures weapon. The target creature makes a Dexterity Saving Throw to avoid the collapse of the wind.

On a failed save they take  $3d6$  Slashing Damage as they are sliced for holding the weapon, and cause **Swirl**. If they continue to hold their weapon, they must make another save at the beginning of their next turn. On a successful save they take half damage. These additional Saving Throws do not cause **Swirl**.

After 3 failed saves the weapon they are holding can't take any more damage and shatters sending weapon shrapnel haphazardly flying. Other Creatures within 10 feet of the exploding weapon taking  $3d6$  Slashing Damage.

### WIND RELEASE: GALE FISTS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM, M

**Cost:** 6 Chakra

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

**Description:** You coat your hands and feet in a layer of highly compressed but highly reactive wind release chakra. For the duration of this jutsu, you may use your Ninjutsu Ability Modifier in place of Strength for unarmed attack rolls. Your unarmed damage is treated as Wind for the duration of this jutsu and deals damage equal to  $1d10 + \text{Ninjutsu Ability Modifier}$ .

**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 damage by  $1d10$ .

### WIND RELEASE: GREAT BREAKTHROUGH

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You create a swirling vortex of air in front of you. You compress the air until the pressure explodes forward like a cannon in a straight line. Creatures in a 5-foot wide, 60-foot-long line must make a Strength Saving Throw. Creatures take  $4d10$  Wind Damage, are thrown backwards 30 feet away, gain the Dazed and Prone conditions, and cause **Swirl** on a failed save. On a success they take half damage and no further effects.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase damage by  $1d10$  and knock back distance by 10ft.

### WIND RELEASE: LIONS ROAR

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You weave Wind Release Chakra together, creating a potent veil of chakra in the shape of a Lion around you and allied creatures. This chakra then collapses on all creatures of your choice within range granting the benefits as listed below, for the duration;

- Bonus +20 Movement speed.
- Ninjutsu, they cast with the Wind Release Keyword that has a range of at least 5 feet, increases their range by 10 feet, and deals an additional  $1d8$  Wind Damage, once per turn.
- Taijutsu, they cast that has a range of touch, or 5 feet, increases their range by 10 feet, and deals an additional  $1d8$  Wind Damage, once per turn.

## WIND RELEASE: PRESSURE SHOCKWAVE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction, which you take when an allied creature casts a jutsu.

Range: 60 feet

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu

Description: When you see another allied creature cast another jutsu, you create a tornado like mass that is compressed until it has a high density before being released as a shockwave, intended to boost their jutsu's effects. If the triggering jutsu does not have a nature release keyword, the allied creature makes their attack roll at advantage or one hostile creature of your choice within range makes their Saving Throw at disadvantage.

If the triggering jutsu has a nature release keyword, then all hostile creatures in a 60-foot cone, originating from you, must make a Strength Saving Throw or be pulled 15 feet towards your allied creature, take 5d6 Wind Damage, and causing **Swirl** on a failed save, or half as much and no further effect on a success.

Additionally, it amplifies the triggering jutsu based on its nature release;

- **Earth Release:** On a failed save target cannot take Reactions.
- **Wind Release:** On a failed save target gains 2 ranks of Bleeding.
- **Fire Release:** On a failed save the triggering jutsu increases its damage die by 1 step.
- **Water Release:** On a failed save the target gains 1 rank of Chilled.
- **Lightning Release:** On a failed save the target gains 1 rank of Shocked.

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



## WIND RELEASE: RAKSHASA BARRIER

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Reaction, which you take when you would take Earth, Fire, Cold, or Lightning Damage

Range: Self

Duration: 1 Round

Components: HS, CM

Cost: 9 Chakra

Keywords: Wind Release, Ninjutsu, Clash, Construct

Description: You raise your hand and generate an intensely dense torrent of wind that circles around you, creating a bubble of wind that envelops your entire body.

The bubble of wind that envelops you has  $3d8+10$  Hit Points and has Resistance to Wind and Lightning Damage and vulnerability to Fire Damage. Once per turn, if this barrier would take one of the following damage types, creatures within 15 feet must make a Dexterity Saving Throw to avoid its listed effects.

- **Fire Damage:** Creatures become Burned as the fire spreads around you from your rotating bubble of wind.
- **Lightning Damage:** Creatures become Shocked as lightning jumps from you to other creatures around you.
- **Cold Damage:** Creatures become Chilled as the cold is spread to all creatures around you.
- **Earth Damage:** Creatures gain a rank of Bleeding as they are pelted with shrapnel of earth.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the size of the area affected by 5 feet, and the number of Hit Points your bubble has by +10.

## WIND RELEASE: RECOVERING BREEZE

Classification: Ninjutsu

Rank: C-Rank

Casting Time: 1 Action

Range: Self (30-foot-cone)

Duration: Instant

Components: HS, CM

Cost: 8 Chakra

Keywords: Wind Release, Ninjutsu, Medical

Description: You create a field of medical chakra infused wind release chakra that pulses outward from you. All creatures of your choice within Range, excluding yourself, regains 5d6 Hit Points and removes the Weakened & Bruised conditions.

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

## WIND RELEASE: ROTATING FEROCIOUS WIND

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you cast another Ninjutsu with the *Wind Release* keyword.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You reinforce your Ninjutsu with additional buffeting gales of wind. Ninjutsu you cast with the *Wind Release* keyword prior to casting this gains a +2 bonus to its initial Saving throw DC.

## WIND RELEASE: SICKLE WEASEL

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction to taking damage from a melee attack or from a creature within range.

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** When you take damage you are able to collapse the circling wind around you and the triggering creature causing the wind to collide with the hostile creature creating an extremely sharp blade of wind.

All creatures within 20 feet of you makes a Strength Saving Throw taking 5d8 Wind Damage, gain 1 rank of Bleeding and cause *Swirl* on a failed save or half as much on a success.

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

## WIND RELEASE: TEARING GALE PALM

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 7 Chakra

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

**Description:** You create a large claw of your design made of semi-solid compressed wind chakra. You can attack with it targeting a single creature up to 30 feet away. Make a Ranged Ninjutsu Attack. Target Creature takes 4d6 Wind Damage and gains 2 ranks of Bleeding on a hit.

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

## WIND RELEASE: VACUUM BARRIER

**Classification:** Ninjutsu

**Rank:** C-Rank

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

**Range:** 60 feet.

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You create a swirling vortex of air in front of a creature you can see within range right before take damage. The compressed air compresses then explodes pushing attacks and other forces back, protecting the creature. Reduce the damage the target creature takes by 2d8+4.

This Damage Reduction is doubled if the damage is Lightning Damage and halved if the damage is Fire Damage.

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

## WIND RELEASE: VACUUM FIELD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

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

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

**Components:** HS, CM

**Cost:** Special (50 Chakra)

**Keywords:** Wind Release, Ninjutsu, Fuinjutsu, Combination, Kinjutsu

**Description:** You manifest a Seal of wind Release Chakra that glows in the air. The seal then triggers completely removing all evidence of Oxygen and atmosphere from a 30-foot radius sphere centering on you. You and all other casters are immune to this jutsu's effects.

All creatures who begin their turns in this jutsu's range must make a Constitution Saving Throw or begin immediately suffocating as they are robbed of their air in their lungs. A Suffocating creature can only survive a number of rounds equal to their Constitution modifier before passing out falling unconscious from the lack of air. An unconscious creature in this jutsu's radius automatically takes 5d10 Necrotic Damage. A creature who's Hit Points are reduced to 0 as a result of this jutsu lungs, heart and other internal organs explode while inside the body. Being unable to be revived without these organs being restored as well. An unconscious creature can regain consciousness when another creature spends an action waking them.

Fire & Lightning cannot exist within this Vacuum Field and if fire or lightning, a jutsu with a Fire or Lightning Release Keyword that deals fire or Lightning Damage would attempt to enter this fields radius or affect a creature within this fields Radius it is immediately snuffed out and negated.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the damage by 2d10.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's area of effect size based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: Increase the radius by +10 feet, +3: Increase the radius by +15 feet, +4: Increase the radius by +20 feet, +5: Increase the radius by +30 feet).

## WIND RELEASE: VACUUM SHIELD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction which you take when you or another creature within range would take damage.

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You create a swirling vortex of air in front of you. You compress the air until the pressure implodes on itself creating a shockwave blocking attacks and reducing the lethality of attacks in your immediate area. All allied creatures in this jutsu's radius gain 20 Temporary Hit Points from the oscillating flow of wind 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 Temporary Hit Points by 5 and the radius by 5ft.

## WIND RELEASE: WALL OF WIND

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Concentration, 1 minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** A wall of strong wind rises from the ground at a point you choose within range. You make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength Saving Throw. A creature takes  $4d8$  Slashing Damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. Large objects such as boulders and similar objects and attacks can penetrate it. Creatures in gaseous form can't pass through it. Fire ignites the Wall of wind leaving it as a massive wall of fire. If this happens the caster of Wall of wind loses all control of it and counts as the jutsu ending.

## WIND RELEASE: WHIRLWIND MOVEMENT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 6Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You generate a massive amount of wind Chakra around your feet to make an incredible act of speed. You teleport to one space within 60 feet.

## WIND RELEASE: WHIRLWIND SPEAR

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (120-foot line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You mold a projection made of wind release chakra that floats next to you. This projection can take the shape of any spear or piercing like object such as an arrow, lance, sword or anything you prefer. You then launch this projection in a straight line, piercing through all creatures in a 5-foot wide, 120-foot lone line originating from you.

All creatures in range must make a Dexterity Saving Throw taking  $5d6$  Wind Damage and causing **Swirl** on a failed Save or half as much on a successful one.

The first creature your projection would pass through that has the Burned, Chilled, Corroded, Shocked or Envenomed condition has that condition exacerbated. That creature takes  $2d10$  Fire Damage if they are Burned, Cold Damage if they are Chilled, Acid Damage if they are Corroded, Lightning Damage if they are Shocked or Poison Damage if they are Envenomed. On a successful save no additional damage is done.

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

## WIND RELEASE: WHIRLWIND THRUST

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create an updraft of cycling wind release chakra that erupts from the ground under a group of creatures. Select a space within range. All creatures within 15 feet of the selected space must make a Strength Saving Throw. On a failed save, creatures are thrown 30 feet upwards into the air taking  $3d10$  Wind Damage and causing **Swirl**. If a creature cannot safely land, they take falling damage as normal.

If the space this jutsu is casted overlaps with a source of Fire or Water additional effects happen.

**Fire:** This Jutsu ignites and becomes a flaming whirlwind instead dealing  $3d12$  Fire Damage instead of  $3d10$  Wind Damage. Creatures must also succeed a Constitution Saving Throw gaining the Burned condition on a failed save.

**Water:** This jutsu becomes swirled with a powerful torrent of Water instead dealing  $3d12$  Cold Damage instead of  $3d10$  Wind Damage. Creatures must also succeed a Constitution Saving Throw gaining the Chilled condition on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by  $1d10$  or  $1d12$ .

## WIND RELEASE: WIND FRICTION SHATTER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** Concentration, 1 minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You coat a creature whom you touch body in a layer of spinning air. The air removes most friction from its body allowing them to move at breathtaking speeds, with little resistance.

They gain +1 bonus to their AC, a +20 bonus to speed, advantage on Dexterity Saving Throws and they gain the *Friction Break* special action at the start of each of their turns for the duration.

**Friction Break.** This special action can be used to either make one additional Weapon Attack, Disengage, or use an object action.

## WIND RELEASE: WIND RIDER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You touch a willing creature you can see within range coating them in Wind Release Chakra. For the duration, the target creature gains a 30ft flying speed, but at the end of their turn they must be within 5 feet of the ground. The creature cannot suffer falling damage as they are always carried by the wind to a safe landing. Additionally, the creature is always floating at least 5 feet off the ground for the duration.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. Starting at A-rank, an affected creature no longer needs to end its turn within 5ft of the ground.

## B-RANK:

### WIND RELEASE: 10,000 SLICING BLADES

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30-Foot radius Sphere)

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a dome of spinning wind, centering on you. The wind spins, whips and blows at 120 mph generating an innumerable number of blades made of wind chakra. These blades fly freely throughout your dome. Anything not weighted down is picked up and thrown around the dome and sliced to pieces.

Creatures, excluding you, in this dome of wind when it is cast, who first enters or ends their turns within the dome, must make a Strength Saving Throw taking 5d10 Wind Damage and are thrown 20ft in a random direction, fall Prone, and cause *Swirl* on a failed save or half as much on a successful one. The area within the dome is counted as difficult terrain even for flying creatures.

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

### WIND RELEASE: BACKLASH

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, when you would suffer the effects of or take damage from a Ninjutsu

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a vortex that spins counterclockwise just before an attack hits you.

Make a Ninjutsu Ability Check vs the Rank DC of the triggering jutsu. The Rank DC equals 13 + the Jutsu's Rank (D-Ran k: 1, C-Rank: 2, B-

**Rank:** 3, A-Rank: 4, S-Rank: 5). If you roll

Higher, the triggering jutsu's effect is nullified and the caster of the jutsu takes the damage and effects of their own Jutsu. On a failure, you take the damage as they break through your jutsu.



## WIND RELEASE: CHERISHING BREEZES

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** You inhale once, filling your lungs with Air that you mix medical release chakra. You then attempt to pass this air from your lungs into the lungs of another who have either died within the last minute or are dying. This can be done in a number of ways such as CPR, a kiss, simply manipulating the air to exit your lungs and enter the downed creatures.

When you do, the dead or dying creature makes a Constitution Saving Throw adding  $2d4$  to their roll vs a DC  $15 + 1$  for each round they have been dead. On a Success, they immediately end the dead or dying condition regaining consciousness with 1 Hit Point and a number of Temporary Hit Points equal to three times your Ninjutsu Save DC. These Temporary Hit Points last for 10 minutes.

## WIND RELEASE: DIVINE MOUNTAIN WIND

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a vortex where you can control the Strength for the wind. Make a Ranged Ninjutsu Attack targeting a creature you can see within range. On a hit target creature takes  $8d6$  Wind Damage and gains 2 ranks of bleed, as the wind slices into them with enough force to upheave the ground upon impact. If there are any sources of fire in the line of fire between you and your target this jutsu ignites into a stream of fire. Increase the damage by  $5d4$  Fire Damage.

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

## WIND RELEASE: GALE BLADE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a super thin blade of cutting wind that slices through everything in a continuous line. Select a space you can see within range. Then select a second space you can see within 60 feet of the originally selected space. Draw a straight line in between both spaces. All creatures who the line passes through or by within 5 feet must make a Dexterity Saving Throw, taking  $6d8$  Wind Damage, gaining 3 ranks of Bleeding and causing **Swirl** on a failed save or half as much and no additional effects on a successful one.

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

## WIND RELEASE: GREAT SICKLE WEASEL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Action

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** A blast of slicing wind erupts from your hands. Each creature in range, originating from you, makes a Strength Saving Throw. On a failed save, a creature takes  $7d6$  Wind Damage and are thrown back 25 feet, fall Prone, gains 1 rank of Lacerated, cause **Swirl** and cannot take Reactions until the end of their next turn as they are unable to avoid being caught in the shockwave of slicing and concussive wind. This jutsu also deals twice as much damage to objects and structure.

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

## WIND RELEASE: GRYPHONS TALONS

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu, Fuinjutsu, Clash

**Description:** You place a sealing talisman on your hands as you focus your Wind Release chakra onto them activating them. Chakra forms into the shape of 2 Claws, Talons, or weapons of your description on either hand. For the duration you do not spend chakra to maintain concentration on this jutsu.

For the duration you can as an action make up to two Melee Ninjutsu Attacks with these wind claws you created. Your Melee Ninjutsu Attacks made with these wind claws have a range of 10 feet, and deal  $3d8 + \text{Your Ninjutsu Ability Modifier}$  Wind Damage on a successful hit.

## WIND RELEASE: GUST SURGE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when a creature within 45 feet of you makes an attack, casts a jutsu or moves towards you.

**Range:** Self (45- foot radius sphere)

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 14 Chakra

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

**Description:** You punch the ground creating a single point of intense air pressure that explodes outwards blowing away all creatures and potentially all attacks.

All creatures within range of your choice must make a Strength Saving Throw. On a failed save they are thrown back to the edge of this jutsu's radius into a space that can hold them and gain 3 ranks of Bruised.

If this jutsu is used in Reaction to a jutsu or attack that deals damage, the shockwave of air pressure reduces the damage by  $5d6 + 15$ . If this reduces the damage to 0, the jutsu or attack is Countered.

If this jutsu is used to trigger a Clash with a Jutsu with the Fire Release Keyword, you make your Clash Check at advantage as you are pushing all the wind away from you. If you succeed, they take an additional  $4d8$  Wind Damage and must make a Constitution Saving Throw being Burned on a failed save.

## WIND RELEASE: MULTILAYERED GALE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, M

**Cost:** 12 Chakra

**Keywords:** Wind Release, Ninjutsu, Construct

**Description:** You wave your hands back and forth creating layers of wind that stack on top of one another creating a barrier of wind. Your Wall of wind is extremely dense not allowing most things to pass through it. When you create your barrier of wind it has 30 Hit Points. It occupies your space with you and protects you in all direction, ranged attacks targeting you are made at disadvantage. At the start of each of your turns you can enhance this barrier regenerating  $3d6$  of the barriers Hit Points. This Barrier has a vulnerability to Fire Damage, and Resistance to Lightning Damage.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the initial Hit Points of the barrier by 10.

## WIND RELEASE: THUMB OF DESTRUCTION

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** Full Turn Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special ( $77$  Chakra)

**Keywords:** Wind Release, Ninjutsu, Combination, Kinjutsu

**Description:** You generate a super massive tornado that touches down on a space you can see within range. This Tornado is 120 feet tall and 30 feet wide. You can command it to touch down on top of a creature or space you can see within range.

If you have it touch down on top of a creature, make a Ranged Ninjutsu Attack, dealing  $10d8$  Wind Damage on a hit.

All creatures, objects and structures, excluding casters of this jutsu, within 60 feet of the tornado must make a Strength Saving Throw being sucked into the eye of this storm. On a failed save they are thrown to the top of this tornado for but a moment before the tornado compresses and fires all creatures within the eye of its storm directly into the ground at sound breaking speeds.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the targeted damage by  $2d8$  for each additional caster.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's area of effect size and damage based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: Increase the height of the tornado by 60 feet, +3: Increase the height of the tornado by 80 feet, +4: Increase the height of the tornado by 100 feet, +5: Increase the height of the tornado by 120 feet).

## WIND RELEASE: VACUUM BLADE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** HS, CM, W (Any)

**Cost:** 12 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You exhale wind release chakra onto a weapon to increase its sharpness, range and lethality. This can even be used on your unarmed strikes creating lethal blades of wind extending from those strikes. You cannot lose concentration of this jutsu as a result of damage.

Enhanced weapon or unarmed strike's deals an additional  $3d6$  Wind Damage twice per turn, its range is also increased by 10 feet. Ranged weapons also damage all adjacent spaces around its target on a successful hit.

Additionally, you can use your Ninjutsu Ability Modifier in place of Strength or Dexterity when calculating to hit or damage with attacks enhanced by this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3. If cast at S-Rank, increase the damage of this jutsu by  $+1d6$ .

## WIND RELEASE: VACUUM GREAT SPHERE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet (15-foot radius Sphere)

**Duration:** Concentration, 1 minute

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You generate 3 large Spheres of wind chakra. Choose 3 spaces in range. You send the large wind spheres to these areas and they expand outwards with the point you've chosen at the center, 30 feet in diameter. Creatures caught in these spheres or who enter them, movement speed is reduced to 0 and they cannot breathe while inside the sphere as the pressure prevents them from inhaling successfully.

Creatures caught in the radius of any sphere can make a Strength Saving Throw or continue to have their movement speed reduced to 0. On a successful save, they regain half of their movement speed.

A creature who begins or ends its turn within the radius of a sphere must make a Constitution Saving Throw. On a failure, they begin to suffocate, gaining 2 ranks of Exhaustion. On a success, they recover 2 ranks of Exhaustion caused by this jutsu, if any.

Upon escaping or ending this jutsu's effect on them, they recover from all ranks of Exhaustion this jutsu imposed on them.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and select one additional space this jutsu affects.

## WIND RELEASE: WIND CUTTER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create one Super sharp blade of wind and launch it at a target creature in range. Make a Ranged Ninjutsu Attack. On a hit the target creature takes 5d10 Wind Damage and gains 1 rank of Lacerated.

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

## WIND RELEASE: WYVERNS SURGE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Wind Release, Ninjutsu, Fuinjutsu

**Description:** You place a sealing tag on your body in any place you desire, as you place a massive reserve of Wind Release Chakra into the tag itself, activating it and magnifying your physical potential. You do not need to spend chakra to maintain concentration on this jutsu.

For the duration, once per turn, when you would deal damage to a creature with a jutsu with a nature release keyword, they must make a Strength Saving Throw. On a failed save the following occurs:

- **Earth Release:** Affected creature gains 1 rank of the Bruised condition.
- **Wind Release:** The jutsu deals an additional 3d8 Wind Damage and inflicts 2 ranks of bleed.
- **Fire Release:** Affected creatures gains 1 rank of the Burned Condition.
- **Water Release:** Affected creatures gains 1 rank of the Chilled Condition.
- **Lightning Release:** Affected creatures gains 1 rank Shocked Condition for the next minute.

If a Jutsu has more than one nature release keyword, select one to gain its effects.

## A-RANK:

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### WIND RELEASE: CAST NET

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** A wave of slicing wind erupts from you as you swing your hand. Each creature in a 60-foot cone must make a Strength Saving Throw. A creature takes 7d8 Wind Damage and are thrown back 60 feet, fall Prone, gain 1 rank of Lacerated and causing Swirl on a failed save. Creatures take half as much damage and no further effects on a successful save.

## WIND RELEASE: DEFIANCE STORM

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 90 Feet (30-foot-Radius Sphere)

**Duration:** 1 Minute

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Wind Release, Ninjutsu, Fuinjutsu

**Description:** You throw a Chakra seal onto the ground before you release the chakra Sealed within in creating an aura of reinforcing Wind release chakra. Select up to 4 creatures to gain the benefits of this jutsu while inside this Jutsu's radius.

For the duration select creatures within this jutsu's radius makes Strength, Dexterity and Wisdom Skill Checks and Saving Throws at Advantage, Ninjutsu they cast of B-Rank or lower has their cost reduced by -2 (Min 1.), and Taijutsu and Bukijutsu they cast deal additional Wind Damage equal to your Ninjutsu Ability Modifier, once per turn.

The Chakra Seal used to cast this jutsu can be targeted for attacks, although it is protected by a bubble of Wind Release Chakra. It has an AC equal to your Ninjutsu Save DC, and Hit Points equal to twice your Ninjutsu Save DC. It has Immunity to Lightning Damage and Vulnerability to Fire Damage. Once Destroyed, this jutsu immediately ends.

## WIND RELEASE: DRILLING WIND BULLET

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

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

**Description:** You inhale a single breath and exhale creating a spinning drill made of slicing wind that tears through everything in its path. Make a Ranged Ninjutsu Attack targeting 1 creature dealing 7d10 Wind Damage, inflicting 3 ranks of Lacerated and pushing the target back 25 feet on a hit.

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

## WIND RELEASE: EYE OF THE STORM

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self (60-foot-Radius Sphere)

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

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You Create a powerful twisting cyclone of wind that seals yourself and all creatures in this jutsu's Radius off from other creatures and effects from outside this jutsu's radius.

Creatures outside this jutsu's radius cannot see into the opaque wall of twisting wind, dust, dirt and chakra. A creature with Chakra sight when looking at the wall only sees a wall of chakra and cannot make out anything passed it.

If a creature attempts to pass through the wall, they must make a Strength Saving Throw. On a successful save they pass through the wall. On a failed save they take 8d8 Wind Damage and are thrown back 30 feet. Attacks and Jutsu cannot penetrate this jutsu's walls.

While inside this jutsu's radius, creatures cannot generate electricity preventing them from casting Jutsu with only the Lightning Release Keyword.

If the wall is struck with a Jutsu with the Water Release Keyword, the walls becomes wreathed in Water Release Chakra. If this jutsu's walls become wreathed in Water Release chakra, creatures within this jutsu's radius cannot generate fire, preventing them from casting jutsu with only the Fire Release Keyword.

If the wall is struck with a Jutsu with the Fire Release Keyword, the walls becomes wreathed in Fire Release Chakra. If this jutsu's walls become wreathed in Fire Release chakra, creatures within this jutsu's radius cannot generate strong wind, preventing them from casting jutsu with only the Wind Release Keyword.

## WIND RELEASE: LIONS FANG BLADE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You mold wind Release Chakra to create a beast made purely of Wind Release Chakra, that has a design and look of your description that counts as large.

Upon its creation, you command it to attack a number of creatures up to your Ninjutsu Ability Modifier once each. Make a Melee Ninjutsu Attack for each creature it attacks within range as it leaps and assaults each creature. On a hit, you deal 2d8 Wind Damage.

A creature that takes damage from the Beast must make a Constitution Saving Throw being torn apart from the thousands of blades made of Wind Release chakra that makes up your Beast. On a failed save they gain 2 ranks of Lacerated and cause Swirl.

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

## WIND RELEASE: NEVER ENDING FALL

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, 1 Minute

**Components:** HS, CM, M

**Cost:** 15 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a vacuum of air under yourself with the ability to ascend, descend and move in any direction at your own discretion. You gain a fly speed of 60 feet. If you use your action to Dash, you instead move 180 feet in the round.

## WIND RELEASE: NEVERENDING BREATH

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 10 Hours

**Components:** HS, CM

**Cost:** 15 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You inhale a single breath, and using chakra you are able to reinvigorate that single collection of air as if it were a new breath. You no longer need to breathe for up to 10 hours. You cannot be suffocated or drowned.

## WIND RELEASE: SPLITTING BREEZE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Wind Release, Ninjutsu, Clash, Kinjutsu

**Description:** You mold wind Release Chakra to create a blade of wind release chakra that is so compressed it fits into the palm of your hand. The amount of power this jutsu exhibits is entirely dependent on the amount of chakra you commit to it.

Spend chakra up to the listed amounts. For every chakra cost milestone hit you deal the listed effect. A creature reduced to 0 as a result of this jutsu is bisected at any angle the caster decides. The Saving Throw this jutsu refers to below is a Constitution Saving Throw.

**20 Chakra:** You make a single Melee Ninjutsu Attack. On a successful hit, you dealing 20d4 Wind Damage. A creature must also make a Saving Throw gaining 2 ranks of laceration and causing **Swirl** on a failed save.

**30 Chakra:** You make a single Melee Ninjutsu Attack. On a successful hit, you dealing 30d4 Wind Damage. A creature must also make Saving Throw, gaining 4 ranks of laceration and causing **Swirl** on a failed save.

**40 Chakra:** You make a single Melee Ninjutsu Attack. On a successful hit, you dealing 40d4 Wind Damage. A creature must also make a Saving Throw, gaining 6 ranks of laceration and causing **Swirl** on a failed save.

## WIND RELEASE: VACUUM SERIAL WAVES

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 16 Chakra

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

**Description:** You take a deep breath and exhale several super intense blades of wind at different angles but at multiple targets. Make a Ranged Ninjutsu Attack against up to 3 targets dealing 8d6 Wind Damage and inflicting 1 rank of Lacerated on a hit.

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

## WIND RELEASE: VACUUM WALL

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** 1 Round

**Components:** HS, CM, M

**Cost:** 15 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a vacuum of air around a willing creature in range that nullifies almost all attacks that would aspire to harm you. Until the beginning of your next turn. All Ninjutsu and Taijutsu, Melee and Ranged Weapon Attacks must roll 1d20 when they declare an attack targeting you. On a roll of 8 or greater, the attack is diverted or knocked away by the extremely dense wind.

## S-RANK:

### WIND RELEASE: 1 MILLION BLADE COLLISION

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 25 Chakra

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

**Description:** You focus a massive amount of wind chakra into a sphere above the target in range and bring it down crashing into the target as a single blade. The target must make a Dexterity Saving Throw, creatures take 34d6 Wind Damage, gain 5 ranks of Lacerated and cause **Swirl** on a failed save, or half as much damage and ranks of Bleeding on a Successful save.

## WIND RELEASE: BACKLASH WAVE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Reaction, which you take when you see a Ninjutsu that deals damage being cast.

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 28 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You see an attack as it comes towards you and you create an impenetrable forcefield of wind that's designed to throw everything back. Make a Ranged Ninjutsu Attack vs the triggering creatures Ninjutsu Save DC. If your result is higher, the opponent suffers the damage and effects of their own jutsu. On a failure, you gain Resistance to the jutsu's damage as the wind softens the blow.

## WIND RELEASE: FANNED WIND

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Foot Cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** A torrent of concussive wind erupts from your hands that explodes forward devastating everything in a 120-foot cone in front of you. This jutsu blows everything not tied down away and even upheaves trees and smaller structures and buildings. Creatures in its path must make a Strength Saving Throw at disadvantage, being thrown back 120 feet on a failed save. If the creature hits a structure their movement ends and they take triple the falling damage as if they fell the same distance they traveled.

## WIND RELEASE: HURRICANE OF DISASTER

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** Full Turn Action

**Range:** Self (120-foot radius)

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special (138 Chakra)

**Keywords:** Wind Release, Ninjutsu, Combination, Kinjutsu

**Description:** You generate a Category 6 Hurricane that touches down with the sole intent of bringing nothing but ruin in its wake. This Hurricane extends 250 feet into the air and has a 120-foot radius. This hurricane affects all creatures except its casters within its radius.

At the end of each of your turns, it moves 90 feet in a random direction (Roll 1d8: 1: North, 2: North East, 3: East, 4: South East, 5: South, 6: South West, 7: West, 8: North West.). Creatures within this jutsu's area of effect must make a Strength Saving Throw being ripped from their current position and thrown 250 feet into the air taking 12d8 Wind Damage and being Restrained by the wind on a failed save. A creature thrown into the air may repeat their Strength Saving Throw to escape this wind at the end of each of their turns, taking 12d8 Wind Damage on a failed save and escaping, falling to the ground on a successful save.

All structures and constructs in this jutsu's path automatically fail their saves and are destroyed as they are pulled into the hurricane's rotation. This Hurricane lasts for 1 Minute as once cast it cannot be stopped or dispelled by its casters willingly.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the damage by 4d8.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's area of effect size and damage based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: Increase the radius of the hurricane by 30 feet, +3: Increase the radius of the hurricane by 60 feet, +4: Increase the radius of the hurricane by 90 feet, +5: Increase the radius of the hurricane by 120 feet).



## WIND RELEASE: SPIRALING TEMPEST

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Bonus Action

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

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You release a surge of Wind Release Chakra that protects and enhances all of your allies for the duration. All creatures of your choice within range gain the following;

- If a creature starts their turns in this jutsu's radius, they gain a Bonus +30 Movement speed until the end of their next turns.
- They gain a +3 bonus to Ninjutsu and Taijutsu Attack Rolls.
- They gain a number of Temporary Hit Points equal to your Ninjutsu Save DC at the beginning of each of their turns.
- Taijutsu they cast that has a range of touch, or 5 feet, increases their range by 15 feet, and deals an additional 3d8 Wind Damage, once per turn.
- Affected Creatures cannot be Dazed or Weakened.
- Affected creatures gain Resistance to Lightning Damage.

## WIND RELEASE: TORNADO EXPLOSION

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 30 Chakra

**Keywords:** Wind Release, Ninjutsu

**Description:** You create a spiraling cylinder of wind centered on yourself that has a 90 Foot radius and is 120 Feet High. This cylinder becomes difficult terrain for the duration, even for flying creatures. Unattended objects in this cylinder that are large or smaller are pulled upwards and spins around the center at 200 Mph. A creature that starts its turn in the cylinder must succeed a Strength Saving Throw or cause *Swirl* and be pulled upwards towards the center and be Restrained while in motion. All objects and creatures inside the cylinder, excluding yourself, take 8d10 Wind Damage at the start of each of your turns. Creatures can make a Strength Saving Throw on each of its turns as an action to not be Restrained on its turn.



# FIRE RELEASE

Fire Release is the most common of the five nature transformations in the leaf village and land of fire, but those who can use it are able to knead chakra and set fire to anything. Fire Release is almost always used offensively and has very few defensive applications. Some shinobi use it to damage massive areas and harm large groups of foes. Fire Release is commonly exhaled from the user's mouth. Although Fire Release has naturally amazing power, it suffers from high chakra cost and is difficult to control flames after use.

Fire Release is naturally strong against Wind Release and weak against Water Release

**Prerequisite:** You must have the Fire Release Affinity to learn jutsu with the Fire Release Keyword.

## D-RANK:

### FIRE RELEASE: ABSORB HEAT

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You generate a vacuum of chakra absorbing the heat from the surrounding area and create a thin layer of fire chakra to protect yourself. You gain resistance to the triggering instance of damage.

If the triggering damage or any further attacks that target you are melee attacks and the triggering creature was no more than 10 feet away when this jutsu was cast, the triggering creature takes 6 Fire Damage until the beginning of your next turn.

If the triggering damage was fire, you also gain +5 DR vs Fire Damage until the start of your next turn. If the triggering damage was cold, this jutsu fails to activate.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, damage dealt as a result of a melee attack by +4 and the range a creature can be to take the damage by 5 feet.

### FIRE RELEASE: ASH CLOUD

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet (30 Foot Cloud)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You inhale and knead fire chakra in your lungs to create a cloud of ash. You exhale the ash into a target area within range that you can see. The Cloud of ash remains until blown away or dissipates which can take up to 10 minutes.

Creatures inside the target area have disadvantage on attacks while inside the cloud, and are treated as if in total darkness. Creatures making ranged attacks inside the cloud cannot see creatures inside.

### FIRE RELEASE: BLAZING EMBER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest motes of fire in the palms of each of your hands. Make two Ranged Ninjutsu Attacks. These attacks can target one creature or two. If targeting multiple creatures make a single Ranged Ninjutsu Attack against each.

On a successful hit you deal  $3d4+3$  Fire Damage. If a creature affected by the Burned condition is hit by both attacks, they immediately suffer the damage of their condition.

**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 number of attacks you can make by +1. If this jutsu is cast at S-Rank increase the number of attacks you can make by +2.

### FIRE RELEASE: BLAZING HANDS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** self (20-foot cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You hold your hands out and fire a sheet of flame from your hands. Each creature in a 15-foot cone must make a Dexterity Saving Throw. A creature takes  $5d4+5$  Fire Damage on a failed save, or half as much damage on a successful one. This fire ignites any flammable objects in the area that aren't being worn or carried.

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

## FIRE RELEASE: BLUE FIRE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you see a creature take damage in range.

**Range:** 30 feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You manifest a sapphire-colored flame around a willing creature you can see within range protecting them. You can see a gout of blue hot flame erupts around them creating a barrier of heat.

Until the beginning of the creatures next turn, ranged attacks deal reduced damage equal to  $2d4+2$ . Melee attacks deal reduced damage equal to  $2d4+2$  and deals  $3d6+3$  in Fire Damage to the attacking creature once per turn.

If the attacking creature would deal Cold Damage, this jutsu is immediately extinguished, ending it before any damage reduction or damage could be dealt.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage reduction by  $1d4+1$  and damage done by  $1d6+1$ .

## FIRE RELEASE: CRIMSON SPIDER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu, Construct

**Description:** You spew out fire on a point within range. The fire then collects into a medium sized Crimson Spider. This Crimson Spider can be commanded as a Bonus Action on your turn.

## FIRE RELEASE: DEMONS LANTERN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You conjure multiple flames of chakra to surround you. These flames transform into faces of demons of your description. You shed bright light for 20 feet and dim light for another 10 feet.

As a Reaction, when a creature moves within 5 feet of you, you can force the target to make a Dexterity Saving Throw as these Demon lanterns attempt to strike the target. On a failed save, the target is set on fire and gains the Burned Condition.

## CRIMSON SPIDER

*Medium Construct, unaligned*

**Armor Class:** 10 + Your Ninjutsu Ability Modifier

**Hit Points:** 18 (4d8 + Your character level)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities:** Acid, Fire, Psychic, Bludgeoning, Slashing

**Condition Immunities:** Charmed, Exhaustion, frightened, Stunned, Petrified, Envenomed

**Senses:** passive Perception 10

**Damage Vulnerability:** The Flaming spider is Vulnerable to Cold Damage.

**Elemental Body:** The Flame Spiders weapon attacks are chakra enhanced.

### ATTACKS

**Multiaction:** The Flame Spider can attack 2 times with its Bite.

**Bite:** Melee Weapon Attack: + (Your Ninjutsu Attack Bonus) to hit, reach 5 ft., one creature. Hit:  $2d4 + 2$  Fire Damage.

**Flame Web (Recharge 9-10):** Ranged Weapon Attack: + (Your Ninjutsu Attack Bonus) to hit, reach 30/60 ft., one creature. The target is covered in solidified flaming webs and is restrained by them taking  $2d6 + 2$  Fire Damage. As an action the restrained target can make a Strength Ability Check against your Ninjutsu Save DC, bursting from the webbing on a success. The webbing can also be attacked and destroyed (AC 10, Hp: 5; Vulnerability to Cold Damage.)

## FIRE RELEASE: ERUPTING FLAME

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You Focus chakra into the target area and create a hot spot directly under a target creature you can see in range. The target must make a Dexterity Saving Throw or take  $3d8 + 3$  Fire Damage. The target gains no benefits from cover against this jutsu.

A creature who fails their Saving Throw by 5 or more gains 2 ranks of the Burned condition.

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

## FIRE RELEASE: FIREBALL

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet (15 Foot radius Sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You breathe a stream of fire onto the target area which then expands into a ball of fire burning all in its range. Target creatures in range makes a Dexterity Saving Throw, taking  $4d6+4$  Fire Damage on a failed save or half as much on a success save. Flammable objects caught in the radius ignites if it isn't being held or carried.

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

## FIRE RELEASE: FLAME BOLT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You breathe a bolt of flame at a creature or object within range. Make a Ranged Ninjutsu Attack against the target. On a hit, the target takes Fire Damage equal to  $3d10+3$ . A flammable object hit by this jutsu ignites if it isn't being worn or carried.

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

## FIRE RELEASE: FLAME COAT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** HS, CM, W(Any)

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You engulf a weapon in fire chakra, coating it in a flame that enhances the lethality of the weapon. If you let go of the weapon or it is taken from you, the fire disperses. You cannot lose concentration of this jutsu as a result of damage.

While you maintain concentration on this jutsu, you can engulf another weapon you are holding as a Bonus Action. A weapon enflamed by you, deals an additional  $1d8+1$  Fire Damage twice per turn. The fire sheds bright light in a 20-foot radius and dim light for an additional 10 feet.

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

## FIRE RELEASE: FLAME STRIKE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** A vertical column of flame erupts upwards from the ground towards the sky in a location you specify.

Each creature in a 10-foot radius, 20-foot-high cylinder centered on a point within range must make a Dexterity Saving Throw taking  $3d6+3$  Fire Damage and gaining 1 rank of the Burned condition on a failed save, or half as much damage on a successful one.

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

## FIRE RELEASE: FLAME WHIP

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** self (20-feet)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You conjure a flaming whip to strike at a creature you can see up to 20-feet away from you. Make a Melee Ninjutsu Attack, dealing  $2d10+2$  Fire Damage. The target must make a Dexterity Saving Throw, being pulled 10 feet towards you. If a creature who failed the Saving Throw ends their movement within 5 feet of you, they fall Prone and gain the Burned condition.

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

## FIRE RELEASE: FOX FIRE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** A flickering flame appears in your hand. The flame remains there for the duration and harms neither you or your equipment. The flame sheds bright light in a 20-foot radius and dim light for an additional 10 feet. The jutsu ends if you dismiss it. You can also attack with the flame.

As an Action you can make a Ranged Ninjutsu Attack on a creature you can see within 30 feet of you. On a hit, the target begins to glow with a soft, warm, and glowing radiance. While glowing in this way, this jutsu's duration becomes *Concentration, until the end of your next turn*, and creatures have advantage on melee attacks targeting the creature.

## FIRE RELEASE: GREEN FIRE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action.

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest an emerald-colored flame and mark a creature you can see within range with it.

For the duration, when the target would make a Saving throw against a jutsu with the fire Release Keyword, they roll and additional  $1d4$ . Reducing their Saving Throw by the result.

Once per turn, if the marked creature would take Fire Damage from an attack that you make, you deal an additional  $1d6+1$  Fire Damage.

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

## FIRE RELEASE: HELLFIRE REJECTION

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** 15 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** When you are hit by a creature that you can see, you release a brilliant burst of fire chakra in a 15 Foot sphere around you. Creatures of your choice caught in the radius must make a Dexterity Saving Throw, taking  $3d8+3$  Fire Damage on a failed save, or half as much on a successful one.

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

## FIRE RELEASE: PASSIONATE FLAMES

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You manifest a fuchsia-colored flame and place it on a wounded creature you can see within range.

Target creature rolls 2 Hit Die, spending one. When they do, they recover the result + Your Ninjutsu Ability Modifier.

After casting the target creature gains resistance to Fire Damage until the end of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of Hit die rolled and spent by 1.

## FIRE RELEASE: PHOENIX FIRE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You spit forth 3 motes of fire at a creature within range. Make 3 Ranged Ninjutsu Attacks against a target you can see within range. On a hit, the target takes  $1d6+1$  Fire Damage.

If you score at least two hits with this jutsu on the same target, they must make a Constitution Saving Throw gaining 1 rank of the Burned condition.

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

## FIRE RELEASE: REKINDLED FLAMES

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You manifest a golden-colored flame and place it on a dying creature you can see within range.

Target creature is immediately stabilized and rolls 3 Hit Die, spending two. If the target has less than 3 Hit die, they roll what they have left spending all of it. If the creature has no hit die, they are not able to be stabilized.

They recover the result of the rolled Hit die + Your Ninjutsu Ability Modifier.

After casting the target creature gains resistance to Fire Damage until the end of your next turn.

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

## FIRE RELEASE: SANGUINE SPEAR

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest a sanguine-colored flame and mold it into a melee weapon of your description that you then use to strike a target within range.

Make one Melee Ninjutsu Attacks, dealing  $3d6+3$  Fire Damage on a hit. A target currently Burned or Chilled suffer exasperated effected.

**Burned:** A Burned creature gains an additional rank of the Burned condition.

**Chilled:** A Chilled creature loses the Chilled condition suffering from a sudden shift in temperatures suffering all ranks of their Chilled conditions damage. Their Chilled Condition immediately ends.

**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 number of Melee Ninjutsu Attacks by +1. If this jutsu is cast at S-Rank, increase the number of Melee Ninjutsu Attacks by +2.

## FIRE RELEASE: SCORCHING RAY

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You create 8 rays of fire and hurl them at targets within range. You can hurl up to 2 at a single target, otherwise you can target up to 8 targets. Make a Ranged Ninjutsu Attack for each ray. On a hit the target takes  $2d4+2$  Fire Damage. If a creature is hit by both attacks it must make a Constitution Saving Throw, gaining the Burned condition on a failed save.

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

## FIRE RELEASE: SPARK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest a highly flammable ember of fire release chakra. You can throw this ember onto any unworn or held highly flammable material or substance causing it to immediately go up in flames. The fires created by this jutsu grow in size as normal fire would and are not controlled by you. These flames are so hot they evaporate all water from sources that are not created by a Jutsu with the Water Release keyword of at least D-Rank or Higher. These flames extinguish themselves after 10 minutes.

## FIRE RELEASE: TEMPERED METALS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You superheat a single weapon or stack of weapons or ammunition. For the next minute these weapons glow red hot and to all creatures but you are scalding hot to the touch.

Weapons affected by this jutsu gains a +1 bonus to attack and damage rolls and their damage die is increased by one step for the duration. ( $D4>D6>D8>D10>D12$ )

At the conclusion of this jutsu, the weapon becomes brittle, unusable and breaks.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. When this jutsu is cast at B-Rank, the bonus becomes +2 and the damage die is increased by an additional step. When this jutsu is cast at S-Rank, the bonus becomes +3 and the damage die is increased by an additional step.

## FIRE RELEASE: WHITE FIRE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu

**Description:** You manifest a pale white-colored flame and mold it to coat your hands. For the duration, you do not need to spend chakra to maintain concentration on this jutsu.

For the duration, Jutsu you cast with the fire release keyword always forces affected creatures to make a Constitution Saving Throw. On a failed save they gain the Burned condition. On a successful save no further effects or conditions are imposed as a result of this jutsu.

Creatures who gain the Burned condition as a result of this jutsu, instead must beat a DC 20 Dexterity (Survival) Check to end the condition.

## FIRE RELEASE: WILDFIRE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 45 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

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

**Description:** You manifest a multicolored flame and fire a stream of it towards a creature you can see within range. Target creature must make a Dexterity Saving Throw. On a failed save they gain 1 rank of the Burned condition, and take  $2d12+2$  Fire Damage. On a successful save they take half damage and no further effects.

If the target already had the Burned condition, on a failed save, they instead immediately take damage from the Burned condition they have and take  $3d12+3$  Fire Damage with no further effects. On a successful save they take half damage and no further effects.

## C-RANK:

### FIRE RELEASE: BLAZING ASH PILE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet (30-foot Cloud)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You blow a super-heated cloud of ash at a target area you can see within range; the cloud fills a 30 Foot radius in a cloud shape. Creatures inside the cloud are treated as if they are in total darkness. At any point in time within the next minute, as a Bonus Action or Reaction, you can ignite the cloud of ash and all creatures inside the cloud would need to make a Dexterity Saving Throw, taking  $7d4+7$  Fire Damage and the Burned condition on a failed save and half as much damage and no burns on a successful one.

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

## FIRE RELEASE: BLUE FIRE EMBER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Special

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest a sapphire-colored ember into a solid but flickering form. This flame appears in a willing creature of your choices hand within range. This flame lasts an hour and causes no harm to the creature and can be given or carried by any other creature you designate as a holder.

A holder of this flame may as their Bonus Action coat themselves in this blue flame granting them a fast burning but dense shield of flame for a short time. Until the beginning of their next turn, they gain a number of Temporary Hit Points equal to  $3d8 + 10$ .

Melee attacks that strike the creature deals 10 Fire Damage to all creatures within 10 feet of them as the fire sparks off of them.

These Temporary Hit Points are Vulnerable to Cold Damage and Resistant to Wind and Fire Damage.

When the creature would take Cold Damage, this armor instead takes double damage.

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

## FIRE RELEASE: BURNING GAZE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You direct your gaze at an object or creature within range. Your eyes begin to glow a violent bright red and the target erupts into flames for the duration. An object begins to burn as flames engulf it. A creature must make a Dexterity Saving Throw gaining the Burned condition for the duration. While you are concentrating on this jutsu, creatures currently suffering from the Burned condition that you can see, cannot extinguish the fires that are burning them.

**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 ranks of Burned granted on a failed save by +1.

## FIRE RELEASE: DANCE OF FIRE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you or a creature you can see in range, either takes damage or would make a Dexterity Saving Throw.

**Range:** Self (10-foot Radius Sphere)

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You manifest a super dense barrier of flame around yourself and all creatures within range.

This barrier of flame has 12 Hit Points, An AC equal to your Ninjutsu Save DC and counts as a Flaming Structure. Creatures outside of the radius of this barrier cannot see pass through it. Creatures who target this barrier of flame with a melee attack from either side or hit you an attack while outside of it and within 15 feet of it, take 12 Fire Damage.

This barrier cannot move and intercepts all attacks and Jutsu, taking damage if any would attempt to pass through the walls exterior.

This wall is resistant to Wind and Fire Damage and vulnerability to Cold Damage. Jutsu with the Wind Release Keyword cannot initiate a clash with it by any means.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and its Hit Points and damage by 8.

## FIRE RELEASE: DRAGON FLAME BOMBS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (120-Foot line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You knead chakra in your stomach and superheat it until you exhale it from your gut at terrifying speeds, leading to you being unable to truly control its path. You fire a Stream of superheated fire in a 5-foot wide, 120-foot-long line directly in front of you.

Creatures in its path must make a Dexterity Saving Throw, taking  $6d8 + 6$  Fire Damage on a failed save or half as much on a success. Objects within 5 feet of the stream of fire ignite if they are not being worn or held. The stream leaves behind a line of fire from you to the end of the 120-foot path. The fire remains for 1 minute or until extinguished.

**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  $1d8 + 1$ .

## FIRE RELEASE: EMBER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest an unassuming mote of fire that floats just above the palms of your hands. Select one creature who you can see within range that has the Burned condition. You attempt to maximize the potential damage they take.

The target creature makes a Constitution Saving Throw. On a failed save, the target immediately suffers the maximum damage from their Burned condition. The target then gains an additional rank of the Burned Condition.

## FIRE RELEASE: EVERFLAME SEEDS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You manifest a 2 gems of Fire Release Chakra infused with Medical Release Chakra that feel hot to the touch. You spend 2 of your Chakra Die, rolling and recording the result.

A creature can use its Bonus Action to eat one gem. Eating a gem forces a creature to roll 2 Hit die, spending them both.

The creature regains Hit Points equal to the result of their Hit Die + The casters Chakra die roll.

A creature can gain the benefits of this jutsu twice per long rest. If a creature attempts to gain the benefits of this jutsu more than twice per long rest, each time after the second, they take an amount of Fire Damage equal to the result of the casters Chakra Die roll + Constitution Score. This damage cannot be resisted or reduced by any means.

## FIRE RELEASE: EXPLOSIVE CLONE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** Special (9 Chakra)

**Keywords:** Fire Release, Ninjutsu, Clone, Fuinjutsu

**Description:** You conjure a clone comprised of fire release chakra, made to look exactly like you called an *Explosive Clone*. This clone cannot take the attack action or cast jutsu. When this clone takes damage or you dismiss it as a Reaction, it explodes violently.

All creatures within 15 feet of the clone when it explodes must make a Dexterity Saving Throw, taking  $7d6+7$  Fire Damage, gaining 1 rank of the Burned condition and being thrown back 10 feet. On a successful save the they only take half damage.

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

## FIRE RELEASE: FIRE DRAGON BULLET

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You spit forth 5 globes of fire at a creature within range. Make a Ranged Ninjutsu Attack against the target. On a hit, the target takes  $10d4+10$  Fire Damage and gains the Burned condition.

**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  $1d4+1$ .

## FIRE RELEASE: FLAME ARMOR

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You create a layer of superheated chakra over your skin. Seemingly setting yourself on fire in any pattern you decide. You gain 20 Temporary Hit Points. For the duration, while you have Temporary Hit Points, you gain resistance to wind and Fire Damage and immunity to the Burned and Chilled conditions, and melee attacks that strike you also deal 15 Fire Damage to the attacker.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the Temporary Hit Points gained and damage dealt by 5.

## FIRE RELEASE: FLAMING SEALS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute.

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu

**Description:** This jutsu places a flaming seal on a willing creature you touch and creates a chakra connection between you and the target until the jutsu ends. If this jutsu is cast again while a previous instance of it is active, the previous casting and its effects automatically end. When the target is within 90 feet of you, it gains a +1 bonus to all Saving Throws, resistance to Fire Damage and you always know what conditions are affecting the creature (if any).

**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 bonus by +1. If this jutsu is cast at S-Rank, increase the bonus by +2.

## FIRE RELEASE: FLAMING TRAP

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 10 Minutes

**Range:** Touch

**Duration:** Until Dispersed or triggered

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu

**Description:** When you cast this jutsu, you inscribe a chakra seal that harms other creatures, either upon a surface (Such as a table, or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the chakra seal.

If you choose a surface, the glyph can cover an area of the surface no larger than 10-feet in diameter. If you choose an object, that object must remain in place, if the object is moved more than 10-feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The chakra seal is nearly invisible and requires a successful Intelligence (Investigation or Ninjutsu) check against your spell save DC to be found.

You decide what triggers the chakra seal when you cast the jutsu. For seals inscribed on a surface, the most typical triggers include touching or standing on the seal, removing another object covering the seal, approaching within a certain distance of the seal, or manipulating the object on which the seal is inscribed. For chakra seals inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the seal. Once a chakra seal is triggered, it explodes in a 15-foot radius sphere, destroying the surface it is inscribed on. Creatures in radius must make a Dexterity Saving Throw taking  $14d6+14$  Fire Damage on a failed save, or half as much on a successful one. Afterwards the jutsu ends.

## FIRE RELEASE: GREAT FIREBALL

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet (20-foot radius Sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You breathe a stream of fire onto the target area which then expands into a massive ball of fire, incinerating everything in its range. The target(s) must make a Dexterity Saving Throw or take  $6d6+6$  Fire Damage and 1 ranks of the Burned condition or half as much on a failed save. Flammable objects caught in the radius ignites if it isn't being worn or carried.

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

## FIRE RELEASE: GREENFLAME EMBER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action.

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest an emerald-colored flame that glows with a bright hue and attempt to mark a creature you can see within range with it. A Creature you can see within range must make a Dexterity Saving Throw. On a failed save being marked by this flame. For the duration, when you or an allied creature makes an attack against the marked creature, roll an additional  $1d4$  adding the result to your attack & damage rolls.

**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 marked creatures by +1.

## FIRE RELEASE: HEATED BODY

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 hour

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You breathe a single deep breath, using your Fire Release chakra to increase the temperature of your body as you begin to radiate heat. For the duration you gain immunity to cold environmental conditions, and creatures who are within 10 feet of you gain advantage on Wisdom (Survival) checks in cold environmental conditions.

Ice and rain begin to evaporate as it come in contact with you creating heated steam.

## FIRE RELEASE: HEATED SIGHT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Fire Release, Ninjutsu, Sensory

**Description:** You enhance your vision to be able to see heat itself like a snake with infrared. Creatures and objects who produce any level of heat are outlined in varying colors of your own description with brighter meaning they are warmer and dimmer meaning they are cooler in heat.

Creatures whom are perceived in this way cannot gain the benefit of cover or be hidden from you. This allows you to perceive creatures hidden by steam, smoke, gas or even in non-chakra-based darkness.

## FIRE RELEASE: HEAVENLY PRISON

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

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

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu

**Description:** You take a chakra seal and imprint your chakra onto it making a Melee Ninjutsu Attack against a creature; On a hit the target creature is branded with a Fire Release chakra seal. While branded with this seal, creatures have extreme difficulty molding chakra. If a creature attempts to cast a jutsu that requires Chakra Molding (CM), they must make a Constitution Saving Throw taking  $5d8+5$  Fire Damage on a failure, and half as much on a success.

On a failure, the brand burns them, restricting chakra flow as they lose the ability to mold chakra until the beginning of their next turn.

Creatures can make a Ninshou Skill Check as an action vs your Ninjutsu Save DC to break the seal ending this jutsu.

## FIRE RELEASE: SANGUINE BLADE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest a sanguine-colored flame and mold it into a large melee weapon of your description that floats near you upon its creation.

When you cast this jutsu, you can make a Melee Ninjutsu Attack against a creature within 10 feet of the weapon. On a hit, the target takes Fire Damage equal to  $3d6 + 3$ .

As a Bonus Action, you can command the weapons to move up to 30 feet and repeat the attack against a creature within 10 feet of it.

A target currently Burned or Chilled suffer exasperated effected.

**Burned:** A Burned creature gain an additional rank of the Burned condition.

**Chilled:** A Chilled creature loses the Chilled condition suffering from a sudden shift in temperatures taking  $2d6$  Necrotic Damage as a result. This immediately ends the Chilled condition on the creature.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the weapon gains a bonus +1 to attack and Damage rolls.

## FIRE RELEASE: SEARING RUSH

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Self (120 Foot Line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (50 Chakra)

**Keywords:** Fire Release, Ninjutsu, Combination

**Description:** You weave handsigns as you and any other casters conjure superhot globes of flame. These globes are so hot that they begin to boil the water out of the air itself. These globes combine to form a single super compressed globe of flame that explodes with such force as it fires a powerful beam of Flame that burns the air as it passes.

All creatures in a 15-foot wide 120 feet long line originating from you must make a Dexterity Saving Throw. On a failed save creature take  $11d8+11$  Fire Damage and gaining 3 ranks of Burned or half as much damage and no additional conditions on a successful save. Creatures who's Hit Points are reduced to 0 as a result of this jutsu become ash.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the targeted damage by  $2d8$ .

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's area of effect size and damage based on the highest Charisma Modifier within the group of casters. (+0-2: No Change, +3-4: Increase the damage die to a d10, +5: Increase the damage die to a d12).

## FIRE RELEASE: WHITE FIRE EMBER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu

**Description:** You manifest a pale white-colored flame and use it to enhance your Fire Release Jutsu for the duration.

For the duration, Jutsu you cast with the fire release keyword rerolls all Attack rolls of 1~5, taking the second result. Also, Jutsu you cast with the fire Release keyword rerolls all Damage rolls of 1 or 2, taking the second result.

You choose when to apply this effect to a jutsu you cast. You may use this effect to enhance jutsu with the fire release keyword a number of times equal to your proficiency bonus before this jutsu immediately ends.

## B-RANK:

### FIRE RELEASE: ALCHEMIST FLAME

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60-foot cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest a colorless flame that you ingest before you exhale outward spraying it across a massive range. All creatures in range must make a Constitution Saving Throw. On a failed save they gain the Burned condition. Creatures Burned by this jutsu also gain the Weakened condition for the same duration as their Burned condition persists.

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

### FIRE RELEASE: CONTROLLED BURST

#### MOVEMENT

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM, M

**Cost:** 10 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You create hyper pressurized embers of fire on the soles of your feet or the palm of your hands. For the duration your movement speed increases by 30ft, your movement does not provoke attacks of opportunity, and finally, you gain a flight speed equal to your movement speed, you must end your movement on a solid surface, or start to fall.

### FIRE RELEASE: CROSSFIRE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** 250 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (77 Chakra)

**Keywords:** Fire Release, Ninjutsu, Combination

**Description:** You weave handsigns as you select one space you can see within range. The point you choose erupts with 4 different 5 feet wide, 60 feet long beams of blazing heat that fire in different directions that all originate from the point you chose. No beam can fire in the same direction and must all fire at the same time.

All creatures who are in the range of any beam fired must make a Dexterity Saving Throw taking  $12d6+12$  Fire Damage and gaining 3 ranks of the Burned condition on a failed save or half as much damage on a successful save.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the targeted damage by  $3d6+3$ . Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's area of effect size based on the highest Charisma Modifier within the group of casters. (+0-2: No Change, +3-4: Increase the width of the jutsu by 5 feet, +5: Increase the width of the jutsu by 10 feet.)

### FIRE RELEASE: DUST TO DUST

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You snap your fingers in an attempt to turn a burning target into dust. You can only target a creature currently under the Burned condition forcing them to make a Constitution Saving Throw.

On a failed save they take twice the maximum possible damage from your Burned condition.

If they failed by 5 or more, they instead take three times the maximum possible damage from the Burned condition.

If they failed by 10 or more, they instead take four times the maximum possible damage from the Burned condition.

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

### FIRE RELEASE: EVERFLAME FRUIT

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You manifest a 1 apple sized gem or shard of Fire Release Chakra infused with Medical Release Chakra that feels scalding to touch. You spend all of your Chakra Die, rolling and recording the result.

A creature can use its Bonus Action to eat the gem.

Eating a gem forces a creature to roll all of its Hit die, spending them all. A creature can also spend an action feeding this to a dead or dying creature who's been dead for no longer than 1 minute.

The creature regains Hit Points equal to the result of their Hit Die + The casters Chakra die roll.

A creature can gain the benefits of this jutsu once per long rest. If a creature attempts to gain the benefits of this jutsu more than once per long rest, each time after the second, they take an amount of Fire Damage equal to three times the casters Ninjutsu Save DC + Twice their Constitution score. This damage cannot be resisted or reduced by any means.

## FIRE RELEASE: FIRE WALL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

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

**Description:** You create a standing wall of fire, 1 foot thick, up to 60 Feet long, and 20 feet tall. When the wall appears, each creature within its area must make a Dexterity Saving Throw. On a failed save, a creature takes  $5d10+5$  Fire Damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this jutsu, deals  $5d10+5$  Fire Damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

## FIRE RELEASE: GREAT FIRE CAGE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Full Turn.

**Range:** 120 Feet (30ft Cube)

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

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

**Description:** You spend your entire turn focusing and weaving hand seals to achieve a state of absolute focus. You create a massive Cage of fire capturing all inside the radius of the jutsu. Creatures attempting to leave the area must make a Dexterity, Constitution and Strength Saving Throw. On a failed Dexterity Save, target creatures take  $5d10+5$  Fire Damage. On a failed Constitution Saving Throw, the target creature gains 2 ranks of Exhaustion. On a failed Strength Saving Throw, the target creature is blown back 30 feet. Target creature must make at least 2 of the 3 saves in order to escape, failing more than 1 pushes them back towards the inside of the cage.

## FIRE RELEASE: GREAT FLAME BOMB

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (120-Foot Line)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

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

**Description:** You knead chakra in your stomach and superheat it until you exhale it from your gut at insane speeds and force. Creatures within 5 feet of you must make a Strength Saving Throw being thrown back 10 feet on a failed save.

You fire a Stream of blue hot fire in a 10-foot wide, 120-foot-long line directly in front of you causing objects and the environment within 5 feet of you to be set on fire.

Creatures in must make a Dexterity Saving Throw, taking  $9d6+9$  Fire Damage and 2 ranks of the Burned condition on a failed save or half as much damage on a success. Objects within 10 feet of the stream of fire ignite if they are not being worn or held. The stream leaves behind a line of blue fire from you to the end of the 120-foot path. The fire remains for 1 minute and will spread until put out.

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

## FIRE RELEASE: HEATED SUN

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You create a globe of white-hot fire in a space you select within range, that you can see. Creatures who begin their turns within 20 feet of the Globe must make a Constitution Saving Throw, gaining the Burned condition on a failed save. Flammable objects within 20 feet of it ignite, and metal begins to become too hot to touch causing those wearing or holding metal within range to take  $9d4+9$  Fire Damage at the beginning of each turn they are in contact with it.

As an action, you may move this globe 30 feet in any direction from its current placement. If this globe would enter a space another creature occupies, that creature must make the above Saving Throw. On a failed save, the creature gains 3 Ranks of the Burned condition.

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

## FIRE RELEASE: HEAVENLY FLAME

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 12 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You compress all of your Fire Release chakra onto the surface of your skin and release it when you hit a creature with an unarmed attack creating a targeted explosion of white-hot flame. As a part of the action to cast this ninjutsu, make a Melee Ninjutsu Attack, against one creature within range, otherwise the jutsu fails.

On a hit, the target suffers your unarmed attacks effects as normal and take  $6d12+6$  Fire Damage as the fire erupts on contact. The target creature must make a Constitution Saving Throw, gaining two ranks of the Burned condition and falling Prone on a failed save.

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

## FIRE RELEASE: INVESTITURE OF FLAME

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the Jutsu's duration. The flames don't harm you or any allied creature. Until the jutsu ends, you gain the following benefits:

- You are immune to fire & Wind Damage.
- Resistant to Bludgeoning, piercing and Slashing Damage.
- Vulnerable to Cold Damage.
- Speed is increased by 15 feet.
- Any hostile creature that moves within 10 feet of you on any turn, begins its turn or ends its turn there, takes  $2d10$  Fire Damage.
- You can use your Bonus Action to create a line of fire, 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity Saving Throw. A creature takes  $4d12+4$  Fire Damage and gains the Burned condition on a failed save, or half as much damage on a successful one.



## FIRE RELEASE: PYRONADO

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5-foot Radius

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

**Components:** HS, CM, CS, W (any melee)

**Cost:** 12 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu

**Description:** You bathe your weapon in Fire Release Chakra and throw it, spinning the weapon like boomerang. The Weapon spins around you striking all creatures who come within 5 feet of you for the first time or begin their turns there. The first time each turn a Creature enters its range must make a Dexterity Saving Throw. On a failed save they take damage equal to your weapons damage + 6d6+6 and the Burned condition or half as much and no additional effects on a successful save.

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

## FIRE RELEASE: STARFALL

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** Full Turn Action

**Range:** 500 Feet

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

**Components:** HS, CM, CS

**Cost:** Special (77 Chakra)

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu, Combination

**Description:** You focus on a point you can see, 1 mile above you. Collecting Fire Release chakra into a single point as it grows into a mini sun.

You can as a part of casting this jutsu, delay its effect until your next turn. Doing this requires all casters to also spend their actions to maintain concentration. If they do not this jutsu is casted prematurely as if there was No Delay. Delaying the casting increases the Strength of this jutsu by several magnitudes.

As an action, on your turn, you can cause the mini sun to fall on a creature you can see within range. Depending on the number of rounds you have delayed this jutsu its effects change. The Saving Throw this jutsu refers to is Constitution.

**No Delay:** Creatures who are within 60 feet of the target location must make a Saving Throw. On a Failed save taking 12d8+12 Fire Damage gaining 3 ranks of the Burned Condition and half as much on a successful save and no further effects.

**1 Turn Delay:** Creatures who are within 90 feet of the target location must make a Saving Throw. On a Failed save taking 24d8+24 Fire Damage gaining 3 ranks of the Burned Condition and half as much on a successful save and no further effects.

**2 Turn Delay:** Creatures who are within 120 feet of the target location must make a Saving Throw. On a Failed save taking 36d8+36 Fire Damage gaining 3 ranks of the Burned Condition and half as much on a successful save and no further effects.

**3 Turn Delay:** Creatures who are within 160 feet of the target location must make a Saving Throw. On a Failed save taking 50d8+50 Fire Damage gaining 3 ranks of the Burned Condition and half as much on a successful save and no further effects.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the targeted damage by 5d8+5.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's damage potential based on the highest Charisma Modifier within the group of casters. (+0-2: No Change, +3-4: Increase the damage die to a d10, +5: Increase the damage die to a d12).

## FIRE RELEASE: SUNBEAM

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You create a beam of brilliant white-hot light that flashes forth from you in a 5-foot-wide, 60-foot line. Each creature in the line must make a Constitution Saving Throw. On a failed save, a creature takes 6d10+6 Fire Damage and are Blinded until the end of your next turn. On a successful save they take half as much damage and no further effects. You can create a new beam of light as your action on any turn until this jutsu ends. For the duration, you shine bright light in a 30-foot radius and dim light for an additional 30 feet. This light is equivalent to sunlight.

## A-RANK:

### FIRE RELEASE: BLAZING FERVOR

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You pump Fire Release Chakra through your veins, muscles, and even blood. When you do, for the duration, your Strength & Dexterity becomes 20. If either of these ability scores are already 20, they instead gain a +2 bonus.

Melee attacks that strike you deals 15 Fire Damage to all creatures within 10 feet of you as you release a mass of heat from your body in response. Taijutsu attacks as a result of Jutsu you cast deal an additional 2d8+2 Fire Damage, twice per turn. Taijutsu and Bukijutsu you cast gains the Fire Release Keyword and deals Fire Damage instead of its listed type, if any.

At the end of this jutsu's duration, you gain 4 ranks of Exhaustion for the next hour, which cannot be removed by anything short of resting. This jutsu cannot be cast again until you complete a rest of any type.

## FIRE RELEASE: CRIMSON BUTTERFLY

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 1 Mile

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You manifest a swarm of Fire Release projectiles in the shape of a butterflies swarm. This swarm occupies a 90-foot cube centered on a space you can see within range and can occupy the spaces of multiple creatures as they flutter around them.

At the end of your next turn, all butterflies in the cube explode violently.

Creatures caught in the explosion (including casters) make a Dexterity Saving Throw at disadvantage. On a failed save they take  $9d10+9$  Fire Damage and gain 2 ranks of the Burned condition. On a successful save they take half damage and 1 rank of the Burned condition.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the size of this jutsu by 10 feet and the damage by  $1d10+1$ .

## FIRE RELEASE: DELAYED FIRE MISSILE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** A beam of yellow light flashes from your hands, then condenses to linger in your hand as a glowing bead for the duration. When this jutsu ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners.

Each creature in a 20-foot radius sphere centered on that point must make a Dexterity Saving Throw. A creature takes Fire Damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The jutsu base damage is  $12d8+12$ . If at the end of your turn, the bead has not yet detonated, the damage increases by  $6d8+6$ .

As an action, you can make a Ranged Ninjutsu Attack throwing the bead at a creature or object causing it to detonate on a hit. On a miss the target creature gets advantage on its Saving Throw.

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

## FIRE RELEASE: FIRE DEVASTATION

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (120 Foot Cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You breathe a stream of fire onto the target area which then expands into a massive ball of fire, incinerating everything in its radius. You fire a 120-foot cone-of super-heated flame. You can choose when the cone stops before reaching its maximum distance.

All creatures in the steam flames must make a Dexterity Saving Throw, taking  $14d6+14$  Fire Damage and gaining the 2 ranks of the Burned condition on a failed save or half damage on a successful one.

Flammable objects and creatures caught in the radius are turned to ash if reduced to 0 Hit Points. The affected area remains on fire at the conclusion of the jutsu.

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

## FIRE RELEASE: FIRE STORM

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten, 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity Saving Throw. It takes  $20d4+20$  Fire Damage on a failed save or half as much on a successful one. The Fire Damages objects in the area and ignites flammable objects that aren't being worn or carried.

A creature in the area of more than one fiery storm is affected a maximum of once.

## FIRE RELEASE: GREAT FIRE ABSORPTION

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You create a vacuum of chakra, absorbing lingering fire from the surrounding area collecting it towards yourself converting it into chakra and using this new chakra to heal wounds. Lingering fire or objects on fire are all extinguished and it is absorbed into you. You heal 10 Hit Points for every source of fire occupying a 5-foot cube that is absorbed this way. Fire cannot be generated or maintained in the radius of this jutsu until the beginning of your next turn.

## FIRE RELEASE: IGNITION

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You expel your chakra into a 60-foot radius centering from you. All flammable objects, cloth, metals or otherwise things that can heat up or be set to blaze, is ignited instantly. Metal glows red hot, clothing is caught in a flash flame, and flammable objects are burning.

Creatures of your choice must make a Constitution Saving Throw being unable to fend off this swarm of chakra as they are set ablaze gaining 3 Ranks of the Burned condition. Creatures who gain ranks of the Burned condition in this way makes their Survival Check at disadvantage.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3. If upcast to S-Rank, creatures who would take damage from the Burned condition, they instead take the maximum possible damage.

## FIRE RELEASE: NOVA

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 250 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special (110 Chakra)

**Keywords:** Fire Release, Ninjutsu, Combination, Kinjutsu

**Description:** You select a space you can see within range. This space manifests a sphere of pure fire release chakra. The sphere begins to pull in all creatures within 120 feet of it as if it were a gravity well.

All creatures within a 120 foot radius of the space you selected must make a Strength Saving Throw, being pulled up to 90 feet towards the space. On a successful save, they are instead pulled 45 feet.

Creatures who end this movement within 30 feet of the sphere must make a Constitution Saving Throw as a wave of heat overwhelms them. On a failed save creatures take  $50d4 + 50$  Fire Damage. On a successful save they take Half. A creature who's Hit Points are reduced to 0 as a result of this jutsu, are turned to ash.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the targeted damage by  $10d4 + 10$ .

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's damage potential based on the highest Charisma Modifier within the group of casters. (+0-2: No Change, +3-4: Increase the range of this jutsu by +80 feet, and the radius by +20 feet, +5: Increase the range of this jutsu by +250 feet, the radius by +60 feet and damage by  $25d4 + 25$ .)

## FIRE RELEASE: RELENTLESS BLAZE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** Special (110 Chakra)

**Keywords:** Fire Release, Ninjutsu, Medical, Combination, Kinjutsu

**Description:** You and all other casters, if any, touch a creature who has been dead no longer than 10 minutes, infusing its body with Fire Release chakra, giving it a temporary spark of life fueled by you.

The creature awakes with full Hit Points and Chakra Points. All jutsu they cast lose any other Nature Release Keywords and Gain the Fire Release Keyword in its place. All Class, or Clan features that would require a Nature Release Keyword of any type works with Jutsu with the Fire Release Keyword. All damage they deal is counted as Fire Damage and ignores Resistance, and treats Immunity as Resistance instead.

At the end of the 1-minute duration or if the creatures Hit Points is reduced to 0, they turn to ash as that spark of life goes out being unable to be revived by any means.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the duration by 1 minute.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's duration based on the highest Charisma Modifier within the group of casters. (+0-2: No Change, +3-4: Increase the duration of this jutsu to 1 hour, +5: Increase the duration of this jutsu to permanent.)

## FIRE RELEASE: SUNBURST

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 150 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** Brilliant sunlight flashes in a 60-foot radius centered on spot you can see within range. Each creature in that light must make a Constitution Saving Throw, taking  $12d6 + 12$  Fire Damage and is Blinded for 1 minute on a failed save. On a successful save, it takes half as much damage and isn't Blinded by this jutsu.

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

## S-RANK:

### FIRE RELEASE: DAWN

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (120-foot Radius Sphere)

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 45 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu, Kinjutsu

**Description:** You coat your body in such a dense amount of Fire Release chakra that you emit a painfully bright Light. All creatures who can see within range who are not behind total cover, are affected by this jutsu.

Affected Creatures, must make a Constitution Saving Throw. On a failed save, they take  $18d8+18$  Fire Damage, become permanently Blinded, and gains the 5 ranks of the Burned. On a successful save they take half damage, becomes blind for the next minute and gains 3 ranks of the Burned condition.

A creature Burned by this jutsu cannot extinguish the flames on their own and can only have either the Burned condition or the Blinded condition ended by;

- A Jutsu that removes conditions casted at no less than S-Rank.
- Waiting 1 minute for the Burned Condition to end naturally.

### FIRE RELEASE: FIERY BODY

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 25 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You temporarily transform your body into living flame. You gain Immunity against Wind, Fire, Bludgeoning, Piercing and Slashing Damage and the Blind and Deafened conditions. You gain Vulnerability to Cold Damage.

When you take Fire Damage from a hostile source, you regain Hit Points equal to half the amount of damage it deals. If Fire Damage is ignored due to your Immunity, you still count as taking it for this purpose. Your melee attacks deal an additional  $7d4+7$  Fire Damage, twice per turn.

Your body burns so brightly that creatures within 120 feet of you who do not close their eyes at the beginning of their turns must succeed a Constitution Saving Throw or gain the Blinded condition until the end of their turn.

Jutsu you cast that have the Fire Release Keyword have their save DC's increase by +1. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you partial concealment but you also take  $4d6$  Cold Damage each round you remain in the water.

### FIRE RELEASE: HEAT SNAP

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 35 Chakra

**Keywords:** Fire Release, Ninjutsu, Kinjutsu

**Description:** You snap your fingers igniting the air surrounding a creature, instantly incinerating them. If the creature you chose to target with this jutsu has 100 Hit Points or fewer, it dies, burning to dust. Otherwise, they must make a Dexterity Saving Throw, taking  $30d4+30$  Fire Damage, or half as much on a successful one.

### FIRE RELEASE: INCINERATING DRAGON FIRE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 150 Foot Cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Fire Release, Ninjutsu

**Description:** You inhale engorging your chest, exhaling a white-hot flame, turning most everything in your path to ash. You exhale a white-hot blaze of flame in a 150-foot cone in front of you. Creatures in this cone must make a Dexterity Saving Throw, taking  $25d6+25$  Fire Damage on a failed save and half as much on a successful one.

### FIRE RELEASE: INFERNO RAIN

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 1 Mile

**Duration:** Instant

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu, Kinjutsu

**Description:** Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 20-foot-radius sphere centered on each point you choose must make a Dexterity Saving Throw. The sphere spreads around corners. A creature takes  $22d8+22$  Fire Damage on a failed save, or half as much damage on a successful one. A creature can only be affected by one fiery explosion per casting.

### FIRE RELEASE: PHOENIX BLESSING

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Permanent

**Components:** HS, CM, CS

**Cost:** Special

**Keywords:** Fire Release, Ninjutsu, Fuinjutsu, Medical, Kinjutsu

**Description:** You touch a willing creature, passing on your flame. A creature you touch regains a number of hit and Chakra Points equal to your maximum hit and Chakra Points respectively.

They gain a number of Temporary Hit Points equal to their Maximum Hit Points and a number of Temporary Chakra Points equal to their Maximum Chakra Points.

You end all conditions on the target and they feel immediately revitalized, gaining Advantage on all ability checks, Skill Checks, Saving Throws, and attack rolls for the next minute. After this minute duration, your Maximum Hit & Chakra Points become 0, and cannot be increased by any means.

# WATER RELEASE

Water Release jutsu are most easily performed using existing water sources, such as lakes or rivers. Users can also create water within their bodies with chakra, which they expel from their mouths, though this is generally regarded as a testament of skill.

Water Release is typically used offensively, doing battering damage because of the sheer volume of water or slicing damage because of the water's high pressure. Water Release can be used to trap targets, such as imprisoning them with dense water or ensnaring them with sticky water. Water is a common option, with users surrounding themselves with water to be protected from harm. Alternatively, users can hide themselves from opponents with thick mist to obscure vision or water droplets to render the user invisible.

Water Release is naturally strong against Fire Release and weak against Earth Release.

**Prerequisite:** You must have the Water Release Affinity to learn jutsu with the Water Release Keyword.

## SOURCES OF WATER

Within the Nature Release of Water, there will commonly be a line of text detailing additional effects, **If used near a sufficient source of water.**

This line of text is left vague on purpose to provide DM's the ability to give players other sources of Water outside of some jutsu such as *Water Formation: Puddle*, or *Water Formation: Pond*.

But this is an RPG on top of a Role-playing game and players and DM's do appreciate having approximate numbers or comparisons to base things on.

Being **near** a sufficient source of water may be considered being within 15 feet of a source. Larger sources of water may allow a user to be within 30 feet at the most.

A sufficient source of water may include a pool, pond, lake, water fountain, ocean, sea or any other body of water large enough to carry at least 10 gallons of water. Based on the number of gallons this source of water has, you or your player may be able to get multiple uses out of it.

- 10-Gallons: 1 Use
- 20-Gallons: 2 Uses
- 50 Gallons: 5 Uses
- 100 Gallons: 10 Uses.
- Etc.

## D-RANK:

### WATER RELEASE: DOLPHIN BREAK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manipulate your water release chakra to generate an aquatic beast of your choice that appears to ram into a creature you can see within range.

Make a Melee Ninjutsu Attack. On a success you deal 3d6 Cold Damage and forcing the target creature to make a Constitution Saving Throw. On a failed save they gain 1 rank of Chilled.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or increase the range to 45 feet.

**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 the amount of attacks you make becomes 2. When you cast this Jutsu at S-Rank the number of attacks you make becomes 3.

### WATER RELEASE: ENCOURAGING DROPLETS: THIRST

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu, Medical

**Description:** You solidify your Water Release Chakra into pure water that floats above your hand. When cast, a willing creature within range can as a part of casting this jutsu drink the water. The target gains Temporary Hit Points equal to your Ninjutsu Save DC and is healed of one of the following conditions from an effect of equal rank or lower; Bleeding, Burned, Chilled, Dazed or Envenomed.

Creatures who gain Temporary Hit Points from this jutsu gain a special action called **Encouraged Momentum** which goes away at the end of their next turn.

**Encouraged Momentum.** On your turn, you can use this special action to take the following actions; Dash, Hide, Disengage, or Dodge.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast at B-Rank, increase the number of conditions healed to 2. If cast at S-Rank, increase the number of conditions healed to 3.

## WATER RELEASE: HEALING WATERS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You collect a mass of water and impart chakra into it and begin to heal a willing creature you can touch with it. This dissolves the water from being used in the healed creatures healing process. Roll 2d8, healing the target creature by the total.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead remove one of the following conditions in addition to restoring Hit Points; Bleeding, Burned, Envenomed or Shocked conditions.

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

## WATER RELEASE: HIDDEN MIST

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30 Foot radius sphere)

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You conjure a cloud of water particles condensing into a large cloud of mist. Creatures inside this cloud of mist cannot see more than 5 feet away from them, gaining disadvantage on Wisdom (Perception) checks to see and Attacks made while inside the cloud of mist that rely on sight. Creatures outside the mist also have disadvantage when attacking other creatures who are inside the mist.

Also, when this jutsu is cast, select one creature, whom you can see. That creature becomes mist marked. For the duration of this jutsu, a creature mist marked is always perceived by you while they are in the hidden mist, cannot benefit from being hidden while inside the hidden mist and you do not gain disadvantage on attack rolls against them.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead select an additional creature to be mist marked.

## WATER RELEASE: MANTIS WINGS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manifest wings of water that flutter at your command. Until the end of your turn, you gain a 30-foot fly speed.

At the end of this jutsu's duration if you have not landed, your wings slow down bringing you gently down onto whatever surface may be directly below you.

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

Concentration, up to 1 minute duration. Casting this jutsu at A-Rank, gives it a Concentration, up to 10-minute duration at no additional chakra cost to maintain concentration.

## WATER RELEASE: PIRANHA SWARM

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 60 Feet

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

**Components:** HS, CM, CS

**Cost:** 3 Chakra

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

**Description:** You manifest a medium sized bubble of water that you then summon a swarm of piranhas within.

When you cast this jutsu, you can make a Melee Ninjutsu Attack against a creature within 5 feet of the swarm. On a hit, the target takes 2d4 Cold Damage + 2d4 Piercing Damage.

As a Bonus Action on subsequent turns, you can command the swarm to move up to 30 feet and repeat the attack against a creature within 5 feet of it. If you cast this jutsu while submerged underwater, the piranha's can instead be commanded to move up to 60 feet instead of 30.

A creature who takes damage from this jutsu must make a Constitution Saving Throw. On a failed save, they gain 1 rank of Chilled. A creature who fails by 5 or more also gains 1 rank of Bleeding.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to increase the amount of piranhas, increasing their damage by +1d4 of each type.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d4 of each type. When this jutsu is cast at A-Rank or higher, increase the ranks of Chilled or Bleed it inflicts by +1.

## WATER RELEASE: SENSING WATER SPHERE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Minute

**Range:** 5 Feet

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

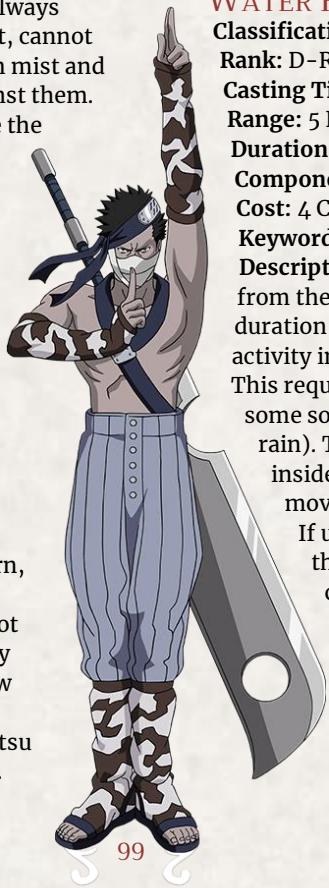
**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu, Sensory

**Description:** You collect a mass of water into a sphere from the surrounding area 5 feet in diameter. For the duration of this jutsu you can see movement and activity in a 250-foot radius centering on the sphere. This requires the creature who is moving, to disrupt some source of water (Puddles, bodies of water or rain). This movement or activity creates bubbles inside the sphere relative to the direction of the movement compared to the location of the sphere.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to double the sensory range of this jutsu, allowing you to see movement and activity in a 500-foot radius centered on the sphere.



## WATER RELEASE: SHARKS MAW

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** Self

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manifest a construct of water release chakra around your hands to take the shape of a sharks that clamp down and bite into targets for the duration. You cannot lose concentration on this jutsu as a result of damage. For the duration, as an action, you can make a Melee Ninjutsu Attack. On a hit, you deal 3d8 Cold Damage and forcing the target to make a Strength Saving Throw, being Grappled by the shark's head on a failed save.

A creature Grappled by you this way takes 1d8 Cold Damage at the start of each of their turns as the sharks bite deeper into them.

If you cast this jutsu while submerged underwater, the sharks grant you a swim speed of 60 feet and attacks made with this jutsu are at advantage.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or for the duration, if your Melee Ninjutsu Attack result is 10 higher than the targets AC, its treated as a critical hit, and creates a shockwave of water chakra that deals 2d6 Cold Damage to all creatures of your choice within 10 feet of you.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the attack's damage by 1d8 and the shockwaves damage by 1d6 respectively. If this jutsu is cast at C-Rank or higher, increase the number of attacks you can make by +1.

## WATER RELEASE: STARCH SYRUP GUN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60-feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You knead chakra with your spit creating a viscous substance similar to syrup. You spit it out at a creature slowing them down from the viscous and sticky nature of the liquid. Make a range ninjutsu attack against a creature you can see within range. On a hit target creature gains 1 rank of the *Slowed* condition until the end of their next turn. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead select one additional creature to target with this jutsu when you cast it.

**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.

## WATER RELEASE: TSUNAMI MALLET

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 10 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manifest a construct of water release chakra in the shape of a large mallet, of your design and description. This mallet is then immediately used to make a Melee Ninjutsu Attack against a target creature within range. On a hit, you deal 3d6 Cold Damage and the target creature must make a Constitution Saving Throw, being Chilled on a failed save.

If the target of this jutsu already has ranks of Chilled, they suffer a -2 penalty to their Saving Throw at disadvantage and this Jutsu's damage die increases by 1 step. If the target has ranks of another *Elemental* condition they suffer a -2 penalty to their Saving Throw and this jutsu's damage die increases by 1 step.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to increase the damage die of this jutsu by 1 step.

**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 the number of attacks you make increases by +1. When you cast this Jutsu at S-Rank the number of attacks you make increases by +2.

## WATER RELEASE: VISCOUS WATER MASS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You extract water from an area near a willing creature you can see within range creating a medium sized shield of water to protect them. The target reduces incoming damage by 4. If this jutsu would reduce Fire Damage you instead reduce the damage by 6. If you would initiate a clash with a Jutsu with the clash keyword, you first check to see if the damage would be reduced to 0 as a result of this jutsu's Damage Reduction. If the Fire Damage would be reduced to 0, you can then choose to initiate a clash, if you wish. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2, or for the duration, the target also increases their AC by 1.

**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 AC bonus by +1 and the DR by +2. If this jutsu Is cast at S-Rank, increase the AC bonus by +2 and the DR by +6.

## WATER RELEASE: WATER BLENDING

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** A willing creature you touch becomes invisible for the duration, water bends the light around the target hiding their presence. Anything the target is wearing or carrying is invisible as long as it is on their person. The jutsu ends for a target that attacks, casts a jutsu or physically interacts with another creature.

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

## WATER RELEASE: WATER CLAWS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manifest water release chakra in the shape of two claws that surround your hands, of your design and description. Make two Melee Ninjutsu Attacks against a target within range, as you spin, slashing into them. On a successful hit, you deal 2d6 Cold Damage. Affected creatures must make a Constitution Saving Throw, gaining 1 rank of Bleed, on a failed save.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or the number of attacks by +1.

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

## WATER RELEASE: WATER FORMATION: PUDDLE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You generate a Large Puddle of water from your stomach and expel it onto the ground in front of you. This puddle holds no more than 10 gallons of water. You can use this puddle as a source of drinking water, lay a trap, or use it as a source for more complex Water Ninjutsu. You may use the water this Jutsu produces as a Source of Water for no more than 2 water release ninjutsu of C-Rank or lower, after which, the puddle is no longer usable.

## WATER RELEASE: WATER PALM BLADE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You generate two blades of chakra enhanced water over your hands that you launch in an arc. Make a Ranged Ninjutsu Attack dealing 4d8 Cold Damage on a hit.

A creature affected by this jutsu becomes sheathed in vibrating water until the start of your next turn. If the target moves or is moved at least 5 feet before the start of your next turn, it explodes, dealing 1d6 Cold Damage to the affected creature and all creatures of your choice within 5 feet of the original target.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or increase the damage of the attack by 1 die.

**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 1d8.

## WATER RELEASE: WATER PILLAR THRUST

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You create a surge of water that erupts upwards from under a creature that you can see within range. This jutsu ignores cover. The target must make a Dexterity Saving Throw taking 3d10 Cold Damage and being Chilled on a failed save and half as much on a successful save and no further effects. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to affect all creatures within 5 feet of the target creature as well. A creature can only be affected by this jutsu once per casting.

**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 1d10.

## WATER RELEASE: WATER PURIFICATION/PUTRIFICATION

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manipulate and mold chakra to reverberate through a source of fluid, be it mud, poisoned waters, or anything in between. Fluid up to 10 gallons that has your chakra moving through it becomes purified and turns into pure drinking water, free of all impurities or it becomes putrid, undrinkable and poisonous to drink (Your choice). If a fluid is manmade or special in any way, make a Ninshou Skill Check against the DM's set difficulty to see if you can purify/Putrefy it or not.

## WATER RELEASE: WATER SEALING TRAP: SUBMERGE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 10 Minutes

**Components:** HS, CM, CS

**Cost:** 5 Chakra

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

**Description:** As a part of casting this jutsu, the target of this jutsu must be submerged fully in any type of Liquid.

You weave a chakra seal made of water release chakra that you then place on the surface of a liquid.

A creature currently submerged within this liquid becomes bound by the waters itself. Target creature must make a Strength Saving Throw. On a failed save, they become Restrained and unable to weave handseals for the duration. The target cannot drown while Restrained by this jutsu.

A Creature Restrained by this jutsu, remakes their Saving Throws at the end of each of their turns. On a success ending this jutsu immediately.

## WATER RELEASE: WATER SHIELD

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage or make a Saving Throw.

**Range:** Self

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 4 Chakra

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

**Description:** You create a floating wall of spiraling water, capable of pushing back creatures and blocking attacks. Increase your AC by +2 until the beginning of your next turn and reduce the next instance of damage you take by 4. If this jutsu would reduce Fire Damage from another jutsu, you can initiate a Clash, and add 1d4 to your clash check.

If you have a sufficient water source nearby, reduce the chakra cost of this jutsu by 2 or the first clash check you make with this jutsu, is made at advantage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the DR by an additional 4. If this jutsu is cast at B-Rank increase the AC bonus by +1. If this jutsu is cast at S-Rank, increase the AC bonus by +2.

## WATER RELEASE: WATER SHURIKEN

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You generate multiple shuriken made of water. Make a Ranged Ninjutsu Attack against a creature you can see within range, dealing 4d4 Cold Damage. If you score a critical hit with this jutsu the damage die of this jutsu becomes a d8 as they shift into monster water shuriken.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead make an additional attack targeting another creature within range.

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

## WATER RELEASE: WATER WHIP

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You create a long whip of water by molding your chakra through it. Make a Melee Ninjutsu Attack against a target in range, dealing 2d6 Cold Damage and pull the creature 10 feet Closer and forcing the target to make a Constitution Saving Throw gaining 1 rank of Chilled on a failed save.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or on a failed save, the target gains a rank of Bruised.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 and the distance of this jutsu by +10 feet.

## WATER RELEASE: WHALES TORRENT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you or a creature within range would take damage, or make a Saving throw of any type.

**Range:** 15-foot radius

**Duration:** 1 Minute

**Components:** HS, CM, CS

**Cost:** Special (28 Chakra)

**Keywords:** Water Release, Ninjutsu, Fuinjutsu, Combination, Construct

**Description:** You and any other caster weave together a highly intricate mix of Water Release Chakra until you conjure a massive Barrier of Water that protects all creatures within this jutsu's Radius.

This Barrier has a number of Hit Points equal to 24d6.

Resistance to Fire Damage, Vulnerability to Earth

Damage.

This Barrier intercepts all attacks and Jutsu that would cross its space for the duration or until it reaches 0 Hit Points.

Creatures cannot enter, exit or Cross through this barrier willingly. This Barrier lasts for the duration and cannot be ended early willingly by its casters.

Creatures cannot see into the barrier but creatures can see outside of the barrier.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase its Hit Points by 2d6.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's defensive potency based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2-3: Increase the hit die to a d8, +4-5: Increase the hit die to a d10.)

## WATER RELEASE: WHISPER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 feet

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

**Components:** HS, CM, CS

**Cost:** 5 Chakra

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

**Description:** You send bubbles made from Water Release chakra to fill the inner ear of your allies for the duration.

Select up to 3 willing creatures within range to gain the benefits of this jutsu.

For the duration, affected creatures who would make a Wisdom (Perception) Check adds your Ninjutsu Ability Modifier to their Check. Sound based environmental effects that force a Saving Throw of any type are made with advantage.

Additionally, the first Saving throw made against a Genjutsu with the Auditory Keyword add your Ninjutsu Ability Modifier to their Saving Throw. This jutsu immediately ends after this Saving Throw.

**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 affected by this jutsu by +2.

## WATER RELEASE: WILD BUBBLE WAVE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 Foot Cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You create a viscous mass of bubbles and spray it out in a cone 15 feet in front of you creating a slippery ground. Each Creature standing in the area of the jutsu, must make a Dexterity Saving Throw, falling Prone on a failed save. A Creature that enters or ends its turn on a space in the target area must also make the Saving Throw or fall Prone. This mass of bubbles remains for 1 minute, or until washed away.

**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 cone by 10 feet.

## WATER RELEASE: WILD WATER WAVE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

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

**Description:** You generate a strong current of water and expel it like a jet. Make a Ranged Ninjutsu Attack. On a hit target creature takes 2d8 Cold Damage and is pushed back 10 feet If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or force the target to make a Constitution Saving Throw gaining a rank of Chilled 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 increase the damage by 1d8 and the knock back distance by +10 feet.

## C-RANK:

### WATER RELEASE: CLEANSING DROP

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 45 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Water Release, Ninjutsu, Medical

**Description:** You manipulate your water release chakra and infuse it with Medical Release Chakra. When you do you create a single drop of water made from this jutsu, and send it to a single willing creature you can see within range allowing them to drink it.

A creature who drinks this drop of water who are under any of the following effects from a Jutsu or environmental hazard of Equal Rank or lower, has two of them completely removed at your discretion; Envenomed, Burned, Shocked, Chilled, Dazed.

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

## WATER RELEASE: CRUSHING DROPLETS: SPILL

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manipulate your water release chakra hardening it until the waters density becomes too much for most to handle.

For the duration, when you would cast a Jutsu with the Water Release Keyword, the Strength of the jutsu is modified based on your needs at the moment. Select one of the following effects when you cast the jutsu.

- Cold Damage you deal with Jutsu with the Water Release Keyword is increased by an amount equal to your Proficiency Bonus. This bonus damage can happen up to twice per turn.
- Attacks made with Jutsu with the Water Release Keyword are made with a bonus to hit equal to 1d4.
- Creatures who would make a Saving Throw against a Jutsu you cast with the Water Release Keyword rolls an additional 1d4 reducing their Saving Throws by the result.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. When you would cast this jutsu at B-Rank you may select a creature within 5 feet of you to gain this jutsu's benefit for the same duration.

## WATER RELEASE: DROWNING BUBBLE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 45 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Water Release, Ninjutsu, Kinjutsu

**Description:** You conjure a bubble filled with water and send it towards a creature's head to enclose it within the bubble removing their ability to breathe unless they can breathe within water. Make a Ranged Ninjutsu Attack against a creature within range. On a hit the creature begins to suffocate. While suffocating this way, its speed is halved and at the start of each of its turns it experiences oxygen deprivation taking 3d8 Necrotic Damage that ignores Damage Reduction and Resistance.

At end of an affected creatures turn, they make Constitution Saving Throw. On a success, this jutsu ends.

## WATER SHARK

*Medium Construct, unaligned*

**Armor Class:** Ninjutsu Save DC

**Hit Points:** 20

**Speed:** 40 ft fly, 80 ft swim

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

**Damage Immunities:** Cold, Psychic

**Damage Resistance:** Fire

**Damage Vulnerability:** Earth

**Condition Immunities:** All Mental, All Physical, Exhaustion, Stunned, Petrified, Envenomed

**Senses:** passive Perception 10

**Shark Trigger.** When the Water Shark is reduced to 0 Hit Points, it explodes forcing all creatures within 10 feet to make a Dexterity Saving Throw taking 5d6 Cold Damage and 1 rank of Chilled on a failed save or half as much damage and no further effect on a success. (Excluding Caster)

### ATTACKS

**Multiaction.** The Water Shark can attack 2 times with its Bite.

**Bite.** *Melee Weapon Attack: + (Your Ninjutsu Attack Bonus) to hit, reach 5 ft., one creature. Hit: 2d6 Cold Damage.* On hit the target must make a Strength Saving Throw vs the casters Ninjutsu Save DC being grappled by this Water Shark on a failed save. The Shark can only grapple one creature in this way at a time.

## WATER RELEASE: FOUR SHARK RAIN

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You manipulate your water release chakra shaping it until you completely form 2 construct Sharks made of your Chakra alone. These Water Sharks Swim in midair around you waiting for your command to attack using the following stat block. You can command them as a Bonus Action on your turn. A creature can only be attacked by 2 sharks per turn.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to increase the sharks Hit Points by an amount equal to your character level.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the Hit Points of your Water Sharks by +10. If you cast this jutsu at A-Rank or higher, increase the number of Water Sharks you summon by +1. If you cast this jutsu at S-Rank or higher, increase the number of Water Sharks you summon by +1.

## WATER RELEASE: FOUL LEGACY

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

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

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

**Components:** HS, CM, W (Any)

**Cost:** 7 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manifest water chakra that bubbles up before you unleash it like a bursting bubble, as a pulse of sapphire blue chakra enhances the weapons of your allies. You cannot lose concentration of this jutsu as a result of damage.

For the duration, one weapon you and each allied creature affected by this jutsu is wielding is enhanced by your sapphire water chakra. Enhanced weapons deal an additional  $2d4$  Cold Damage twice per turn and each time a wielder deals damage to a hostile creature, they regain Hit Points equal to the bonus Cold Damage this jutsu deals.

If you or affected allied creatures let go of their weapon or it is taken from its original wielder, the sapphire chakra disperses.

**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 or higher, increase the damage to  $4d4$ .

## WATER RELEASE: HEAVENLY MIRROR OF PAIN

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** 120 Feet

**Duration:** 1 Minute.

**Components:** HS, CM, CS

**Cost:** 9 Chakra

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

**Description:** You manifest a ring of water that creates a reflective film similar to that of a mirror. You first seal your reflection into the mirror, then select one creature whom you can see who is not obscured in any way within range. When you do, the target must make a Charisma Saving Throw, having their reflection Sealed into the mirror on a failed save. You can only have one instance of this jutsu active at a time.

A creature who's reflection is Sealed into the mirror casts no reflection onto any reflective surface for the duration. For this jutsu's duration, when one creature who's reflection is Sealed into the mirror take damage, suffer a condition, or regain Hit Points, the other creature who's reflection is Sealed into the mirror takes half of the damage dealt. Half of Hit Points healed and Suffer the same conditions.

A creature who is Resistant or Immune to a damage type does not share this resistance or Immunity to the other creature. (For Ex. If you have resistance to Lightning Damage and would take 10 Lightning Damage, the other creature who's reflection is Sealed in the mirror takes 5 damage. You then apply your resistance to the Lightning Damage reducing it by half down to 5.)

This mirror solidifies and becomes a physical mirror for this jutsu's duration. Has 1 Hit Point

with 10 AC. In order for this jutsu to persist a creature must be holding it, occupying one hand at all times, which cannot be used to hold other items or weapons. Once the mirror is broken or you dismiss this jutsu as a Bonus Action. If you do neither creatures reflection remains Sealed into the mirror. Any Conditions that remains after the mirror is broken or is dismissed, ends as well.

## WATER RELEASE: HIDING IN MIST

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You begin to turn your body into a collection of water vapor similar in consistency to mist along with everything your wearing and carrying for the duration. This jutsu ends if you drop to 0 Hit Points or chakra. You cannot lose concentration of this jutsu as a result of failing a concentration check, or being Incapacitated.

While in this form, your only movement method is a flying speed of 20 feet. You can enter and occupy the space of another creature. You have resistance to all damage, excluding Earth Damage, and you have advantage on Strength, Dexterity, and Constitution Saving Throws. You can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. You can't fall and remain hovering in the air, even when Stunned or otherwise Incapacitated. When rolling stealth to be seen as a common cloud of gas, mist or fog, you may roll at advantage.

While in this form of mist, You can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. You cannot attack or cast jutsu while in this form.

## WATER RELEASE: MEDICAL JELLYFISH

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Water Release, Ninjutsu, Medical

**Description:** You Conjure water into the shape of a jellyfish and attach it to a creature you touch. For the duration, the jellyfish will continuously inject chakra into whomever it is attached to body to heal them when they take damage. At the beginning of their turn, they recover 4 Hit Points. This jellyfish has the Same AC as its host, but only 1 hit point. The jellyfish can be targeted by an attack.

Alternatively, If the host would make a Saving Throw to resist a Ninjutsu, Taijutsu or Bukijutsu effect that would damage it, the jellyfish also takes damage equal to the result if its host fails the save.

If the Jellyfishes Host would fall to 0 Hit Points, the jelly fish shrivels up and 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 increase the healing by +1.



## WATER RELEASE: SCORPION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 15 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You collect surrounding water to create a scorpions stinger extending from your back. When you cast this jutsu you can make two Melee Ninjutsu Attacks and for its the duration you can use your action to make two Melee Ninjutsu Attacks using your Stinger.

On a hit, you deal the target takes  $3d6$  Cold Damage. An affected creature must make a Constitution Saving Throw. On a failed save, the target gains 1 rank Chilled and for the duration when it would regain Hit Points or Chakra Points, the next instance of Cold Damage it takes is increased by 1 step.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can make this jutsu deal an equal amount of Cold Damage as Chakra Damage.

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

## WATER RELEASE: RAGING TIDE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You manipulate Surrounding Water as you pull water from the air, surrounding plants and even create water using your Water Release Chakra.

This collects into a large wave that appears in front of you before it is propelled forward in a highly concussive way. All creatures in a 5-foot wide, 60-foot-long line originating from you must make a Strength Saving Throw. On a failed save a creature takes Cold Damage equal to  $3d8$ , gain the Chilled condition, be pushed in a straight line following the path of your jutsu, by 30 feet and fall Prone. On a successful save they take half damage and no additional conditions.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can change the shape of this jutsu to a 30-foot cone.

**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  $1d8$ .

## WATER RELEASE: ROAR OF ATLANTIS

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manipulate the Water Release Chakra with a creature you touch within range. If used on yourself, you do not need to spend chakra to maintain concentration on this jutsu.

For the duration, when the creature cast a Jutsu with the Water Release keyword that deals damage or inflicts a condition of any type, the affected creature becomes Wet. A wet creature remains wet for this jutsu's duration, unless otherwise stated.

A wet creature who takes damage from the following damage types triggers the following effects.

**Fire Damage:** Once per turn, they take additional Fire Damage equal to  $2dX$ , where X is the triggering jutsu's damage die. The steam remains until the end of the target creatures next turn. The area the steam occupies is heavily obscured. The target creature is no longer wet.

**Lightning Damage:** Once per turn, the creature has the water react to the lightning as the lightnings conductivity is multiplied and all adjacent creatures become targets for this super conduction. They take additional Lightning Damage equal to  $2dX$ , where X is the triggering jutsu's damage die. All creatures who are adjacent to the wet creature makes a Dexterity Saving Throw taking half of the Lightning Damage dealt on a failed save or none on a successful save.

**Wind Damage:** Once per turn, the creature has the wet condition spread around affecting creatures near them as the water is picked up and thrown around. They take additional Cold Damage equal to  $2dX$ , where X is the triggering jutsu's damage die. All creatures who are within 10 feet of the wet creature becomes wet as well.

## WATER RELEASE: WALL OF WATER

**Classification:** Ninjutsu

**Rank:** C-Rank

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

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 5 feet thick in any shape you want so long as each piece of wall is connected to another piece. The wall deforms and becomes a mass of water when the jutsu ends, filling each space it occupied with a Source of water that can be used for Water Release Ninjutsu, of C-Rank or lower, once each. The wall's space is difficult terrain if creatures attempt to pass through it. The water wall has an AC equal to your Ninjutsu Save DC and a number of Hit Points equal to  $6d4 + \text{Your Ninjutsu Save DC}$ , with resistance to Fire Damage.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead make creatures take  $2d8$  Cold Damage the first time they move through the wall on their turn.

## WATER RELEASE: WATER ABSORPTION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 7 Chakra

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

**Description:** You place a sealing tag on one willing creature you can see within range. When you cast this jutsu, all Water sources the target is in contact with or adjacent to, is absorbed into them and is used to artificially enhance the targets physical ability. If the target is next to a water source comparable to a lake, sea, or ocean this jutsu does not consume all of the water, but up to 1000 gallons.

For the duration, the creatures Strength Score becomes 20 if it not already. If their Strength score is already 20, it instead becomes 22. Their jump distance is doubled. They gain resistance to Bludgeoning Damage and the first time each turn, that they would deal unarmed or weapon damage they deal additional damage equal to  $2d10$ . When this jutsu ends, the creature becomes Weakened and Slowed until the end of their next turn as their body recovers from the over saturation of water in their system.

## WATER RELEASE: WATER BREATHING

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 hour

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You filter Water as it enters your lungs, being able to breathe as if you were a fish. You can breathe in water as if you were breathing air.

## WATER RELEASE: WATER BULLET

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

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

**Description:** You knead chakra in your stomach and expel it in a large quantity of water towards a target creature. Make a Ranged Ninjutsu Attack, dealing  $4d6$  Cold Damage that penetrates a creatures DR (damage reduction) ignoring it. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or the number of creatures you can target by +1.

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

## WATER RELEASE: WATER CLONE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** Special (8 Chakra)

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

**Description:** You conjure a clone made of water similar to the **Shadow clone technique** but with far less power, known as a **Water Clone**. **Water Clone's** weigh half as much as the caster. You can create up to two **Water Clones** when casting this jutsu, each costing 8 chakra to conjure.

**Water Clones** can cast ninjutsu with the **Water Release** keyword that you know of D-Rank, following normal **Clone** keyword restrictions. Additionally, if a damaging jutsu the **Water Clone** cast would use a damage die larger than a d4, the damage die the clone uses becomes a d6 instead. **Water Clones**, can move across water without chakra but cannot move vertically along non-water-based surfaces. If a **Water Clone** uses a weapon or unarmed attack, regardless of the weapon the clone uses, it deals  $1d8$  Cold Damage.

If a **Water Clone** casts a jutsu that requires more than 1 attack roll upon casting, it only makes one attack. If multiple water clones attack the same creature, you do not make multiple attack rolls. You instead choose a lead clone and it gains a + $1d6$  bonus to its damage roll(s), for each additional clone that is aiding it.

**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 water clones can cast to C-Rank.

## WATER RELEASE: WATER CUTTING SWORD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 8 Chakra

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

**Description:** You Conjure water into the shape of a Sword like projection in your free hand. You do not spend chakra to maintain concentration on this jutsu. The blade is 5 feet long, the handle is 1 foot long. The design of the blade can be whatever you decide. If you let go of the blade it disperses into water again. You can use your action to make a Melee Ninjutsu Attack with the Water Sword. On a hit, the target takes  $4d8 + \text{Ninjutsu Ability Modifier}$  Cold Damage. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead increase the damage die by one step, up to a d10.

**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, you can instead make two attacks with this jutsu as an action.

## WATER RELEASE: WATER FORMATION: POND

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You generate a Puddle of water from your stomach and expel it onto the ground filling and covering the ground in a 25-foot cube originating from you. This puddle holds no more than 100 gallons of water. You can use this puddle as a source of drinking water, lay a trap, or use it as a source for more complex Water Ninjutsu. You may use this water as a Source of Water for up to 5 water release ninjutsu.

## WATER RELEASE: WATER PERMEATION

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM, CS

**Cost:** 6 Chakra

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

**Description:** You place a sealing tag on one willing creature you can see within range. For the next minute they lose physical form as they and all equipment held become a pool of water. As a pool of water, their speed becomes 60 feet, and gain a swim speed of 120 feet. They can squeeze through cracks or disconnected surfaces that are at least 1 millimeter wide. The affected creature cannot make attacks, use handsigns, or mold chakra. The affected creature cannot see, but they gain 60 feet of tremor sense.

Additionally, the affected creature becomes immune to Cold, Bludgeoning, piercing and Slashing Damage. Resistant to Fire Damage, and Vulnerable to Lightning Damage.

## WATER RELEASE: WATER PRISON

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Water Release, Ninjutsu,

**Description:** You create a dense spiraling bubble of water around a creature, capturing them inside and restraining movement and preventing them from performing Jutsu. Target creature makes a Dexterity Saving Throw, being Restrained and captured on a failed save. The user must maintain contact with the sphere holding the captive inside. Losing contact causes the jutsu to end immediately.

The sphere has an AC equal to your Ninjutsu Save DC, 10 Hit Points, and creatures captured inside the Sphere cannot make Hand Seals or make attacks and find it difficult to breathe. The sphere intercepts all damage meant for the target, has vulnerability to Earth Damage, and once it reaches 0 Hit Points, this jutsu immediately ends.

At the end of each of their turns they make a Strength Saving Throw. On a success they force their way out with brute force. The bubble containing a creature can be moved as an Action on behalf of the caster, as they drag

it with them as part of their movement. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to make a captured creatures Saving throws to escape this jutsu at disadvantage.

## WATER RELEASE: WATER TRUMPET

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You cup your hands and create a highly pressurized stream of water, capable of piercing through steel and the ground itself. Make a Ranged Ninjutsu Attack, dealing 4d10 Cold Damage.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to instead deal twice as much damage to constructs and structures.

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

## B-RANK:

### WATER RELEASE: ARMOR OF POSEIDON

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manipulate your water release chakra and coat your body in it creating a tangible armor of Water Release. If you are fully submerged in water, this jutsu cannot end as a result of failing a Concentration Check, and you reduce the concentration cost by -1. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to give yourself advantage on Chakra Control Checks to maintain concentration of this jutsu.

For this jutsu's Duration, you gain the following benefits while completely submerged in water;

- You gain a 120 feet Swim Speed.
- You can breathe underwater as if breathing air.
- You gain 60 feet of tremor sense.
- Once per turn, Jutsu you cast with the Water Release Keyword deals additional damage equal to 1 damage die. If the target is currently Chilled the jutsu instead deals additional damage equal to 2 damage die.
- Attacks made underwater do not need to be rolled at disadvantage.
- Attacks you make while underwater retain their full range.
- In place of a weapon attack made with the attack action, you can make a Melee or Ranged Ninjutsu Attack equal to the number of attacks you would make with the attack. If melee, your attack deals 3d8 + Ninjutsu Ability Modifier Cold Damage. If ranged, your attack deals 2d8 + Ninjutsu Ability Modifier Cold Damage has a range of 60/120.

## WATER RELEASE: BLOODY MIST ABSORPTION

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** An advanced variation of the *Hidden Mist Technique*. This variation requires the user to draw blood from themselves cutting their palm, reducing their current Hit Points by 5. You release a crimson red mist that fills a 45-foot-cube originating from you. All creatures inside this mist are heavily obscured and cannot clearly see anything more than 5 feet away from them. You know the location of all creatures inside this red mist and all creatures except for you suffer the following effects.

- Creatures who start their turns inside the red mist, who have less than their max Hit Points lose 4 + Half of any Bleeding damage they take, in chakra.
- Creatures cannot regain Hit Points or remove stacks of Bleeding while inside the red mist.

## WATER RELEASE: DEEP

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** Special (77 Chakra)

**Keywords:** Water Release, Ninjutsu, Combination, Kinjutsu

**Description:** You and other casters manipulate Surrounding Water as you artificially manipulated the depth of water surrounding yourselves.

Each Caster of this jutsu manifests a 30-foot radius sphere of water within which they gain a 60-foot swim speed and the ability to breathe within each sphere of water created during this jutsu's casting.

Each caster can then select up to 2 creatures other than themselves who will be unable to Drown while within this jutsu's radius and gains a swim speed equal to their walking speed while inside any sphere of water created during this jutsu's casting. Additionally, the selected creatures do not need to make a Saving throw as a result of this jutsu.

Each creature selected by a caster who casts a Jutsu of any type while within a sphere of water created during this jutsu's casting now deals Cold Damage instead of their jutsu's listed damage type.

Creatures who are within this jutsu's radius when casted must make a Dexterity and Constitution Saving Throw. On a failed Dexterity Saving Throw they are pulled 30 towards the center of the sphere of water. On a successful save they are instead floating within the sphere of water in their current position. On a failed Saving Throw the creature was unable to hold its breath and begins drowning. A drowning creature can survive for a number of rounds equal to their Constitution Modifier (Min 1) before falling unconscious as a result of drowning. If an unconscious creature remains drowning, at the beginning of the unconscious creatures turn, they take Necrotic Damage equal to their level. On a successful save they are able to hold their breath for a

number of rounds equal to their Constitution Modifier (Min 1.).

At the beginning of a creatures turn who has exceeded the number of rounds they can hold their breath; they begin drowning as if they failed their Saving Throw.

An unconscious creature who is no longer drowning can be awoken by another creature as a Bonus Action.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters reduce the cost by -2.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's radius based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2-3: Increase the radius to 90-foot radius sphere(s), +4-5: Increase the radius to 120-foot radius sphere(s)).

## WATER RELEASE: EXPLOSIVE COLLIDING SHOCKWAVE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (60 Foot radius Sphere)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You expel a small ocean's worth of Water directly into your space covering a 60-foot radius centering on you. You stand on top of the water you are expelling, while creatures who are within 60 feet of you must make a Strength Saving Throw to resist being swept away. On a failure, they take 6d8 Cold Damage and are pushed 30 feet away while under the surface of the small ocean you've created. On a success, they remain floating above the surface, suffer no damage, but are still pushed away 15 feet from their current position. The water conjured by this jutsu maintains a depth of 120 Feet. This water can be used as a source of water for up to 15 Water Release Ninjutsu.

## WATER RELEASE: HEAVENLY MIRROR OF HOPE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when you are targeted by a Jutsu, or would make a Saving Throw as a result of a jutsu who's range is either a Line or Cone.

**Range:** Special

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Water Release, Ninjutsu

**Description:** You manifest a ring of water that creates a reflective film similar to that of a mirror. When you are targeted with a jutsu, you quickly raise this mirror showing your targets reflection. First, you make a Ninjutsu ability Check. The DC equals 13 + the Jutsu's Rank. (C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5)

On a success, you then spend a number of chakra casting this jutsu equal to your targets cost of casting a jutsu + the Jutsu's Rank (D-Rank: +2, C-Rank: +5, B-Rank: +8, A-Rank: +11, S-Rank: +14.) and your mirror reflects the jutsu cast at you back onto them. Any attack rolls, they make now count as targeting themselves, and on a hit, they take their own damage. Saving throws, you would have to make; they instead make as if they were the target suffering their jutsu's effects as normal.

On a failure, your mirror shatters, ending this jutsu.

## WATER RELEASE: MAELSTROM

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 12 chakra

**Keywords:** Water Release, Ninjutsu

**Description:** A mass of 10-Foot-Deep Water is expelled from you or begins to swirl from a preexisting source of water, centered on a point you can see within range, begins to swirl in a 20 Foot radius. Until the Jutsu Ends, that area is difficult terrain and any creature that starts its turn there must make a Strength Saving Throw or take 5d8 Cold Damage being pulled 10 feet towards the center on a failed save, or half as much damage on a successful one. As a Bonus action you can move this maelstrom 30 feet in any direction of your choice.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or creatures with ranks of Chilled within this Jutsu's area makes their save with disadvantage.

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

## WATER RELEASE: PAINFUL WATER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 feet

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

**Components:** HS, CM, CS

**Cost:** 11 Chakra

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

**Description:** You manipulate the Water Release Chakra within yourself and mark a creature you can see within range with this chakra.

For the duration, when the creature would take damage from a jutsu with the Water Release Keyword, they take additional damage equal to your character level, once per turn.

Additionally, when a creature marked with this jutsu would make a Saving Throw to resist the Chilled condition, they roll 1d8, reducing their Saving Throw by the result.

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

## WATER RELEASE: RED RAIN

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 feet (10-foot radius)

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You manipulate the Water Release Chakra molding it until you create a cloud 100 feet in the air. This cloud is then sent to hover over a creature you can see within range, and begins to rain down red rain in a 10-foot radius around the creature.

All creatures who are within the radius begin to be rained on and have their clothing soaked with this red rain, that dulls their senses.

For the duration when a creature within this jutsu's radius would make a Saving Throw to resist a jutsu cast from any creature other than you, you may roll a d4, reducing their Saving Throws by the result. This reduction happens once per turn, per creature.

As a Bonus Action on your turn, you may move the cloud 40 feet raining on the new space.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost by 3 and the distance you can move the cloud by +20 feet.

## WATER RELEASE: REFLECTIVE DROPLETS: DRIP

**Classification:** Ninjutsu

**Rank:** B-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** You manipulate your water release chakra molding it until you envelop yourself into a protected bubble, intercepting incoming attacks.

This bubble barrier protects you from incoming attacks taking the damage you would take instead until the beginning of your next turn.

The bubble in a water structure that has 5d8 + Your Ninjutsu Ability Score Hit Points. The bubble is Resistant to Fire Damage and Vulnerable to Earth Damage. You cannot be targeted by jutsu that does not require an attack roll and when you would make a Saving Throw from a jutsu that affects an area, you make your Saving Throw at advantage.

While the bubble has Hit Points, melee attacks made against you, reflect some of that damage back to the triggering creature as Cold Damage equal to half of their attack's damage. This effect does not trigger if the triggering damage type is Earth.

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

## WATER RELEASE: SHARK BOMB

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 12 Chakra

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

**Description:** This jutsu cannot be used without a source of water nearby deep enough to fit a medium sized creature. As a Bonus Action on your turn, you create a Shark construct made of solidified water. The Shark has an AC equal to your Ninjutsu Save DC and has 30 (10d6) Hit Points and has a swim speed of 40. You control this Shark and can direct it do any of the following actions:

**Attack:** As an Action or Bonus Action on your turn, the shark attempts to bite into a creature currently submerged, standing near, or standing on top of the body of water it currently inhabits. Make a Melee Ninjutsu Attack, on a Hit, the target creature takes 8d8 Cold Damage. On a successful hit, the target creature must make a Strength Saving

Throw being Grappled by the shark on a failed save. The shark can only grapple one creature at a time.

**Impede:** As a Reaction action on your turn, the shark can attempt to impose disadvantage on a target creature by swiftly attacking and getting in the way of their next attack.

**Explode:** As an action on your turn, the shark can explode creating a powerful shockwave of water in a 15-foot cube. Creatures in range must make a Dexterity Saving Throw, taking 6d10 Cold Damage on a failed save or half as much on a successful one.

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

### WATER RELEASE: TSUNAMI BOW

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You create a modified bow of solidified water that fires water from the same source. This projection can be used as an action to make 2 Ranged Ninjutsu Attacks against a creature up to 120 feet away, that you can see. On a hit, you deal 3d12 Cold Damage. A target hit by this attack must make a Constitution Saving Throw being Chilled until the end of their next turn on a failed save.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to reduce an affected creatures speed by 15 feet, until the end of their next turn.

If you drop this projected weapon it dissipates at the end of the turn. Thereafter, while the jutsu persists, you can use a Bonus Action to cause it to reappear in your hand.

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

### WATER RELEASE: WATER FANG

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You create two spiraling drills of water around a target creature you can see within range. Target creature must make a Dexterity Saving Throw, taking 8d6 Cold Damage, being Knocked Prone and Dazed, on a failed save, or half as much damage and no further effects on a success. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to target an additional creature.

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

### WATER RELEASE: WATER NEEDLES OF DEATH

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, taking damage from a melee attack or from a creature within 5 feet of you.

**Range:** Touch.

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** When a creature makes a Melee attack against you, you stomp the ground collecting a mass of water droplets from the ground and air, sharpening them into needles. The triggering creature must make a Dexterity Saving Throw, taking 8d10 Cold Damage and reducing their movement speed by 15 on a failed save and taking half as much damage on a successful one. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can instead make all hostile creatures of your choice, within 15 feet of you when you cast this jutsu, make the Saving Throw as if they are also targets, taking damage on a failed save or half as much on a success.

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

### A-RANK:

#### WATER RELEASE: ACID PERMEATION

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You collect water from the air, plants, and all sources that contain it as they form bubbles surrounding you in a 15-foot radius with you in the center. This radius moved with you.

When you cast this jutsu, you designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity Saving Throw as the bubbles explodes like mines spreading freezing acid over the creature. On a failed save, the creature takes 8d8 Cold Damage and gain 2 ranks of Corroded.

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

## WATER RELEASE: FALLING RAIN NEEDLES

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet (90-foot cube)

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

**Components:** HS, CM

**Cost:** 19 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You collect all water within 120 feet of you as it collects into the air creating storm clouds that can fill a 90-foot cube, at a point you can see within 120 feet of you. This jutsu fails, if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud.).

When you cast the ninjutsu, choose a point you can see within range, a hail of sharpened water droplets, rain over an area, pulverizing everything within 5 feet of the select area. Each creature within 5 feet of that point must make a Dexterity Saving Throw. A creature takes 10d6 Cold Damage on a failed save or half as much on a successful one.

On each of your turns until the jutsu ends, you can use your Bonus Action to call down rain needles in this way again, targeting the same or a different point.

If you are outdoors in stormy conditions when you cast this ninjutsu, the jutsu gives you control over the existing storm instead of creating a new one. Under such conditions the jutsu's damage increases by 1d6 and the cost to maintain this jutsu is reduced by 2.

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

## WATER RELEASE: GREAT HYDRA FANG

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

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

**Components:** HS, CM

**Cost:** 18 Chakra

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

**Description:** You manipulate your water release chakra molding it until you manifest 9 massive serpent like heads of your description composed of Water.

As an Action, or Bonus Action you may command a single hydra head to attack a creature you can see within range. This attack can turn corners and ignores all but total cover. Make a Ranged Ninjutsu Attack on a hit you deal 8d8 Cold Damage. On a hit or miss the head is spent reducing the number of heads you have by 1.

As a Reaction, you can command a single hydra head to protect you from an incoming attack, granting you 5d8 Temporary Hit Points against the triggering attack. When you do you reduce the number of heads you have by 1.

Also, as a Reaction, you can command 3 hydra heads to encircle you to completely protect you from a jutsu or effect that would force you to make a Strength, Dexterity or Constitution Saving Throw. When you do, you instead gain Immunity to the triggering jutsu or effect until the end of the current turn. When you use this effect, you reduce the number of heads you have by 3.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3, the number of Hydra heads by +1.

## WATER RELEASE: GREAT SHARK BULLET

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

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

**Description:** You manipulate your water release chakra molding it until you manifest a single gargantuan shark that you then launch at a creature within range, leaving a trail of devastation in its path.

The shark is propelled in a straight line towards a single target creature. Make a Ranged Ninjutsu Attack. On a success they take Cold Damage equal to 10d8, and gain 2 ranks of Chilled.

All creatures the shark would pass through while traveling to the target creature would suffer some effect as well. All creatures except the target creature in a 15-foot wide, up to 120-foot line makes a Dexterity Saving Throw. The line ends early if the space the original target creature was occupying is less than 120 feet away from when the jutsu was cast. On a failed save they take 6d8 Cold Damage and 1 rank of Chilled. Or half as much on a successful save and no additional effects.

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



## WATER RELEASE: RAIN TIGER AT WILL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Hour

Range: 10 Miles

Duration: 24 Hours

Components: HS, CM

Cost: 20 Chakra

**Keywords:** Water Release, Ninjutsu, Sensory

**Description:** You create rain clouds centered on a point of your choice that you can see 100 feet in the air that spreads outwards covering a radius up to 10 miles in size. The clouds begin to pour down a heavy rain constantly. Each rain drop is connected to the caster's senses informing them of any and all creatures, movements, activities and actions that the raindrops come into contact with. This rain is almost entirely seen as natural otherwise. A creature with Chakra Sight can see the chakra in each water drop.

While the caster will be aware of events and actions within the rain, this does not inform them of the exact location within the radius of this jutsu's effect range.

## WATER RELEASE: TRIDENT

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Bonus Action

Range: Self

Duration: Concentration, Up to 1 Minute

Components: HS, CM

Cost: 20 Chakra

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

**Description:** You manifest water release chakra in the shape of a trident, lance, spear or any polearm of your description. This projection begins to vibrate and churn the water it is comprised of turning it until it acts like a Chainsaw when it strikes a target creature. You do not spend Chakra while maintaining concentration on this jutsu and cannot lose concentration on it as a result of damage.

As an action, for the duration, you make two Melee Ninjutsu Attacks with this projection. Attacks with this projection have a range of 10 feet, has a +1 bonus to its critical threat range and deals 10d6 Cold Damage on a hit.

Creatures who take Cold Damage as a result of this jutsu that has 3 or more ranks of Chilled has the chilling waters bite into them, granting them an equal number of ranks of Weakened.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you make attacks targeting creatures with 3 or more ranks of Chilled with advantage.

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

## WATER RELEASE: WATER DRAGON

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

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

**Description:** You expel a massive quantity of water or pull from a nearby source, conjuring a large Dragon of your description from water. The Dragon attempts to ram its target. Make a Ranged Ninjutsu Attack, on a hit target creature 14d6 Cold Damage. The target creature must make a Constitution Saving Throw, being Stunned and knocked Prone on a failed save until the end of the targets next turn. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to increase the damage die to a d8.

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

## WATER RELEASE: WATER FORMATION WALL

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Reaction, which you take when you or an allied creature within range takes damage.

Range: 30 feet (5-Foot radius Sphere)

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

**Keywords:** Water Release, Ninjutsu, Clash, Construct

**Description:** When you or an allied creature within 30 feet of you are targeted by an attack, you expel a massive amount of water that you circle around the target like a spinning top. The circling water has 20d6 Hit Points until the beginning of their next turn. Creatures who are within 5 feet of the target are also protected by your Water Formation Wall. If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can choose to increase the radius of the jutsu to 10 feet.

## WATER RELEASE: WATER SEVERING WAVE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60ft cone

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You cup your hands against your mouth releasing a torrent of highly pressurized water and using your chakra like a nozzle. You sweep your head from side to side targeting a cone area up to 60 feet in distance. Creatures caught in the radius of this jutsu must make a Dexterity Saving Throw, taking 8d10 Cold Damage on a failed save.

If used near a sufficient source of water, reduce the chakra cost of this jutsu by 2 or you can force affected creatures to make a Constitution Saving Throw, gaining 2 ranks of Chilled 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 1d10 for each damage type.

## S-RANK:

### WATER RELEASE: DROWN

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 120 feet

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Water Release, Ninjutsu, Kinjutsu

**Description:** You manipulate your water release chakra molding it until you reach a level of control so much so that you are able to forcibly turn air into water and vice versa as it is inhaled by other creatures.

Select up to 7 creatures you can see within range. Each creature makes a Constitution Saving Throw. On a Failed save for the duration if they can breathe air, they instead can only breathe water. If they can breathe water, they can instead only breathe air.

A creature who is currently in an environment in which they cannot breathe normally, they begin to **Drown**.

While drowning this way, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its first turn after these rounds, it drops to 0 Hit Points and is dying. A creature who begins their turn dying after falling to 0 Hit Points as a result of this jutsu, they die. While drowning they cannot speak.

### WATER RELEASE: GIANT VORTEX TSUNAMI

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (120-Foot-Cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 25 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You Collect water from up to 100 feet away from all sources of moisture even down to other creatures' sweat. You collect it into a massive 20 Feet tall 15 Feet wide vortex. You fire this highly destructive cyclone of water collecting, upheaving, and blowing everything in its path away in a 120-foot-cone. Creatures caught in the range of the jutsu, must make a Strength Saving Throw to resist being picked up by the cyclone, taking 15d10 Cold Damage, gaining 3 ranks of Concussed, and 3 ranks of Chilled, being dragged by the vortex to the end of its path, landing Prone and being Stunned until the end of their next turn on a failed Saving Throw, or half as much damage on a success.

### WATER RELEASE: GIANT WATER PRISON DANCE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 Foot radius Sphere

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You knead enough water in your stomach and release enough to fill a small ocean. You then control the water creating a massive ball of Water centered around you that extends up to a 60 radius. All Creatures

in the radius are picked up by the wave of water and pulled into the water sphere. All Creatures inside the Water Sphere must make a Strength Saving Throw, being captured inside the sphere and unable to escape, on a failed save. When captured this way, the captured creature is considered to be underwater while inside the Water prison. When the User of this Jutsu moves, the water sphere moves with him. Creatures who succeed their Strength Saving Throw, can escape the Water prison if they can make it to the edge of the water sphere.

### WATER RELEASE: GRUDGE RAIN

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (250 Foot Radius)

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You create rain clouds centered on a point of your choice that you can see 100 feet in the air that spreads outwards covering a radius up to 10 miles in size. The clouds begin to pour down a heavy rain. For the duration, up to 5 creatures of your choice are not affected by this jutsu. All other creatures within the radius double all chakra costs.

### WATER RELEASE: WATER HEAVENS CONVERGENCE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 Foot radius Sphere

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

**Components:** HS, CM

**Cost:** 22 Chakra

**Keywords:** Water Release, Ninjutsu

**Description:** You begin to feel the presence of all free-flowing water particles within 120 feet of you. For the duration you can control all water as if it was an extension of your body.

All Ninjutsu that has the **Water Release** keyword of A-Rank or lower, has their cost reduced by half.

You gain additional actions you can use on your turn:

**Water Drill.** As an action on your turn, you can make a Ranged Ninjutsu Attack against a creature you can see within range dealing 10d12 Cold Damage as water surround and collapses over them.

**Water Armor.** As a Reaction to being hit with an attack you coat your body in a thick layer of solidified water to lessen the impact. You gain 30 Temporary Hit Points until the beginning of your next turn.

**Watery Chains.** As an action on your turn, you can have the surrounding water form chains as they attempt to capture a creature within range. The target must make a Strength Saving Throw being Restrained and Incapacitated on a failed save. On their turns they can make a Strength Saving Throw to end this effect on them.

## WATER RELEASE: SUPREME WATER LION

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 120 feet

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

**Components:** HS, CM, CS

**Cost:** 25 Chakra

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

**Description:** You conjure a Huge construct made of Water & Chakra forming a Huge beast of your description that uses your Ninjutsu Attack Bonus and Save DC for effects that require it.

It rolls initiative as it has its own turns, using your Ninjutsu Ability Modifier + Proficiency as its Initiative.

You can cast a Bonus Action on your turn, so long as you are in physical contact with this construct merge into its head. While you are merged in this way you have total Cover against attacks and other effects outside of the Lion.



## SUPREME WATER LION

*Huge Construct, unaligned*

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

**Hit Points** 170 (11d12 + 99)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	28 (+9)	1 (-5)	10 (+0)	1 (-5)

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

**Damage Resistance** Fire

**Damage Vulnerability** Earth

**Condition Immunities** Charmed, Chilled, Exhaustion, frightened, Stunned, Envenomed.

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

**Immutable Form.** The Supreme Water Lion is immune to any Jutsu or effect that would alter its form.

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

**One with Water.** When the lion is in contact with a body of water large enough for it to submerge itself, it gains a 250-foot swim speed, and Truesight 90 feet against other submerged creatures.

### ATTACKS

**Multiaction.** The Supreme Water Lion can attack 3 times. Twice with its claws and once with its bite.

**Bite. Melee Weapon Attack:** reach 10 ft., one creature. Hit: 6d6 + 6 Cold Damage. A creature hit by this attack must make a Strength Saving Throw vs your Ninjutsu Save DC. On a failed save they are grappled. Until this grapple ends, the target is restrained and the Lion cannot bite another target.

**Claw. Melee Weapon Attack:** reach 10 ft., one creature. Hit: 3d8 + 6 Cold Damage. A creature hit by this attack must make a Constitution Saving Throw vs your Ninjutsu Save DC. On a failed save they gain 1 rank of Chilled.

**Swallow.** The Water Lion makes one bite attack against a Large or Smaller creature it is grappling. If the Attack hits, the target is swallowed, and the grapple ends. The swallowed target is restrained but is fully visible in the belly of the Water Lion, although it cannot be the target of any jutsu. While inside the Lion it must be able to breathe underwater or it begins to drown. A drowning creature can survive for a number of rounds equal to their Constitution Modifier (Min 1) before falling unconscious as a result of drowning. If an unconscious creature remains drowning, at the beginning of the unconscious creatures turn, they take Cold Damage equal to 6d6 + 9. An unconscious creature who is no longer drowning can be awoken by another creature as a bonus action

**Hydro Discharge (Recharge 5-6):** The Lion exhales Pure Water Release chakra in a 60- foot cone. Each creature, except its summoner in that cone must make a Dexterity Saving Throw vs your Ninjutsu Save DC, taking 10d10 Cold Damage and 2 ranks of Chilled on a failed save, or half as much damage on a successful one.

# LIGHTNING RELEASE

Lightning Release jutsu are the most complicated of the 5 nature transformations to produce. Users must vibrate their chakra to create sparks and eventually jolts of lightning, guiding and controlling it with chakra. Users of Lightning Release, usually cannot create lightning inside their bodies instead opting to create it on the surface of their skin and focus it into points or use their own lightning to guide natural lightning produced in thunder clouds, though this is very difficult and is generally regarded as a testament of true skill is completed. Lightning Release is typically used offensively, doing Piercing Damage when applied to a weapon, or doing massive electrical damage when hitting a creature. Lightning Release can be used to trap targets, such as ensnaring them with static electricity numbing their body and preventing them from moving. Defensively, Lightning is an uncommon option, with users surrounding themselves with Lightning to be protected from harm, although this is very difficult as lightning generally cannot be made uniform, but it is a testament to the users Nature Change skill.

Lightning Release is naturally strong against Earth Release and weak against Wind Release.

**Prerequisite:** You must have the Lightning Release Affinity to learn jutsu with the Lightning Release Keyword.

## D-RANK:

### LIGHTNING RELEASE: BANQUET OF LIGHTNING

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You Place your palm on the ground and conduct a bolt of lightning that runs through it towards a target creature in range. This jutsu ignores cover and can go around corners. Target creature must make a Constitution Saving Throw, taking 3d6 Lightning Damage and gaining 1 rank of Shocked on a failed save and only half damage on a successful one.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, a creature who fails their Saving Throw is also Slowed for the same duration that they are Shocked.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d6 and the number of creatures you can target by +1.

### LIGHTNING RELEASE: CHARGED IMPULSE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Up to 8 Hours

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You touch a willing creature. For the duration, the target can add 1d8 to the first initiative roll it makes for the duration. For the next minute after rolling initiative the target can, as a Bonus Action on each of its turns take the dash action, this jutsu then ends.

### LIGHTNING RELEASE: CIRCUIT BREAKER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to generate a bolt of electricity in an attempt to shock a creature within range. Make a Ranged Ninjutsu Attack, on a hit, you deal 1d6 Lightning Damage. If the target creature is currently concentration on a Jutsu they make their check at disadvantage. If the target has a jutsu active that doesn't require concentration and they are not currently concentration on a jutsu, they lose the benefits of that jutsu until the end of their next turn.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, increase the damage dealt by 2 steps and add your Ninjutsu Ability Modifier.

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

### LIGHTNING RELEASE: ELECTROMAGNETIC ANNOYANCE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to generate a wave of electricity. Each creature in a 25-foot cube originating from you must succeed a Constitution Saving Throw or gain 1 rank of Shocked. If a creature is already Shocked, they make this save at disadvantage.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, all creatures who fail their Saving Throw have their speed reduced by 10 for each rank of Shocked they have.

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

## LIGHTNING RELEASE: ELECTROMAGNETIC FIELD

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot Cube)

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to generate an aura electricity. Each creature of your choice within a 25-foot cube originating from you when this jutsu is cast, and those who begin their turns in this jutsu's range must make a Constitution Saving Throw.

On a failed save the first time they would take Lightning Damage each turn, the Lightning Damage increases by 1 step. ( $D4 > D6 > D8 > D10 > D12$ )

## LIGHTNING RELEASE: ENHANCED ABILITY

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM, M

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You touch a willing creature and bestow upon it a vast increase in one of its physical abilities. Choose one of the following effects; the target gains the effect until the jutsu ends. You can only have this jutsu active on one creature at a time.

**Agility.** The target has advantage on Dexterity Saving Throws. It also doesn't take damage from falling 20 feet or less if it's not Incapacitated.

**Endurance.** The target has advantage on Constitution Saving Throws. It also gains 10 Temporary Hit Points, which are lost when the jutsu ends.

**Strength.** The target has advantage on Strength Saving Throws. It also increases damage done with attack rolls using its Strength by +2, twice per turn.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, the following effects are enhanced in the following ways;

**Agility.** The target can dash as a Bonus Action for the duration.

**Endurance.** The target gains an additional 15 Temporary Hit Points.

**Strength.** The target gains immunity to the Weakened condition for the next minute.

**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 have this active on at once increases by +1.

## LIGHTNING RELEASE: GUIDING BOLT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** A flash of lightning erupts from your hands towards a creature of your choice within range. Make a Ranged Ninjutsu Attack against the target. On a hit the target takes  $3d8$  Lightning Damage, and the next attack roll made against the target before the end of your next turn has advantage, thanks to the streak of electricity guiding the next attack to the target.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do this jutsu instead becomes a 60 foot long, 5-foot-wide line. All creatures in range must make a Dexterity Saving Throw, taking  $3d8$  lighting damage on a failed save or half as much on a success. Regardless of a pass or fail, the next attack roll made against affected creatures before the end of your next turn has advantage.

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

## LIGHTNING RELEASE: HEAVEN STEP

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to generate a mote of electricity. Select a space that another creature is not occupying that you can see within range where you throw your mote. This space can be in the air but cannot be thrown through walls or water instead stopping at the first semi-solid surface it encounters.

You can choose to target a creature with this mote instead of an empty space. Make a range ninjutsu attack. On a success you deal  $1d8$  Lightning Damage and the target must make a Constitution Saving Throw gaining 1 rank of Shocked on a failed save. The mote then occupies the closest open space as the target creature.

As a Reaction, you can trigger the mote to detonate. All creatures within 5 feet of the mote must make a Dexterity Saving Throw. On a failed save they take  $2d6$  Lightning Damage and gain 1 rank of Shocked. If a creature who makes this save is already Shocked, they make their Saving Throw with a -2 penalty. When you do this jutsu immediately ends.

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

## LIGHTNING RELEASE: LIGHTNING BALL

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You generate multiple small floating globes of lightning chakra. You fire them all off as once rapidly at a singular target. Make a Ranged Ninjutsu Attack. If the target creature is wielding a metallic weapon, you make this attack at Advantage. On a hit, the target creature takes  $6d4$  Lightning Damage and forces the creature to make a Constitution Saving Throw. On a failed save it gains 1 rank of Shocked.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do you create a second set of lightning globes, and you must select a second creature to target with this jutsu.

**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 attacks you can make by +1.

## LIGHTNING RELEASE: LIGHTNING BUCKLER

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu

**Description:** You conjure your lightning release chakra and mold it around a chakra seal until you form a shield made of Lightning. For the duration this jutsu cannot be ended as a result of a failed concentration check.

The lightning shields you manifest sits on your arm and has a design of your description. For the duration, when you would take damage from a melee attack you may as a Reaction attempt to deflect the attack. When you do reduce the damage taken by  $2d6$  + your Ninjutsu Ability Modifier. If the damage is reduced to 0, the triggering creature gains 1 rank of Shocked.

If Wind Damage would be the triggering damage type you instead roll  $2d4$  + Your Ninjutsu Ability Modifier.

For each rank of Shocked a creature has, increase the damage reduction of this jutsu by +1 die.

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



## LIGHTNING RELEASE: LIGHTNING NUCKLE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** HS, CM, M

**Cost:** 3 Chakra

**Keywords:** Lightning Release, Ninjutsu, Taijutsu

**Description:** You cover your Fist in surging electricity using it to strike forward with an electrically charged punch. Make a melee ninjutsu (or Taijutsu) attack against a creature within range. On a hit, you deal your Unarmed Damage +  $2d6$  Lightning Damage and the target must make a Constitution Saving Throw, gaining 1 rank of Shocked on a failed save.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do this jutsu gains a +1 bonus to critical threat range.

**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 attacks you can make by +1. You can only target a creature up to twice with attacks made as a result of this jutsu.

## LIGHTNING RELEASE: LIGHTNING REFLEX

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction which you take when you are forced to make a Dexterity Saving Throw.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** Your body becomes charged with lightning release chakra enhancing your reflexes to great heights. When you make a Dexterity Saving Throw you may roll at Advantage.

## LIGHTNING RELEASE: LIGHTNING REPEL

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction to being targeted by an attack or jutsu.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You create a magnetic force field around yourself misdirecting attacks away from you. Attacks have disadvantage when targeting you until the start of your next turn.

## LIGHTNING RELEASE: LIGHTNING SPEED

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You coat your body in a film of lightning as you teleport up to your movement speed to an unoccupied space that you can see, appearing as a jolt of lightning when you end your movement.

## LIGHTNING RELEASE: MARK OF JOLTS

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu

**Description:** You conjure your lightning release chakra and mold it around a chakra seal until you form a Kanji of your own description and with its own meaning. This Kanji Floats in a space within 5 feet of you and can be moved up to 20 feet in any direction of your choice as a Bonus Action. Choose one of the following effects;

**Jolts:** All creatures except you, within a 10-foot radius sphere centered on your Kanji takes Lightning Damage equal to  $1d6 + \text{Your Ninjutsu Ability Modifier}$  at the end of each of your turns.

**Shocks:** All creatures except you, within a 10-foot radius sphere centered on your Kanji that takes Lightning Damage must make a Constitution Saving Throw gains 1 rank of Shocked on a failed save. Once this effect has triggered and inflicted the Shocked condition 3 times this jutsu immediately ends.

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

## LIGHTNING RELEASE: PANTHER CLAW

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 10 feet

**Duration:** Instant.

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra and mold it around your arms until you conjure a projection of your description.

Make a Melee Ninjutsu Attack. On a hit you deal  $2d10$  Lightning Damage.

If the target has at least 1 rank of Shocked your damage die becomes d12.

If the target has at least 2 ranks of Shocked you also increase your critical range to 19~20.

If the target has at least 3 ranks of Shocked you also add your Ninjutsu Ability Modifier to the damage you deal.

If the target has at least 5 ranks of Shocked, you make an additional Melee Ninjutsu Attack.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, you may add your Ninjutsu Ability Modifier to the damage dealt.

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

## LIGHTNING RELEASE: RETRIBUTION

**Classification:** Ninjutsu

**Rank:** D-Rank

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

**Range:** Self (15-foot Radius Sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra and mold it to form a defensive instrument of your choice; This can be a great sword, shield, wall, or a version of yourself made of lightning. This jutsu cannot be triggered by Psychic or Chakra Damage.

When you would take damage, you gain Temporary Hit Points equal to half of your Ninjutsu Save DC (rounded down). While you have Temporary Hit Points gained by this jutsu, you have resistance to Earth Damage and Vulnerability to Wind Damage.

Each time you take damage until the end of the current turn you build up lightning release chakra. You must keep track of all damage taken until the end of the current turn. If your Hit Points are reduced to 0 while this jutsu is active, it immediately ends.

At the end of the current turn, you discharge all of the built-up Lightning Release chakra. All creatures within a 15-foot radius sphere must make a Dexterity Saving Throw, taking Lightning Damage equal to the damage you've taken +  $3d6$  on a failed save or half as much on a successful save.

If a creature is Shocked, they make their Saving Throw at disadvantage.

**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  $1d6$ .

## LIGHTNING RELEASE: SHATTERING BOLT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** A beam of crackling blue lightning lashes out towards a creature within range, forming a sustained arc of lightning between you and the target. Make a Ranged Ninjutsu Attack against that creature. On a hit, the target takes  $2d12$  Lightning Damage and gains 1 rank of Shocked. Once each of your turns for the duration, you can use your action to deal  $2d12$  Lightning Damage & inflict 1 rank of Shocked automatically. The jutsu ends if you use your action to do anything else. The jutsu also ends if the target leaves this jutsu's range or if it has total cover from you. When this jutsu ends, the original target loses all ranks of Shocked it gained from this jutsu.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do the first target gains 2 ranks of Shocked on the first hit made with this jutsu.

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

## LIGHTNING RELEASE: SHOCK WHIP

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You create a whip of lightning, and lash it at a target creature in range. The target must make a Strength Saving Throw, taking 2d10 Lightning Damage and being pulled or pushed 10 feet on a failed save, or half damage on a successful save.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature who fails their Saving Throw gains 1 rank of Shocked.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and increase the damage by 1d10 and the range by 5ft.

## LIGHTNING RELEASE: SPARK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Lightning Release, Ninjutsu, Medical

**Description:** You conjure your lightning release chakra to generate a spark of willpower from within a creature.

A Creature you touch gains 1 Hit point and a number of Temporary Hit Points equal to  $2d6 + \text{Your Ninjutsu Ability Modifier}$ . These Temporary Hit Points last for 1 minute.

Additionally, the creature gains resistance to Lightning Damage so long as they have Temporary Hit Points granted by this jutsu.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, the first time you would take Lightning Damage while benefiting from Temporary Hit Points (THP) as a result of this jutsu, you instead gain bonus THP equal to half the damage dealt.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the Temporary Hit Points by 1d6.

## LIGHTNING RELEASE: STATIC SENSE

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

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

**Description:** You gain the ability to see electrical signals occurring in creatures or objects up to 300 Feet away. This penetrates up to 5-feet of nonmetal surfaces. You can tell when an object that works off of electricity, such as non-jutsu based communication systems, cameras, computers, and other technological devices are in active use, or are moving, and their general shape. You can tell when Creatures can generate electricity such as lightning release or as a natural phenomenon (eels, magnets, batteries etc.)

## LIGHTNING RELEASE: THOR'S MARK

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 Feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You send a negatively charged spark of Lightning release chakra to attach itself to a target creature you can see within range marking it. You do not need to spend chakra to maintain Concentration on this jutsu. Once per turn, when you damage the target with a Ninjutsu with the Lightning Release Keyword, you deal an extra die of damage. You also have advantage on Wisdom (Perception) or (Survival) checks you make to track or find the target.

If a creature marked with this jutsu reaches 0 Hit Points you may move the mark to another creature as a Bonus Action.

## LIGHTNING RELEASE: THUNDER TEMPEST

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 25 Foot Cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** A wave of electrical force sweeps out from you. Each creature in a 25-foot cone originating from you must make a Strength Saving Throw. On a Failed save a creature takes  $4d4$  Lightning Damage and are pushed back 10 feet and Shocked. On a successful save, the creature takes half as much damage and isn't pushed.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature who fails their Saving Throw has their initiative score reduced by 1d4, falling in the initiative order accordingly as a result. A creature can only have their initiative changed twice as a result of this effect.

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

## LIGHTNING RELEASE: THUNDERBOLT

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15-Foot radius Sphere)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You generate 2 spheres of lightning on each hand, discharging them in a 15-foot radius sphere originating from you. All Creatures of your choice in the target area must make a Dexterity Saving Throw, taking  $2d10$  Lightning Damage and being Shocked on a failed save and half as much on a successful one.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do increase this Jutsu's radius by 10 feet.

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

### LIGHTNING RELEASE: THUNDERCLAW

**Classification:** Ninjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to generate claws of Lightning around your hands.

For the duration, you can as an action make a Melee Ninjutsu Attack. On a hit you deal  $2d6 + \text{Your Ninjutsu Ability Modifier}$  in Lightning Damage. If a target is Shocked increase the damage die to a d8.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, the first time each turn you deal damage with this jutsu, if a creature has any number of ranks of Shocked, increase this jutsu's critical threat range by +1.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast B-Rank or higher increase the number of attacks by +1. If cast at S-Rank, increase the number of attacks by +1.

## C-RANK:

### LIGHTNING RELEASE: AFTERSHOCK

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you deal Lightning Damage to a creature using a jutsu.

**Range:** Special

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to generate a jolt of electricity in an attempt to double up on the effects of the previous jutsu you cast.

As a Reaction, when you would deal Lightning Damage to a creature you may recast the jutsu targeting the same creatures or affecting the same area. The jutsu recast in this way have their cost doubled. If the jutsu recast has the special cost, then it costs an additional +3 Chakra.

### LIGHTNING RELEASE: CHIDORI

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** This powerful assassination technique focuses lightning Chakra into one of your hands, which will be unable to hold items while charged, but can still be used to make hand seals without harm. You do not need to spend chakra to maintain concentration with this jutsu. As an action on your next turn, you can use your action to make a Melee Ninjutsu Attack on a target creature within range.

On a hit, the target creature takes  $5d10$  Lightning Damage and this jutsu ends. This Jutsu has a +1 critical threat range.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, this jutsu evolves in power, becoming the *Raikiri*, gaining the following benefits until this jutsu ends; Bonus +20 speed, 1d4 bonus to hit, and on a critical hit, increases damage die by 1 step.

**At Higher Ranks:** If this Jutsu is upcasted to at least B-Rank you immediately perform the Melee Ninjutsu Attack instead of waiting till your next turn. For each rank above C-Rank, increase the cost by 3, increasing the damage done by  $2d10$  and Critical threat range by +1.



## LIGHTNING RELEASE: JOLT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Lightning Release, Ninjutsu, Medical

**Description:** You conjure your lightning release chakra to generate a spark of willpower from within a creature.

A Creature you touch gains 5 Hit Points and a number of Temporary Hit Points equal to  $4d8$ . These Temporary Hit Points last for 1 minute.

So long as a creature have Temporary Hit Points as a result of this jutsu, they gain a 10-foot bonus to their walking speed and a +2 bonus to their Dexterity Saving Throws.

A dying creature who is affected by this jutsu gains an additional jolt of energy. Until the end of their next turn, they gain an additional Bonus action.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, increase the die used to determine Temporary Hit Points, by 1 step.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, Temporary Hit Points by  $1d8$  and +5 walking speed.

## LIGHTNING RELEASE: LIGHTNING CURRENT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You slam your hand onto the ground and release lightning from your body that surges outwards up to 30 feet in all directions from you. Creatures in this radius who are not behind total cover must make a Constitution Saving Throw, taking  $4d6$  Lightning Damage and gains 1 rank of Shocked. On a successful save the creature only takes half damage.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature who fails their Saving Throw becomes unable to make Hand Signs until the end of their next turn, as electricity overwhelms their central nervous system.

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

## LIGHTNING RELEASE: LIGHTNING FANG

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 100 Feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You extend both of your hands into the air, releasing a mass of Lightning chakra into the sky creating thunder clouds. As an action on your turn, you can select a space within range that you can see, Lightning Strikes the area. All creatures within 5 feet of the target space must

make a Dexterity Saving Throw taking  $3d10$  Lightning Damage on a failed save, or half as much on a successful one. A creature can only be affected by one lightning strike at a time.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature who fails their Saving Throw has their legs begin to seize up on them, reducing their walking speed to 5 feet, bringing it to a crawl, 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 select one additional target space.

## LIGHTNING RELEASE: LIGHTNING FLASH

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** Self

**Duration:** Instant

**Components:** HS, CM, W (Thrown)

**Cost:** 6 Chakra

**Keywords:** Lightning Release, Ninjutsu, Bukijutsu

**Description:** You coat a weapon with the thrown quality in lightning release chakra, increasing the lethality and piercing power of the weapon and throwing them in rapid succession.

When you would make a Ranged Weapon Attack with a thrown weapon you can enhance them with lightning release increasing their damage by  $1d8$  Lightning Damage.

**Overcharge.** When you cast this jutsu, as a Bonus Action or Reaction, you can overcharge its effects. When you do the Lightning Damage you deal ignores Damage Reduction and Temporary Hit Points as your attacks penetrate even the strongest defense.

**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  $1d8$ .

## LIGHTNING RELEASE: LIGHTNING KING'S MANTLE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You radiate a powerful aura of lightning energy in an aura with a 20-foot radius centered on you, enhancing the combat potential in friendly creatures.

The aura moves with you. Once per turn, while in the aura, creatures of your choice deal an additional  $1d6$  Lightning Damage with Weapon, Taijutsu and Bukijutsu attacks.

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



## LIGHTNING RELEASE: LIGHTNING LIGER

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 7 Chakra

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu

**Description:** You conjure your lightning release chakra to summon a Beast formed of Lightning, that fit your description.

Make a Ranged Ninjutsu Attack against a creature within range. On a success they take Lightning Damage equal to  $4d8 +$  your Ninjutsu Ability Modifier.

Additionally, the target must make a Constitution Saving Throw. On a failed save they gain 1 rank of Shocked.

If a target is already Shocked, you make your attack roll at advantage and ignore cover as the lightning beast zig zags across the field to get the best vantage to attack.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, select a second creature to target with this jutsu.

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

## LIGHTNING RELEASE: LIGHTNING ROD

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra creating a lightning release lance, staff or polearm of your description. This projected polearm has a reach of 10 feet, the trip, deadly and thrown (90/120) properties.

For the duration of this jutsu you do not need to spend chakra to maintain concentration on this jutsu.

While wielding this polearm you gain the following options using the corresponding actions;

**Action:** Make a Melee Ninjutsu Attack dealing  $4d10$  Lightning Damage on a hit.

**Action:** Make a Ranged Ninjutsu Attack, throwing the lance targeting a creature you can see, within throwing range, dealing Lightning Damage equal to  $5d6 +$  Ninjutsu Ability Modifier. Regardless of a hit or miss, the lance then explodes, creatures within 20 feet of the target must make a Dexterity Saving Throw, taking  $3d8$  Lightning Damage on a failed save or half as much on a successful save. The Jutsu then ends.

**Bonus Action:** You compress your polearm into its most basic form using it to supercharge the next jutsu you cast with the Lightning Release Keyword before the end of your turn. The next jutsu you cast with the Lightning Release Keyword that has a casting time of 1 Action has its cost reduced by half and deals additional damage equal to your Ninjutsu Ability Modifier. This jutsu then ends.

**Reaction:** You spin your polearm in an attempt to deflect incoming attacks. Roll  $1d6$ . You gain a bonus to your AC equal to the result and a bonus to your Strength and Dexterity saves equal to half of the result (Min 1.) until the beginning of your next turn.

## LIGHTNING RELEASE: LIGHTNING ROPE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra to manifest a rope made of lightning.

Make a Ranged Ninjutsu Attack against a single creature you can see within range. On a successful hit, the target becomes Restrained for the duration and gains 1 rank of Shocked. A creature Restrained by this jutsu takes Lightning Damage equal to your Ninjutsu Ability Modifier at the beginning of each of their turns.

A creature Restrained by this jutsu may make a Strength Saving Throw once on their turns as an action to end this jutsu's effects on them on a success.

While maintaining concentration on this jutsu you must hold the lightning rope with one hand within range. Letting it go immediately ends this jutsu.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, all creatures who fail the initial Saving Throw gain 1 additional rank of Shocked.

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

## LIGHTNING RELEASE: LIGHTNING STEP

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left and the space you appeared must make a Constitution Saving Throw, taking  $3d10$  Lightning Damage on a failed save, or half as much damage on a successful one. Thunder can be heard up to 300 feet away.

You can bring along object as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this jutsu, and there must be an unoccupied space within 5-feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature who fail their Saving Throw have their speed reduced by the amount of damage they took, rounded down to the nearest 5-foot increment 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 increase the damage by  $1d10$ .

## LIGHTNING RELEASE: LIGHTNING UPPERCUT

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 feet.

**Duration:** Instant

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra coating it around your hands or legs and using it as a guiding force when striking.

Make a Ranged Ninjutsu Attack. On a hit lighting explodes upwards from under the target dealing Lightning Damage equal to  $4d8$ , and knocking them 20 feet into the air. They do not take falling damage unless they fall more than 20 feet in this circumstance.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, the next Ninjutsu you cast with the lightning release keyword before the end of your next turn, increases its damage dice by +2.

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

## LIGHTNING RELEASE: LIGHTNING WALL

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 120 feet.

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

**Components:** HS, CM

**Cost:** Special (50 Chakra)

**Keywords:** Lightning Release, Ninjutsu, Combination, Construct

**Description:** You conjure your lightning release chakra until you create a wall of lightning that you can place on a solid surface or suspend midair. You can make the wall up to 90 feet long, 60 feet high and 5 feet thick, or a ringed wall up to 40 feet in diameter, 60 feet high, and 5 feet thick. This wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity Saving Throw. On a failed save, a creature takes  $8d8$  lighting damage and becomes Shocked or half as much damage and no further effects on a successful save.

On both sides of the wall each creature that ends its turn within 10 feet of it takes  $8d8$  Lighting damage and must make a Constitution Saving Throw gaining 1 rank of Shocked on a failed save. A creature takes the same damage and gains the same condition when it enters the wall for the first time or ends its turn there.

The wall has a number of Hit Points equal to the collective total of all Casters Ninjutsu Save DC. Resistance to Earth Damage and Vulnerability to Wind Damage.

Its casters can decide to allow Jutsu to pass through only one side of the wall if they choose.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters increase the damage by  $1d8$ .

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's defensive abilities based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2-3: Increase the walls Hit Points by 15. +4-5: Increase the walls Hit Points by 45).

## LIGHTNING RELEASE: OVERDRIVE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 9 Chakra

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

**Description:** You send lightning chakra through your central nervous system speeding up your body's response time and perceptive abilities. Increase your Movement speed by 20. Gain advantage in Dexterity Saves and Skill Checks. When making a Perception Check, you may add  $1d4$  to the result.

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

## LIGHTNING RELEASE: REDIRECT LIGHTNING

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction to taking Lightning Damage from a ranged attack or Saving Throw.

**Range:** Special

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Lightning Release, Ninjutsu

**Description:** When you cast this jutsu, you spend chakra equal to the triggering jutsu's cost. As you are targeted by lightning, you create a similar charge of lightning release chakra inside of you to redirect the attack. You gain Resistance to the Lightning Damage until the beginning of your next turn, and make a Melee Ninjutsu Attack vs. the target's attack roll or Save DC (depending on whether you were targeted by an attack or Saving Throw).

If you succeed, you redirect their attack at another single target within range, dealing half the damage of the triggering creature's attack (or Saving Throw), but no other effect.

## LIGHTNING RELEASE: SPIDER WEB

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet (15-Foot cube)

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You create a Web like pattern on the ground out of Lightning chakra expanding outwards in a 15-foot cube at a space of your choice within range. Creatures who begin their turns or enters the webs space must make a Constitution Saving Throw. On a failed save affected creatures gain +1 rank of Shocked. A creature who has gained ranks of Shocked as a result of this jutsu, who begins their turn in this jutsu's area of effect, becomes Incapacitated until the end of their turn.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to Overcharge its effects. When you do, a Shocked creature who begins their turn in the affected area takes 3d12 Lightning Damage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, increase the size of the cube by 5 feet and damage dealt while overcharged by 1d12.

## LIGHTNING RELEASE: STATIC FALCON

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet (15 Feet Cube)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You generate a mass of Lightning chakra and release it in the form of a bird. This bird then flies towards a target creature you can see within range, before it explodes, discharging electricity in a 15-foot cube with a loud thunderous boom. This thunderous boom can be heard up to 300 feet away.

Creatures in the affected area must make a Constitution Saving Throw, taking 6d6 Lightning Damage and gains 1 rank of Shocked on a failed save, and half as much on a successful save.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature Shocked by this jutsu must make a Constitution (Chakra control) check at the start of each of their turns for the duration of the Shocked condition, or be unable to move more than 5 feet on their turns.

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

## LIGHTNING RELEASE: STATIC WEAPON

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** A weapon you touch becomes enhanced with lightning release chakra. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra damage die in Lightning Damage each time you deal Weapon Damage with it, any number of times per turn. You cannot lose Concentration of this Jutsu as a result of damage.

**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 weapons this can affect by +1.

## LIGHTNING RELEASE: SURGE

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You focus on altering your Lightning release chakra ever so slightly, giving it unique qualities and even changing its color to one of your choices.

For the duration, when a creature with ranks of Shocked would make a Saving Throw vs a Jutsu you cast with the Lightning Release keyword, they suffer a penalty to their Saving Throw equal to the ranks of Shocked they have.



## LIGHTNING RELEASE: THUNDER BOMB

**Classification:** Ninjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You collect a surge of Lightning Release Chakra into your fingertips as you pinpoint all creatures within your Jutsu's radius that are Shocked.

All Shocked creatures within range can feel the Lightning chakra on them begin to react before it violently explodes creating audible sounds over 1000 feet away.

Creatures with more than one rank of the Shocked Condition suffer greater impacts. Shocked creatures within range must make a Constitution Saving Throw taking Lightning Damage equal to the following based on the ranks of Shocked they have or half as much on a successful save.

**(1 Stack:** 3d8, **2 Stacks:** 4d8, **3 Stacks:** 5d8, **4 Stacks:** 6d8, **5 Stacks:** 7d8)

Creatures within 10 feet of a Shocked creature when this explosion happens makes a Dexterity Saving Throw taking half the damage on a failed save or no damage on a successful save. If a creature is Shocked and within 10 feet of another Shocked creature when this explosion occurs, they make their save at Disadvantage.

A creature can be affected by no more than 2 explosions. The Shocked condition ends on all creatures within range regardless of passing or failing.

## B-RANK:

### LIGHTNING RELEASE: BANQUET OF THUNDER

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 12 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You discharge 3 bolts of lightning that tears through the ground shooting in a straight line 10 feet wide and 60 feet long. The ground the lightning travels through becomes difficult terrain. Creatures in the path of this lightning must make a Dexterity Saving Throw, taking 6d6 Lightning Damage and gaining 1 rank of Shocked and Weakened on a failed save or half as much damage on a successful one.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do this jutsu's range shifts becoming a 60ft cone. Once you use this overcharge effect, you cannot do so again until you spend at least 1 Chakra die to recharge it as a Bonus action on your turn or by completing a rest of any type.

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

## LIGHTNING RELEASE: BEAST LIGHTNING

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You focus your lightning chakra, forming it into the shape of a land animal of your choice such as a Bear, a Panther, or Wolf. The Lightning Beast of your creation can, as a Bonus Action, be directed.

## LIGHTNING BEAST

*Medium Construct, unaligned*

**Armor Class:** 11+ Your Ninjutsu Ability Modifier

**Hit Points:** 30 (5d12 + Your character level)

**Speed:** 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	22 (+6)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities:** Acid, Lightning, Earth, Psychic

**Condition Immunities:** Charmed, Exhaustion, frightened, Stunned, Petrified, Envenomed

**Senses:** passive Perception 10

**Damage Vulnerability:** The Lightning Beast takes double damage from Wind Damage.

**Elemental Body.** The Lightning Beast weapon attacks are chakra enhanced.

**Kill Switch.** When your beast reaches 0 Hit Points it explodes shooting lightning in all directions. All Creatures within 10 Feet of it must make a Dexterity Saving Throw, taking 4d10 Lightning Damage and being Shocked on a failed save and half as much and no additional effects on a successful one

## ATTACKS

**Bite.** Melee Weapon Attack: + (Your Ninjutsu Attack Bonus) to hit, reach 5 ft., one creature. Hit: 5d8 Lightning Damage.

## LIGHTNING RELEASE: CHAINED LIGHTNING

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 150 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You create a bolt of lightning that arcs towards a target of your choice that you can see within range. Three bolts then leap from the first target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object that be targeted by only one of the bolts. A target must make a Dexterity Saving Throw, taking 6d10 Lightning Damage on a failed save, or half as much on a successful one.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature gains one rank of the Shocked condition for each creature who previously failed their Saving Throws.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and one additional bolt leaps from the first target to another target.

## LIGHTNING RELEASE: FALSE DARKNESS

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 30-foot cone

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You release a massive wave of lightning capable of disintegrating stone and creatures alike. Creatures in a 30-foot cone originating from you must make a Constitution Saving Throw taking 10d4 Lightning Damage, are Blinded for 1 minute, on a failed save or half as much on a success.

Creatures Blinded by this jutsu remake their saves at the beginning of each of their turns.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, on a failed save, affected creatures are also Deafened and gain 2 ranks of Concussed for the same duration they are Blinded.

**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 1d4 and the size of the cone by 5 feet.

## LIGHTNING RELEASE: LIGHTNING BIND

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Minute

**Range:** 1 Mile

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu, Construct

**Description:** You set up 3 Chakra seals within 15 feet of one another in a triangle formation and fill them with Lightning Release chakra. You decide on a triggering action such as a creature entering the triangle, saying a specific word, or even making a certain hand Seal and the 3 tags will create a 3-point barrier made of Lightning Release Chakra. Trapping whomever is in the barrier inside. The Barrier has 60 (10d12) Hit Points and a 13 AC.

Creatures inside the Barrier cannot mold chakra and if a creature attempts to exit the interior of the barrier by force, they must make a DC 16 Constitution Saving Throw, taking 5d8 Lightning Damage on a failed save or half as much on a successful one. Creatures interacting with the Outside of the barrier do not suffer adverse effects although they cannot pass through the barrier without attempting to break it.

## LIGHTNING RELEASE: LIGHTNING LILY

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You manifest your Lightning release until you create a floating flower made of Lightning. This flower sparkles and sparks harmlessly for but a moment before it detonates.

Select a space you can within range for the flower to manifest. All creatures within 30 feet of the flower must make a Dexterity and Wisdom Saving Throw.

On a failed Dexterity Saving Throw they take 5d8 Lightning Damage and gain 2 ranks of the Shocked condition.

On a successful Dexterity save they gain 1 rank of the Shocked condition until the beginning of their next turn.

On a failed Wisdom Saving Throw they are Blinded by the flash of white light until the end of their next turn.

On a successful Wisdom Saving Throw no further effects.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, the affected creatures only make either a Dexterity or Wisdom Saving Throw to determine this jutsu's effects, not both. Pick one when you overcharge this jutsu.

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

## LIGHTNING RELEASE: LIGHTNING SPEAR

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** You create a concentrated globe of lightning around your hand, and point it in a direction of your choice. A beam of lightning shoots at blinding speeds in a straight-line piercing through everything in its path. Creatures up to 60 feet away, in a straight line from you must make a Dexterity Saving Throw, taking 10d6 Lightning Damage on a failed save and half as much on a successful save.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do a creature that fails their Saving Throw becomes Incapacitated 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 increase the damage by 1d6.

## LIGHTNING RELEASE: LIGHTNING TRANSMISSION

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** 120 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You manifest your Lightning release until its covering your body. Select one currently Shocked creature within 120 feet. You immediately teleport to them. Until the end of this turn, you have advantage on the first Melee Attack made targeting the creature you teleport to.

If the target creature dies before the end of your turn after teleporting to them you may teleport to another creature within 60 feet who also has the Shocked condition. If you do, you gain advantage on the next melee attack made targeting this creature before the end of your next turn. You can only teleport using this jutsu up to twice per turn.

## LIGHTNING RELEASE: PENANCE

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Lightning Release, Ninjutsu, Medical

**Description:** You conjure your lightning release chakra to amplify and bring out, the last spark of willpower from within a fallen creature.

A Creature you touch who has been dead no longer than 1 minute has their essence touched. Make a Ninshou Check vs DC (15 + 1 for every round the target has been dead.) On a success, they awake, gaining 1 Hit Points and a number of Temporary Hit Points equal to 6d10. These Temporary Hit Points last for 1 minute. When the creature runs out of Temporary Hit Points granted by this jutsu, they fall unconscious for 24 hours, unable to awaken by any means. A creature can be revived by this jutsu no more than once per full rest.

So long as a creature have Temporary Hit Points as a result of this jutsu, they gain a bonus to their Strength, Dexterity and Constitution Saving Throws equal to your Ninjutsu Ability Modifier, their Strength, Dexterity, and Intelligence ability scores are increased to 20, and any damage they deal is instead Lightning Damage that cannot be resisted.

## LIGHTNING RELEASE: RAGING STORM

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You manifest your Lightning release until its covering the body of an allied creature that is not yourself. Select one willing creature you can see within range. The target creature is engulfed in a raging torrent of lightning. For this duration, Jutsu the creature casts deals additional Lightning Damage equal to 3d8, once per turn. They gain Resistance to Earth Damage a +20 bonus to their speed, and advantage on Dexterity Saving Throws.

Additionally, Concentration checks they make are made at advantage as you assist in managing their chakra flow.

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

## LIGHTNING RELEASE: STRIKE ARMOR

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You surround yourself, in dense lightning chakra in the form of armor. This armor enhances your speed, and protects you from damage, while also enhancing your melee strikes. You cannot lose concentration on this jutsu as a result of damage.

Increase your movement speed by +20 Feet, AC by +2, and a +2 bonus to the first melee attack you make on each of your turns.

## LIGHTNING RELEASE: TENACIOUS JOLTS

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You conjure your lightning release chakra forming a bolt of lightning that you use to strike a creature within range.

Make a Ranged Ninjutsu Attack. On a hit you deal 5d10 Lightning Damage. The target must make a Constitution Saving Throw. On a failed save the affected creature becomes Shocked and Dazed.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, then all creatures within 10 feet of the target of your choice must make the same Saving Throw, taking 5d8 lighting damage on a failed save or half as much on a success.

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

## LIGHTNING RELEASE: THUNDERSTORM

**Classification:** Ninjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 250 feet cloud

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** A churning cloud of lightning forms centered on a point you can see and spreads out in a 250-foot cloud and Lightning begins to flash in the area.

Creatures of your choice under this cloud must make a Dexterity Saving Throw at the end of each of its turns taking 4d6 Lightning Damage and being Shocked on a failed save or half as much damage on a successful one.

## A-RANK:

### LIGHTNING RELEASE: BANG

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** You focus Lightning chakra into a super compressed point on the tip of your finger, pointing it at a creature you can see in range, and releasing it in a single swift motion. The lightning explodes leaving your finger with an audible explosive boom, that shatters glass and other fragile but rigid material in a 500-foot radius. Make a Ranged Ninjutsu Attack. On a hit, the target creature takes 24d4 Lightning Damage.

If the target of this jutsu has 5 or more ranks of Shocked, this jutsu instead deals 24d6 Lightning Damage.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, while targeting a creature within 10 feet of you, increase your critical threat range by +2.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and increase the damage by 2d4 or 2d6 respectively.

### LIGHTNING RELEASE: CRACKLE

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 16 Chakra

**Keywords:** Lightning Release, Ninjutsu, Medical

**Description:** You manifest your Lightning release until it's a storm in your hands.

You supercharge a willing creature you touch tripling their heart rate, blood flow, nerve reactions and cognitive functions.

When cast the target regains 20 Hit Points and gains 8d12 Temporary Hit Points for 1 minute.

While concentrating on this jutsu, the target creatures movement speed is increased by 25 feet, they gain an additional Reaction, Advantage on Dexterity, Wisdom & Intelligence ability checks, Skill Checks and Saving throws,

and the first melee attack they make each turn, is at advantage.

At the end of this jutsu's duration the target creatures body reels from the shock of being overworked becoming Stunned for 1d4 of their turns.

### LIGHTNING RELEASE: KEEN STORM

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** Special (20 Chakra)

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu

**Description:** You manifest your Lightning release until you can condense the sparks onto a weapon you are touching.

A weapon you touch, becomes guided by your masterful lightning control. For the duration, you can make Melee Ninjutsu Attacks in place of weapon attacks made with this weapon. Melee Ninjutsu Attacks made as a result of this jutsu deals 2d12 Lightning Damage and scores a critical hit on a roll of 18-20. If you score a critical hit on a creature with ranks of Shocked, you trigger the conditions damage.

### LIGHTNING RELEASE: KINGMAKER

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (120-foot Radius)

**Duration:** 10 Minutes

**Components:** HS, CM, CS

**Cost:** Special (110 Chakra)

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu, Combination

**Description:** You manifest your Lightning release until you create a Chakra seal made of pure lightning. You mark yourself and each willing creature of your choice within range with this seal. For the duration creatures with this seal gain the following;

- Immunity to Earth Damage
- Vulnerability to Wind Damage
- All damage they deal is Lightning Damage that cannot be Resisted.
- A +2 Bonus to Strength, Dexterity, Wisdom and Intelligence Saving Throws.
- Once each turn when they deal lightning damage, affected creatures succeed a Constitution Saving Throw or gain 1 rank of Shocked.
- Once each turn, when they deal Lightning Damage, they deal an additional 2d6 Lightning Damage.
- At the beginning of each of their turns, they gain 10 Temporary Hit Points.

This jutsu cannot be ended early, and at the end of this jutsu's duration an affected creature cannot cast jutsu with the Lightning Release Keyword, their speed is reduced by 10, they cannot gain advantage on checks or Saving Throws, and they cannot maintain concentration on jutsu until they complete a long rest.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters reduce the cost by -2.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's offensive abilities based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2-3: Increase the number of times the additional damage and Saving Throw for Shocked can trigger to twice per turn. +4-5: Increase the number of

times the additional damage and Saving Throw for Shocked can trigger to three times per turn).

### LIGHTNING RELEASE: LIGHTNING CLONE

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: Self

Duration: 1 Minute

Components: HS, CM

Cost: Special (16 Chakra)

Keywords: Lightning Release, Ninjutsu, Clone, Clash,

Fuinjutsu

Description: A modified version of the **Shadow Clone**

Technique that allows the user to create a clone made of solid lightning. *Lightning Clones* have no measurable weight and explode if exposed to a body of water. You can only create up to 2 *Lightning Clones* each costing 16 Chakra to conjure. *Lightning Clones* must remain within 120 feet of the caster. If the cast ends its turn more than 120 feet away from a *Lightning Clone* it explodes.

*Lightning Clones* can cast up to 2, B-Rank or lower Ninjutsu with the *lightning release* keyword that you know, following normal **Clone** keyword restrictions. *Lightning Clones* have Immunity to Genjutsu, Psychic & Poison Damage, Resistance to Bludgeoning, Earth and Lightning Damage but Vulnerability to Wind Damage. It has a movement speed equal to your movement speed.

Creatures who have Chakra Sight can tell the clone is made of lightning and can distinguish the clone from the original.

When *Lightning Clones* have 0 Hit Points, have used 2 ninjutsu with the lightning release keyword, been exposed to a body of water, its Summoner has ended its turn more than 120 feet away, or been dismissed as a Bonus Action, it surges for a brief moment before exploding. Creatures within 20 feet of the clone when it explodes must make a Constitution Saving Throw taking 10d6 Lightning Damage and being Stunned until the end of their next turn on a failed save or half as much damage on a successful one.

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

### LIGHTNING RELEASE: LIGHTNING DRAGON

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 90 Feet

Duration: Instant

Components: HS, CM

Cost: 20 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: Your chakra twists and forms into a long dragon made of pure lightning. This dragon flies in a straight line of your choice. This creature occupies a space 10 feet wide and extends up to 90 feet. Creatures in the path of this dragon must make a Dexterity Saving Throw, taking 8d10 Lightning Damage or half as much on a failed save.

A creature who fails their Dexterity Saving Throw against this jutsu must also make a Constitution Saving Throw, becoming Blind and Deaf on a failed save until the end of their next turn.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, this jutsu gains the Construct keyword, and the dragon remains on the field as a huge construct made of

lightning, with an AC equal to your Ninjutsu Save DC and Hit Points equal to 5 x your Ninjutsu Ability Score. It has vulnerability to Wind Damage, Immunity to Earth Damage, and if it would take Lightning Damage, it instead restores its Hit Points by the amount of damage it would take. As an action on each of your turns, you can command it to perform the effect of this jutsu again in any line extending from its current space. Otherwise, it does nothing. You must concentrate on this jutsu to maintain this construct's form.

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

### LIGHTNING RELEASE: LIGHTNING RAT

Classification: Ninjutsu

Rank: A-Rank

Casting Time: 1 Action

Range: 60 Feet

Duration: Instant

Components: HS, CM

Cost: 18 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: Your chakra twists and forms into countless globes of lightning that hover just in front of you before you send them flying at a creature you can see in range and harm the surrounding creatures around that creature. Make a Ranged Ninjutsu Attack dealing 10d8 Lightning Damage. All creatures in a 60-foot, 15 feet wide line between you and the target creature must make a Dexterity Saving Throw taking 10d4 Lightning Damage on a failed save and half as much on a success.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, all creatures who fail their Saving Throw gain 2 ranks of the Shocked condition.

### LIGHTNING RELEASE: LIGHTNING SHIELD

Classification: Ninjutsu

Rank: A-Rank

Casting Time: Reaction, to being damaged.

Range: Self

Duration: Instant

Components: HS, CM

Cost: 19 Chakra

Keywords: Lightning Release, Ninjutsu, Clash

Description: A powerful barrier of Lightning forms and protects you. Until the start of your next turn, you have a +5 AC, immunity to Lightning & Earth Damage and once per turn, Creatures targeting you with an attack while within 30 feet, must make a Constitution Saving Throw, gaining +2 ranks of Shocked on a failed save or +1 rank on a success.

## LIGHTNING RELEASE: POWERFUL BULLET BREATH

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** You exhale a storm of lightning from your mouth as easily as breathing. This storm covers a massive range and touches everything in a 30-foot cone, starting from you. All creatures in range must make a Constitution Saving Throw taking 7d8 Lightning Damage, being Incapacitated, Blinded, and Deafened until the end of their next turn and only half as much damage and no conditions on a successful save.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, creatures who fail their Saving Throws gain two ranks of the Shocked condition.

## LIGHTNING RELEASE: STORM BREAKER

**Classification:** Ninjutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Special

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

**Components:** HS, CM

**Cost:** Special (20 Chakra)

**Keywords:** Lightning Release, Ninjutsu

**Description:** As a part of the requirements to cast this jutsu, you must be able to see storm clouds in the sky above you.

You use Lightning Release chakra to manipulate the clouds causing them to fall to ground level.

All creatures in a 120-foot radius, centering on a creature you can see is plummeted into darkness as the thick storm clouds obstruct everyone's vision with thick opaque fog and gas. The storm clouds cannot be seen through from the outside. Creatures with Chakra sight, within the storm clouds radius, is Blinded by the massive volumes of chakra. Removing/Ending Chakra Sight, ends this blindness.

For the duration, each time a creature takes Lightning Damage, lightning from the storm clouds is attracted to the damaged creature as a follow up lightning bolt is generated, forcing them to make a Dexterity Saving Throw. On a failed save, they take 6d6 Lightning Damage or half as much on a successful save. A creature can only be affected by this jutsu's lightning bolt once per turn.

## S-RANK:

### LIGHTNING RELEASE: GREAT SNAKE LIGHTNING

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 23 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** You collect lightning into two massive spheres covering each hand before compressing them into globes the size of golf balls. You then perform a chakra molding shape using the balls of lightning, turning them into two snakes of your description that coil around one another as they fly towards a target of your choice that you can see within range. Make a Ranged Ninjutsu Attack, dealing 10d12 Lightning Damage. On a hit, the Lightning then explodes outwards in a 30-foot radius sphere centering on the target creature. All other creatures within 30 feet of the target must make a Constitution Saving Throw, being Stunned until the end of your next turn.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, you may select a second target for this jutsu.

### LIGHTNING RELEASE: KIRIN

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Full Turn Action

**Range:** 300 Feet

**Duration:** Instant

**Components:** HS, CM, Thunder Clouds

**Cost:** 25 Chakra

**Keywords:** Lightning Release, Ninjutsu, Kinjutsu

**Description:** This jutsu requires an active thunderstorm to activate and for you and your target to be under the thunderstorm's clouds. You create an opposite magnetic pull from the thunder cloud calling upon all of the lightning that the cloud has built up onto a single space you can see within range. This attack affects an area in the shape of a cylinder 20 Feet wide, and up to 300 feet in the sky. Creatures in the range of the lightning Bolt must make a Dexterity Saving Throw, taking 14d12 Lightning Damage on a failed save and half as much on a successful one. Creatures who fail their Dexterity Save are immediately Stunned for 1 minute.

## LIGHTNING RELEASE: LIGHTNING CHAKRA MODE

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** This Jutsu does not cost Chakra to concentrate on, and you cannot lose concentration on it as a result of damage. You coat your body in a perfectly balanced layer of lightning release chakra, enhancing your damage resistance, your movement speed, and your overall striking power. Increase your AC by +3, reduce all damage you take except Wind by 8, increase your movement speed by 50 feet, and all melee attacks you make except Genjutsu Attacks deal an additional 3d10 Lightning Damage, twice per turn.

## LIGHTNING RELEASE: RAILGUN

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (500 Foot Line)

**Duration:** Instant

**Components:** HS, CM, NT (A Small Metallic object such as a Coin, Shuriken or something similar which is destroyed when this jutsu is cast)

**Cost:** 35 Chakra

**Keywords:** Lightning Release, Ninjutsu

**Description:** You manifest your Lightning release chakra infusing it into the metallic object so much so that electricity radiates up to 60 feet off of it and glows white. Electronic tools and appliances begin to overload and short-circuit.

You then create a circular barrel made of Lightning release chakra to stabilize the metallic object as you launch it through the barrel causing unrivaled destruction to anything in its path.

All Creatures, objects and structures in a 15-foot wide, 500-foot line must make a Dexterity Saving Throw. A Shocked creature makes their Saving Throw at disadvantage.

On a failed a creature takes Lightning Damage equal to 12d10, is knocked Prone and becomes Dazed for the next minute. If a creature is Shocked, they instead take 16d10 and become Stunned for the next minute. Objects and structures take the maximum possible damage.

On a successful save, a creature takes half of 12d10. If the creature is Shocked, they instead take half of 16d10.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, this jutsu ignores cover and creatures cannot make their Saving Throws with advantage.

## LIGHTNING RELEASE: STAR BREAKER

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 10 Minutes

**Range:** 100 Miles

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** Special (138 Chakra)

**Keywords:** Lightning Release, Ninjutsu, Fuinjutsu, Combination, Kinjutsu

**Description:** You manifest your Lightning release chakra infusing it into hundreds of chakra seals for the casting time.

You and all casters designate a single target you can see within range. Upon casting the jutsu you fire a massive beam of compressed Lighting Release chakra on the target.

All casters make a Ranged Ninjutsu Attack targeting the same target taking the highest result.

On a hit, you deal 50d12 Lightning Damage. All Creatures, objects and Structures within 1 mile must make a Dexterity Saving Throw at disadvantage, taking 50d8 Lightning Damage on a failed save and half as much on a successful save. Structures and Objects take double damage.

**Combination:** If this jutsu is cast as a Combination jutsu with 2 or more casters reduce the cost by -2.

Any creature who assists in casting this jutsu as a combination jutsu increases this Jutsu's offensive abilities based on the highest Charisma Modifier within the group of casters. (+0-1: No Change, +2: Increase damage by 5d12 and 5d8. +3: Increase damage by 10d12 and 10d8. +4: Increase damage by 15d12 and 15d8. +5: Increase damage by 25d12 and 25d8).

## LIGHTNING RELEASE: THUNDERCLAP ARROW

**Classification:** Ninjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 150 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 27 Chakra

**Keywords:** Lightning Release, Ninjutsu, Clash

**Description:** You conjure a mass of lightning into the shape of an arrow, that you launch into the air before commanding it to crash into the ground. Choose a point within range for the arrow to land that creates a vertical explosion into the shape of a cylinder 60 feet wide and 100 feet high. All creatures within range must make a Dexterity Saving Throw, taking 15d10 Lightning Damage on a failed save. Creatures must also succeed a Constitution Saving Throw being Stunned until the end of their next turn on a failed save. This jutsu ignores Resistance to Lightning Damage.

**Overcharge.** When you cast this jutsu with its listed casting time, you can choose to spend your Bonus Action or Reaction to overcharge its effects. When you do, each creature in a 10ft wide line between you and the target space must make a Dexterity save, taking 10d6 Lightning Damage on a failed save. All damage from this jutsu ignores Resistance, Damage Reduction and Temporary Hit Points.

# SUMMONING JUTSU

Summoning is a tool that the lucky few who have been able to form a blood pact can do, using special techniques to whisk creatures of their chosen blood pact into battle to aid them. Summoned creatures can only be called upon using the D-Rank *Summoning Technique* Ninjutsu. When selecting this jutsu, players/characters should select one of the above Creature types that they have encountered or formed a blood contract with as described in the *Summoning Technique*'s description.

## SIGNING A BLOOD PACT

The first step to being a summoner is finding a tribe's blood pact contract and signing it in blood. Such a contract is an elaborate scroll with the names of all current and past summoner's that have signed it with that particular tribe. A contract is usually signed between the summoner and a tribe, but summons or tribes often align themselves with a summoner's organization, usually wearing some identifying mark of the organization they are allied to (such as a clan symbol or forehead protector). Tribes often do this to avoid conflict within their own ranks.

## FINDING A CONTRACT

A contract can be found in one of three ways: A C-Rank summoned creature can summon a copy of the contract, a new contract is created, or the original contract is found within the world (usually under heavy guard or in ancient, forgotten places full of danger). DMs are recommended to have this contract formed in-game via a mission or short quest.

## TRIBES AND LOYALTIES

When two summoned creatures from the same tribe are summoned on opposing sides of the battlefield, they will often either refuse to fight, or only fight in a non-life-threatening way harboring no hostility towards one another afterward. This largely depends on tribes involved, or even the individual creatures summoned. Summons without free will cannot disobey the summoner, and will fight even if they don't want to. Not all tribes are aware of each other, even within their own type, but it is not at all uncommon for there to be different kinds of relations between each other (such as rivalries, alliances or even outright hostilities).

## DETERMINE RANK, LEVEL AND COST

When you prepare to summon a creature, choose the rank of the creature you wish to summon. Note that you cannot summon a creature that has a Higher Rank than you can cast normally.

## RANK

A summoned creature's rank indicates its status among its peers and its relative power. To summon a creature of a specific rank you must be able to cast jutsu of an equal rank according to your class levels. Summons of C-Rank and higher are capable of speech, and can summon their tribe's blood pact contract as a full-round action, or dismiss it as a free action. Some tribes may differ (e.g., Insectoids never have speech). Summons of B-Rank and below cannot disobey the summoner's orders, though they cannot be forced to summon their tribe's contract. Summons of A-Rank and above can act independently of its summoner, choosing to disobey orders or act in a way it finds to be the most logical for the survival of its summoner.

**D-Rank (Soldiers):** Soldiers are the grunts, summoned for simple tasks like providing a distraction, aiding in combat or supporting their summoner in different tasks; these summons usually do not have the ability to cast jutsu instead opting to using their races natural talents but to an accelerated degree. They cannot disobey the summoner's commands.

**C-Rank (Protector):** Similar to Soldiers, but they are more efficient at what they do. These summons usually can cast jutsu of their own as an action and are far more competent. These are the creatures that most summoner's grow alongside and bond with the most. They cannot disobey the summoner's commands.

**B-Rank (Guardian):** Strong and usually larger than the previous ranks. These summoned creatures occasionally have special weapons, tools, attacks or abilities they can use that are unique to their creature race. They cannot disobey the summoner's commands.

**A-Rank (Noble):** These require great skill and much Chakra to summon, but they are powerful and dignified combatants. They have free will, but are very partial to following the summoner's orders. These creatures are usually regarded as the strongest within any given tribe due to their size, experience or raw power. They can choose to disobey the summoner's commands.

**S-Rank (Champion):** The greatest among their tribe's brethren, these summonses are of varying size but always substantial Strength. They are extremely difficult and costly to summon, and are less likely to follow a summoner's orders if they do not make sense or are not aligning with their own ideas. These creatures are able to cast jutsu just as well as or better than most human shinobi or equal Strength in some situations. They also hold the key to attaining their tribe's version of Sage mode.

If you are not in good standing with the summons tribe, a Champion or Noble may ask for compensation. Compensation usually comes in the form of a mission of atonement. These missions usually range between A or S-Rank missions in terms of difficulty or complexity and usually require some form of confrontation with a rival tribe to some degree. A tribute need not always be paid immediately upon summoning, as the summon usually agrees to have payment delivered at a later time. Generally speaking, if you do not pay the tribute after the task is performed, the tribe may refuse to be summoned until payment is fulfilled.

## SUMMONED CREATURES NAME

### Creature Level:

Sage Beast, Role

**Armor Class** 10 + Half of Summons's Level + Summons

Defensive Ability Modifier.

### Hit Points X

### Jutsu Slots X

### Speed X

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

**Saving Throws** enter here

**Skills** enter here

**Damage Resistances** enter here

**Senses**

**Attack Bonus:** (Offensive Ability Score + Your proficiency Bonus)

**Save DC:** 8 + Casting Ability Score + Summoner's Proficiency Bonus

## SUMMONED CREATURES FEATS/ABILITIES

### Features.

### ATTACKS/JUTSU

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

## BUILDING A STAT BLOCK

To use a summon, must use a stat block. A stat block is a creature entry (like those for adversaries) listing all of its relevant statistics. When you look at a summons description and table and combine it with the way you use summons, you can build a complete stat block.

Doing so looks like the one presented (where an x is a value to be filled in) All Creatures of a given type generally have the same statistics with the DM creating unique variants of said creature.

As you summon stronger and stronger summons of higher rank, select one special feature for its current rank and all previous ranks.

### GM NOTE

Players should have a set list of summons, for each rank they have access to, potentially alternating their summons builds when they level up. Players should be summoning the same creature or same group of creatures.

Remember that Tribes are not entirely beholden to the players and will actively refuse to be summoned if abused or used in exploitative ways. Summoning a member of a tribe to use as a distraction, throwing them intentionally into harm's way, or even flat out lying to the tribe are grounds to have their contract revoked and losing the ability to summon such powerful creatures.

Please work with your Players to figure a list of predetermined Summoned creatures they may summon before the game to keep the pace of the game smooth.

## LEVEL

In addition to Rank, summons have a Level determined by their Rank.

- D-Rank: Level 4
- C-Rank: Level 8
- B-Rank: Level 12
- A-Rank: Level 16
- S-Rank: Level 20

## COST

A summoned creatures Chakra cost is based on its Rank.

- D-Rank: 10 Chakra
- C-Rank: 15 Chakra
- B-Rank: 22 Chakra
- A-Rank: 30 Chakra
- S-Rank: 40 Chakra

## STATISTICS AND ADVANCEMENT

To determine the statistics of a summon, you look up the description of the summon type and fill up an empty stat block (see further below) as follows:

1. **Determine its level.** This is determined by the Rank you cast the Summoning Technique at. All summons levels are predetermined by, the rank the jutsu was cast at. (**D-Rank: Level 4, C-Rank: Level 8, B-Rank: Level 12, A-Rank: Level 16, S-Rank: Level 20**)
2. **Determine its size.** This is determined by two very specific factors. The rank of the Creature, and its size limits. Each summoned creature has a size limit based on its rank which will be listed under the creature's section of this chapter.
3. **Determine its Ability Scores.** This is determined by the tribe of the creature you summon. Each tribe has a standard ability score line up which all of their tribe adhere to. As either the creatures rank improves, or you summon higher ranked creatures, they gain additional points you can distribute to each ability score at your leisure to decide on their final ability score line.
4. **Determine its movement types & speeds.** This is determined by the creatures tribe (species) and the rank of the creature.
5. **Determine its AC.** 10 + Half Summons Level + Summons Defensive Ability Score.
6. **Determine its Hit Points.** All Summoned Creatures have Hit Points similar to that of a PC. When calculating a summons maximum hit point value add their **Toughness** to their Constitution ability modifier. Then, you multiply the result by their level.
7. Apply all bonuses and penalties from features, abilities, tribe modifiers and ability scores where applicable.

**Size Damage Die:** The applicable bonuses are listed in the table below.

## SIZE MODIFIERS

Size	Natural/Weapon Damage Die
Tiny	1d6
Small	1d8
Medium	1d10
Large	1d12
Huge	2d6
Gargantuan	2d8

## JUTSU SLOTS AND CASTING

Summons, unlike normal shinobi utilize their chakra in a vastly different way to players. Summons utilize a simplified system of casting called *Jutsu Slots*.

*Jutsu Slots* are basically a limited form of Jutsu casting, where, while summons can have whatever jutsu they are permitted to have, they can only cast as many combinations of their selected jutsu a number of times per summoning, equal to their current slot limit. Jutsu's of different ranks cost a different number of slots equal to its rank. D-Rank: 1 Slot, C-Rank: 2 Slots, etc., up to S-Ranks: 5 slots.

Summons with lower *Toughness* values tend to have higher Jutsu slots for casting.

Summons only have one concentration slot.

Summons are incapable of casting jutsu with the *Combination* keyword alone. They must always cast as part of a group, and they themselves cannot be the initial caster of such jutsu. They can only provide aid and assist in casting.

## SUMMON DURATION

A summon can remain active for as long as it has Jutsu slots. Summons cannot regain spent Jutsu slots until they complete a long rest in its home plane or region. Resting with its summoner will only restore its Hit Points, but never restoring its spent jutsu slots. When a summon has spent all of its available Jutsu slots, it is immediately unsummoned to their home plane where they recover both their Hit Points and spent Jutsu slots over the course of 8 hours.

If it is summoned before a full 8 hours passes, it regains no jutsu slots or Hit Points as their rest was interrupted. A summon with free will, or one who is ordered to, can unsummon itself as a full-round action.

## SUMMON HIT POINT RECOVERY

As stated in the above section, summons recover Hit Points when they rest. Due to a summons lack of Hit Die, instead of rolling to calculate their Hit Points recovered, summons always recover the following based on the type of rest taken in their summoner's world;

**Short Rest.** They recover their *Toughness* times half their level.

**Long Rest.** Half of their maximum Hit Points.

## SUMMON ROLES

Summons, much like adversaries encompass different roles, based on the tribe they hail from. Most summon tribes generally have two distinct roles their members embody. When developing a Summon you will have a choice between two different *Roles*. These roles will help identify what this particular summons goal is in combat. The following are the list of roles a summon can have and what those roles mean for the summoned creature;

- **Striker:** Melee focused; combat summon. This summon has the *Multiattack* feature, being able to make two attacks using its natural or held weapons.
- **Caster:** Ranged caster, combat summon. This summon gains additional *Jutsu Slots*, equal to its rank.  
(D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)
- **Controller:** Debuff/crowd control, combat summon. This summon gains a bonus to their Save DC equal to their rank when summoned



- (D-Rank/C-Rank: +1,  
B-Rank/A-Rank: +2, S-Rank: +3)
- **Defender:** Defensive, combat summon. This summon gains a bonus to its AC equal to their rank when summoned. (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)
  - **Lurker :** Stealth based; combat summon. This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait, being able to deal additional damage, when they score an attack on a surprised creature. Different tribes have alternative conditions to trigger this effect. It costs a number of Jutsu Slots equal to the Summons Rank to trigger this effect. (D-Rank/C-Rank: 1 Slot, B-Rank/A-Rank: 2 Slots, S-Rank: 3 Slots)
  - **Supporter:** Support based combat summon. This summon increases healing done or Temporary Hit Points gained by +X dice, equal to their rank when summoned. (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)

## COMMANDING A SUMMON

Summons are powerful assets in battle. Though due to this Strength, they have certain limitations placed on them. Summons do not have the same suite of actions as a PC.

Summons have 1 Action and 1 Reaction per round. They can spend their action to cast jutsu or use skills or abilities or activities that normally cost a Bonus action. Effects and abilities that would grant them an additional actions do not work on them.

You can command a summon as your Bonus action. When you do you can give it directions on what to do with its movement and Action. Summons do not need to be commanded to use their Reaction, if they have one. They also do not need to be commanded to move, if you have not commanded them to do such. If you do not issue a summon a command, it can only move and take the dodge action.

## DEATH AND INJURY

When a summon is reduced below 0 Hit Points, it is defeated and returns to its original plane of existence. Summoned creatures will rest and recover naturally while in their home plane, and when summoned again will be summoned with their current HP and CP, meaning summoning one too quickly after it was defeated will summon it in an injured state.

When a summons HP reaches 0, if it would take additional damage equal to half its maximum HP, it starts dying (as normal characters do), but has a chance each round to return to its home plane, where it automatically stabilizes and starts recovering naturally. (Roll 1d20, on a roll 15 or greater they unsummon themselves).

If a summon would die they cannot be summoned again, and most likely the structure of the tribe changes.

If a summon does not return to its home plane, it dies and can never be summoned again. Its body does not return to its home plane. If the summoner is slain, a summoned creature without free will return to its home plane.

## SUMMONS SPECIAL SENSES

Below are a list of special senses that a summon may have and what they do if they are not described in the Shinobi handbook.

**Keen Smell.** Advantage on Perception Checks requiring Smell

**Keen Hearing.** Advantage on Perception Checks requiring sound.

**Keen Sight.** Advantage on Perception Checks requiring vision.

# BEAR

Powerful and proud, bears are feared and charge into battle head first. They accept only those with courage in their hearts, and make loyal, dependable allies.

**Summon Type:** Carnivorean

**Toughness:** 10

**Defensive Ability Score:** Constitution

**Saving Throws:** Strength, Constitution, Wisdom

**Creature Skills:** Athletics, Perception, Survival

**Creature Senses:** Darkvision (60ft), Keen Smell

## ROLES

Bears are physically powerful creatures. Capable of powerful physical attacks and withstanding equally brutal swipes. When creating a Summoned creature, select one of the following roles;

- Defender:** This summon gains a bonus to its AC equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* You can make up to two attacks using your Bite or Claws. Bite or Claw attacks add your Constitution to damage rolls once per turn.

## NATURAL/WEAPONS

**Claws.** *Melee Weapon Attack:* 5ft., one target. Str + Prof to hit, +Str Slashing Damage. On a roll of 18~20 when you deal damage with this attack, the target gains 1 rank of *Bleed*.

**Bite.** (*Melee Weapon Attack:* 5ft., one target. Str + Prof to hit, +Str Piercing Damage.). On a roll of 15 or higher, when you deal damage with this attack, the target becomes Grappled by you.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Strength modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Strength modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Kuma Flex:** This summon gains 3 DR vs all incoming damage.

**Kuma Assault:** Attacks made with this summons Claws cannot be made at disadvantage while within 30 feet of your summoner.

**Kuma Block:** This summon can spend its Reaction to interpose an attack, targeting its summoner if they are within 15 feet. If it does this summon moves to a space adjacent to its summoner and the triggering attack must now target the summon.

### C-RANK

**Kuma Roar:** As an action, in place of one of its attacks made with *Multiattack*, this summon can roar in an attempt to demoralize all of its enemies. All hostile creatures within 20 feet of this summon must make a Wisdom Saving Throw. On a failed save, they become Demoralized for 1 minute, suffering a 1d4 penalty to attack rolls they make. Demoralized creatures can spend an action to remake their Saving Throw, ending this effect on them on a success.

**Kuma Guard:** Constructs and structures this summon conjures using Ninjutsu with the Earth Release keyword, increase their Hit Points or Temporary Hit Points by this summon's level, once per casting.

**Kuma Focus:** This summon gains a +1 bonus to its critical threat range with melee attacks.

### B-RANK

**Kuma Toughness:** This summon gains a 1d4 bonus to Strength and Constitution Saving Throws.

**Kuma Agility:** Gain Proficiency on Dexterity Saving Throws.

**Kuma Ferocity:** Gain Proficiency in Charisma Saving Throws.

### A-RANK

**Kuma Mobility:** This summon gains +20 movement speed, ignores difficult terrain, and cannot be knocked Prone.

**Kuma Savagery:** Melee attacks this summon makes ignore Damage reduction.

**Kuma Armor:** This summon gains Temporary Hit Points at the beginning of each of its summoner's turns equal to its summoner's proficiency bonus.

### S-RANK

**Kuma King:** This summon is considered a King of a Kuma tribe, becoming Immune to Physical Conditions.

**Kuma Queen:** This summon is considered a Queen of a Kuma tribe, becoming Immune to Sensory Conditions.

**Kuma Knight:** This summon is considered a Knight of a Kuma tribe, gaining advantage on all Claw and Bite attacks it makes.

## BEAR JUTSU SPECIALTY

Bears have access to any Jutsu with the following keywords or effects without the Hijutsu keyword;

- Earth Release and without the *Medical* keyword.
- Taijutsu that require an attack roll.
- Bukijutsu with a Melee Slashing Weapon Component.

## BEAR

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	M	16	10	14	10	12	10	4	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	M-L	+6 Ability Score Increases up to 20.						6	2 D-Rank, 2 C-Rank	30ft
B-Rank	12 <sup>th</sup>	M-L	+6 Ability Score Increases up to 22.						9	2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 <sup>th</sup>	M-H	+6 Ability Score Increases up to 24.						12	3 B-Rank (or Lower), 1 A-Rank.	40ft
S-Rank	20 <sup>th</sup>	M-G	+6 Ability Score Increases up to 26.						15	3 A-Rank (or Lower), 1 S-Rank.	50ft

# BOAR

Boars are oafish, but extremely dedicated to their task at hand. Boars serve those who have ample focus and determination to reach a goal or serve an ideal.

**Summon Type:** Carnivoran

**Toughness:** 10

**Defensive Ability Score:** Strength

**Saving Throws:** Strength, Constitution, Charisma

**Creature Skills:** Athletics, Intimidation, Perception

**Senses:** Darkvision(60ft), Keen Smell

## ROLES

Boars are physically powerful, but also very determined. Capable of savage but precise attacks and steadfast support of ones allies. When creating a Summoned creature, select one of the following roles;

- Supporter:** This summon increases healing done or Temporary Hit Points gained by +X dice, equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* You can make up to two attacks using your Tusk. Tusk attacks add your Constitution to damage rolls once per turn.

## NATURAL/WEAPONS

**Tusk.** Melee Weapon Attack: 5ft., one target. Str + Prof to hit, +Str Piercing Damage. On a roll of 16 or higher, the target is knocked Prone.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Constitution modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Constitution modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Inoshishi Trample:** If this summon moves at least 20 feet straight toward a target and then hits with a Tusk attack on the same turn, the target must make a Strength Saving Throw, being knocked Prone on a failed save.

**Inoshishi Gore:** Tusk attacks this summon makes gains a +1 bonus to its critical threat range.

**Inoshishi Squeal:** This summon can squeal as an action, inspiring its allies. All allied creatures within 15 feet of it when it squeals gains a +1d4 bonus to its next Saving Throw made before the beginning of its summoner's next turn.

### C-RANK

**Inoshishi Guidance:** When this summon casts a jutsu that would grant its allies Temporary Hit Points, they also gain a +1d4 bonus to their next ranged attack roll.

**Inoshishi Casting:** When this summons, summoner casts a jutsu. This summon can spend a Jutsu slot to boost the jutsu cast, increasing the damage die by 1 step.

**Inoshishi Cleanse:** This summon can spend its Action to exert a surge of flaming chakra around it, healing its allies by cleansing them of 1 rank of all Elemental conditions currently affecting them. This summon can do this once per initiative roll.

### B-RANK

**Inoshishi Force:** This summon gains immunity to the Fear and Charm conditions.

**Inoshishi Burning Tusks:** This summons *Tusk* attacks deal an additional 1d6 Fire Damage.

**Inoshishi Anger:** While this summon is under the effects of any *Physical* or *Elemental* condition, they have advantage on *Tusk* attacks.

### A-RANK

**Inoshishi Relentlessness:** Twice per Short Rest, if this summon makes two successful tusk attacks in the same turn, it can spend its Reaction to take the Attack Action or cast a jutsu with a casting time of 1 Action.

**Inoshishi Tirelessness:** Twice per Short Rest, if this summon scores a successful hit with a jutsu it casts that requires an attack roll, it may spend its Reaction to cast the same jutsu again, targeting the same creature.

**Inoshishi Recklessness:** If this summon scores a critical hit with any attack that deals its *Tusk* damage, it triples its *Tusk* damage die, instead of doubling it.

### S-RANK

**Unstoppable Inoshishi:** This summon is unstoppable. Its movement speed cannot be reduced by any means. It ignores difficult terrain and it ignores Damage Reduction, Resistance and Immunity with its Tusk Attacks.

**Unreasonable Inoshishi:** When this summon's Hit Points are below 50%, increase its damage rolls by its summoner's Proficiency Bonus.

**Unleashed Inoshishi:** When this summon would regain Hit Points, it gains an equal amount of Temporary Hit Points.

## BOAR JUTSU SPECIALTY

Boars have access to any Jutsu with the following keywords or effects without the Hijutsu keyword;

- Earth release keyword, that doesn't require an attack roll and without the *Medical* keyword.
- Fire Release keywords with a range of *Self* and without the *Medical* keyword. (This includes any additive ranges to *Self*, such as *Self(30ft cone)*)
- *Bukijutsu* Keyword, with jutsu with a *Melee Piercing* Weapon Component.

## BOAR

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	M	16	10	14	10	10	12	4	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	M-L	+6 Ability Score Increases up to 20.						6	2 D-Rank, 2 C-Rank	30ft
B-Rank	12 <sup>th</sup>	M-L	+6 Ability Score Increases up to 22.						9	2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 <sup>th</sup>	M-H	+6 Ability Score Increases up to 24.						12	3 B-Rank (or Lower), 1 A-Rank.	40ft
S-Rank	20 <sup>th</sup>	M-G	+6 Ability Score Increases up to 26.						15	3 A-Rank (or Lower), 1 S-Rank.	50ft

# DEER

Deer are timid, docile creatures, who do not like to fight as a general rule. Caring, kind, and almost parental, they nonetheless can be roused to fight in defense of those they care about. They will not stand for outright warfare or cruelty in any form, and will usually stop fighting as soon as the losing side surrenders, flees, or is unable to fight. They will only truly serve those who are healers or kind leaders, who see violence as a last resort.

**Summon Type:** Herbavorian

**Toughness:** 8

**Defensive Ability Score:** Dexterity

**Saving Throws:** Strength, Dexterity, Wisdom

**Creature Skills:** Medicine, Perception, Survival

**Senses:** Darkvision(30ft)

## ROLES

Deer are serine animals. Choosing to instead avoid combat as much as possible, if possible. Only fighting when its allies are in danger. When creating a Summoned creature, select one of the following roles;

- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Supporter:** This summon increases healing done or Temporary Hit Points gained by +X dice, equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)

## NATURAL/WEAPONS

**Hooves.** Melee Weapon Attack: 5ft., one target. Str + Prof to hit, +Str Bludgeoning Damage. On a roll of 17 or higher, this attack inflicts 1 rank of bruise on its target.

**Antlers.** Melee Weapon Attack: 5ft., one target. Str + Prof to hit, +Str Bludgeoning Damage. On a roll of 16 or higher, this attack inflicts 1 rank of bleed.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Wisdom modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Wisdom modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Shika Mentality:** Allied creatures within 15 feet of this summon cannot have disadvantage on Saving throws against Mental conditions.

**Shika Healer:** This summon can add its Wisdom modifier to any jutsu that restores Hit Points, once per casting.

**Shika Force:** When this summon would cast a jutsu with the shape of a cube, cone or line, increase the size of that shape by 5ft. (If line, increase its width by 5ft).

### C-RANK:

**Protective Aura:** As an Action, this summon invokes an aura of calm around it for 1 minute. Allies within 30 feet of you, gain advantage on Saving Throws against Genjutsu that would inflict *Sensory* conditions.

**Defensive Kick:** When a creature makes a melee attack against this summon, this summon can use its Reaction to stomp on the target. Make a *Hooves* attack. On a hit, the target gains 2 ranks of Bruised, is knocked back 10ft and falls Prone.

**Supporting Gallop:** As an action, this summon can take two Dash actions. If it does, up to two allied creatures can be brought along with it as if they were mounted on this summon, or picked up along the way.

### B-RANK:

**Shika Tenacity:** As a Reaction to seeing an allied creature fail a Saving Throw against a hostile effect, this summon can spend a *Jutsu slot*, granting the target creature a 1d6 bonus to the failed save.

**Healing Surge:** Twice per Long Rest, as an Action, this summon can spend a *Jutsu Slot*. When it does, all allied creatures within 20 feet of it regain 6d6+this summons level, in Hit Points.

**Rejuvenating Surge:** Twice per Long Rest, as an Action, this summon can spend 2 *Jutsu Slots*. When it does, all allied creatures within 20 feet of it regain 3d6+ half this summons level, in Chakra Points.

### A-RANK

**Keeper of Shadows:** This Summon can learn up to two Nara Clan jutsu of B-Rank or lower, in addition to their normal jutsu list.

**Keeper of Lore:** This summon gains proficiency in Intelligence Saving Throws.

**Charging Rush:** As an Action, this summon can Dash and make one *Antlers* attack when it ends its movement. Creatures damaged by the *Antlers* attack are pinned to the ground, Grappled, and unable to make handseals. A creature Grappled in this way can make a Strength Saving Throw as an action on its turn to escape this effect.

### S-RANK

**Serene Nature:** Once per casting, add this summons level to Hit Points regained from jutsu it cast.

**Resurgence:** Once per summoning, the first time an allied creature would fall to 0 Hit Points, this summon can spend a *Jutsu Slot*, restoring half of its missing Hit Points.

**Peace:** This summon gains immunity to all conditions from hostile sources, but it cannot cast jutsu that would deal damage.

## DEER JUTSU SPECIALTY

Deer's have access to any Jutsu with the following keywords or effects without the Hijutsu keyword;

- Medical Keyword.
- Earth Release, the forces a Saving Throw.

## DEER

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	M	14	12	10	10	16	10	5	2 D-Rank	40ft
C-Rank	8 <sup>th</sup>	M-L		+6 Ability Score Increases up to 20.					7	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	M-L		+6 Ability Score Increases up to 22.					10	2 C-Rank (or Lower), 2 B-Rank	60ft
A-Rank	16 <sup>th</sup>	M-H		+6 Ability Score Increases up to 24.					13	3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 <sup>th</sup>	M-H		+6 Ability Score Increases up to 26.					16	3 A-Rank (or Lower), 1 S-Rank.	80ft

- **Bukijutsu Keyword**, with jutsu with a Melee Bludgeoning or Piercing Weapon Component.

## DOG/WOLF

Dogs and wolves are loyal animals. Dogs serve those who treat them with kindness and respect. Wolves serve powerful and unnerving leaders.

**Summon Type:** Carnivoran

**Toughness:** 8

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Intelligence, Wisdom

**Creature Skills:** Athletics, Perception, Insight

**Creature Senses:** Darkvision (30ft), Keen Smell & Hearing

### ROLES

Dogs/Wolves are extremely wise and intelligent creatures. Capable of strategizing with its summoner in a series of tactical options overwhelming their enemies. When creating a Summoned creature, select one of the following roles;

- **Striker:** This Summon has the *Multiattack* trait. *Multiattack:* You can make up to two attacks using your Bite. Bite attacks add your Dexterity to damage rolls once per turn.
- **Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack:* Once per turn, you can deal extra damage to one creature you hit with an attack if another enemy of the target is within 5 feet of it. This extra damage is  $Xd8$ . ( $X=$ Half the summons level)

### NATURAL/WEAPONS

**Bite.** Melee Weapon Attack: 5ft., one target. Str + Prof to hit, +Str Piercing Damage. On a roll of 16 or higher, the target is knocked Prone or drug 5 feet in any direction the summon wants.

### SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Strength modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Strength modifier + Summoner's Proficiency Bonus.

### SPECIAL FEATURES:

#### D-RANK

**Inu Growl:** As an Action, this summon may perform a low growl. When it does, one creature it can see within 30 feet of it must make a Wisdom Saving Throw. On a failed save the target suffers a -2 penalty to their AC until the end of their next turn. Once this growl is done, this summon cannot use this action again until the end of its next turn.

**Inu Prowl:** At the beginning of each of its summoner's turns, this summon can attempt the **Hide** action at no action cost.

**Inu Howl:** As an action, this summon can howl, inspiring itself and its allies. All allied creatures within 15 feet of it when it squeals gains a +1d4 bonus to its next attack roll made before the beginning of its summoner's next turn.

#### C-RANK

**Inu Tactics:** You have advantage on attack rolls against a creature If at least one of your allies are within 5 feet of the creature.

**Inu Assault:** You reroll 1's and 2's when you deal damage with a melee attack if at least one of your allies are within 5 feet of the creature.

**Inu Fangs:** This summon can add its Constitution modifier to its **Bite** attacks damage rolls.

#### B-RANK

**Inu Distraction:** As an action, while within 5 feet of a hostile creature, this summon can actively distract the target creature, granting its summoner advantage on the next attack they make against the target.

**Concentrated Effort:** When casting a jutsu that targets a creature, while an ally is within 5 feet of them, you cannot roll at disadvantage by any means.

**Vanishing Fang:** As a Reaction, this summon can spend one of its Jutsu slots to gain the benefits of the *Invisibility* Genjutsu as if they had cast it. They must maintain concentration on it as normal.

#### A-RANK

**Swift Fangs:** This summon can take one additional attack with its **Bite** attack, per turn.

**Iron Fangs:** This summon cannot have its damage resisted.

**Serrated Fangs:** Successful melee attacks made by this summon inflicts 1 rank of bleed.

#### S-RANK

**Pack Master:** Allies have advantage on attack rolls against a creature if you are within at least 5 feet of the creature.

**Alpha Predator:** This summon, while hidden, gains a +2 bonus to its critical threat range.

**Right Hand:** While within 5 feet of its summoner, this summon and its summoner gain a +3 bonus to Saving Throws, they each don't have full proficiency in.

### DOG/WOLF JUTSU SPECIALTY

Dogs/Wolves have access to any Jutsu with the following keywords or effects without the Hijutsu keyword;

- Ninjutsu without a Nature Release, Fuinjutsu, or Medical Keyword.
- Taijutsu, that requires a melee attack roll.
- Bukijutsu that would inflict the Bleeding, Restrained or Prone conditions.

### DOG/WOLF

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA
D-Rank	4 <sup>th</sup>	S	14	14	14	10	12	10
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.				
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.				
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.				
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.				

# FOX

Wily tricksters, there are countless stories of multi-tailed foxes deceiving men. However, foxes have a strong moral code to never harm an innocent during one of their pranks. Due to their conniving nature Foxes only take on summoners that have a strong sense of humor.

**Summon Type:** Carnivore

**Toughness:** 8

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Intelligence, Charisma

**Creature Skills:** Deception, Persuasion, Stealth

**Creature Senses:** Darkvision (60ft), Keen Smell

## ROLES

Foxes are cunning and deceitful fighters. Their tribe is known for their tactical acumen and the tricks they play on their opponents, allowing them to form great tag-teams with their summoners. When creating a Summoned creature, select one of the following roles;

- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack: Once per turn, this summon can deal extra damage to one creature it hits with an attack if it has advantage on the attack roll. This extra damage is Xd8.* (*X=Half the summons level*)

## NATURAL/WEAPONS

**Bite.** Melee Weapon Attack: Reach 10ft., one target. Dex + Prof to hit, +Dex Piercing Damage. On a roll of a 17-20, the target gains 1 rank of Bleeding.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Charisma modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Charisma modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Kitsune Ninko:** This summon gains expertise in Stealth, and expertise in either Deception or Persuasion (Pick one).

**Kitsune Yako:** When this summon casts a jutsu that deals damage, the summoner can spend 3 chakra to upcast the jutsu 1 rank higher than they normally could.

**Kitsune Zenko:** When this summon casts a jutsu that would grant a bonus to the rolls of allied creatures, the summoner can spend 3 chakra to enable this summon to upcast the jutsu 1 rank higher than they normally could.

## Fox

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	8	14	12	10	13	14	5	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	S-L		+6 Ability Score Increases up to 20.					7	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					10	2 C-Rank (or Lower), 2 B-Rank	45ft
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.					13	3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.					16	3 A-Rank (or Lower), 1 S-Rank.	70ft

### C-RANK

**Kitsune -Gao:** This summon can cast the Transformation jutsu without needing it on its jutsu list, or the Advanced Transformation jutsu if they already have Transformation on their jutsu list.

**Kitsune Presence:** As an action, this summon can impose a Charisma Saving Throw against all creatures within 15 feet. On a fail, a creature gains 1 rank of Charmed or Fear against this summon (Pick one).

**Kitsune Tsume:** When this summon hits with their Bite attack, they can spend 1 jutsu slot to give the target a -1d4 penalty against the next Intelligence, Wisdom, or Charisma Saving Throw they make, before the start of their summoner's next turn.

### B-RANK

**Kitsune Raiton** This summon can now learn Lightning Ninjutsu.

**Kitsune Tails:** This summon gains an additional number of jutsu slots equal to its summoner's proficiency bonus.

**Kitsune Wiliness:** This summon becomes proficient in Wisdom Saving Throws.

### A-RANK

**Kitsunebi:** When this summon casts a jutsu with the Fire Release keyword with its action, it can simultaneously cast a Genjutsu with the casting time of 1 Action, twice per long rest.

**Kitsune Sessho -Seki:** When this summon is hit by a melee attack, the triggering creature takes 3d6 Poison Damage.

**Kitsune Awareness:** This summon becomes proficient in Perception, and gains 30 feet of True Sight.

### S-RANK

**Kitsune Starball:** As an action, this summon creates a small ball as an action and, gives it to an allied creature within 30 feet. A creature that holds this Starball in their hand, gains a +2 to all attack rolls, Skill Checks, and Saving Throw. The Starball lasts for 1 minute, unless dispelled, which can be done at the start of the summoner's turn (no action required).

**Kitsunetsuki:** Once per long rest, this summon can touch a dead or unconscious creature and assume its form. It gains the looks, traits and physical statistics of the creature. Maintaining this form cost 1 jutsu slot per round. And once per day, it can cast 1 jutsu on its list or the copied creatures list without spending jutsu slots. The summoner can end this effect on their turn (no action required).

**Kitsune Tenko:** This summon increases its Jutsu Save DCs by +2.

## FOX JUTSU SPECIALTY

Foxes have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Jutsu with the Fire Release keyword.
- Genjutsu with the Visual and/or Tactile keywords.
- Piercing bukijutsu that require attack roll.



# HARE/ RABBIT

Typically used for their speed and agility, Hares make for excellent messengers and couriers, though their martial combat prowess may leave something to be desired, their casting capabilities rival that of the Toad tribe in some ways.

**Summon Type:** Rodents

**Toughness:** 6

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Intelligence, Charisma

**Creature Skills:** Acrobatics, Perception, Stealth,

**Creature Senses:** Keen Smell, Keen Hearing

## ROLES

Hares/Rabbit are extremely intelligent but territorial creatures. Within the Sage tribe community, they are known as the most aggressive of all the Rodents, being often compared to a mafia or gang. The Hare/Rabbit tribes while cute, are often a sign of extreme hostility and savagery. When creating a Summoned creature, select one of the following roles;

- Caster:** This summon gains additional *Jutsu Slots*, equal to its rank. (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3).
- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack:* Once per turn, this summon can deal extra damage to one creature it hits with an attack if it have advantage on the attack roll. This extra damage is  $Xd8$ . ( $X=$ Half the summons level)

## NATURAL/WEAPONS

**Kicks.** Melee Weapon Attack: Reach 10ft., one target. Dex + Prof to hit, +Dex Bludgeoning Damage. On a roll of 19~20, make another *Kicks* attack. This effect can be repeated indefinitely.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

*Usagi Casting:* When this summon casts a Jutsu, it can spend an additional *Jutsu Slot*. If it does, it maximizes up to two of the jutsu's damage die.

*Usagi Blitz:* As an action, this summon can gain the benefit of a Dash. Once per turn, at the end of its movement when using this Dash, it can make one *Kicks* attack. On a hit, the attack deals +1 damage die, for every 30 feet moved during the turn.

*Usagi Prowl:* As an action, this summon can take the Hide action and gain the benefits of a Dash, without breaking its stealth.

### C-RANK

*Usagi Senses:* This summon gains 20ft of Blindsight.

*Usagi Scaling:* Jutsu this summon casts that inflicts ranks of Bleeding, Concussed, or Dazzled, inflicts +1 rank of that condition.

*Usagi Union:* If this summon would assist in casting a Ninjutsu with the *Wind Release* and *Combination* keywords, it counts as two creatures. Doing this also causes it to spend 2 *Jutsu Slots*.

### B-RANK

*Usagi Tribalism:* This summon can choose to make its allies immune to the Ninjutsu it casts as if it was using the *Careful Ninjutsu* molding. It can do this twice per long rest.

*Usagi Power:* This summon can choose to make one creature affected by its Ninjutsu, make its Saving Throw at disadvantage, as if it was using the *Heightened Ninjutsu* molding. It can do this twice per long rest.

*Usagi Reactions:* This summon can choose to cast one Ninjutsu that has a casting time of 1 Action, as a Reaction, as if it was using the *Reactive Ninjutsu* molding. It can do this twice per long rest.

### A-RANK

*Usagi Duplicity:* This summon can spend one of its *Jutsu Slots* to multiply, creating a clone of itself. The clone made only has an Action and 40 feet of movement. It performs the same actions and casts the same jutsu the summoner commands the summon to perform. Once the clone casts a jutsu, it is unsummoned. This summon can clone itself once per long rest.

*Usagi Flexibility:* This Summon is immune to the Grappled and Restrained conditions.

*Usagi Hunter:* This summon can trigger their *Lethal Attack* twice in a turn, but only against different targets.

### S-RANK

*Usagi Skyfall:* The first *Kicks* attack made after moving more than 200ft in one turn is made at advantage.

*Usagi Swirl:* If this summon triggers the *Swirl* effect, it also spreads *mental* and *sensory* conditions.

*Usagi Break:* This summon can clash with all style of Jutsu and Arts, and make their clash check at Advantage. If this summon clashes with a Genjutsu, the opposing character makes their check with Illusions.

## HARE/RABBIT JUTSU SPECIALTY

Hare/ have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Wind Release keyword
- Ninjutsu with the Fuinjutsu keyword, but without a nature release.
- Genjutsu with the Visual keyword.

## HARE/ RABBIT

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	T	8	14	10	16	13	11	6	2 D-Rank	40ft
C-Rank	8 <sup>th</sup>	T-S		+6 Ability Score Increases up to 20.					8	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	T-M		+6 Ability Score Increases up to 22.					11	2 C-Rank (or Lower), 2 B-Rank	60ft
A-Rank	16 <sup>th</sup>	T-L		+6 Ability Score Increases up to 24.					14	3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 <sup>th</sup>	T-H		+6 Ability Score Increases up to 26.					17	3 A-Rank (or Lower), 1 S-Rank.	80ft

# HAWK/ PREDATOR BIRDS

Hawks are powerful predators, relying on their keen eyesight, speed and agility to hunt their foes. Hawks serve those who try to protect their close friends and family, as well as those that follow its way of hunting.

**Summon Type:** Avian

**Toughness:** 6

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Intelligence, Wisdom

**Creature Skills:** Acrobatics, Insight, Perception

**Creature Senses:** Darkvision (90ft), Keen Sight

## ROLES

Hawks/Predator Birds are very powerful creatures, capable of dominating a battle of attrition and controlling a battlefield with very little effort. When creating a Summoned creature, select one of the following roles;

- Caster:** This summon gains additional *Jutsu Slots*, equal to its rank. (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3).
- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)

## NATURAL/WEAPONS

**Talons.** (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex Piercing Damage.)

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Wisdom modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Wisdom modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Harass:** When this summon would cast a Jutsu that would deal damage, it can choose to empower the jutsu cast by increasing the range of the jutsu cast by 15ft.

**Hinder:** When this summon would cast a Jutsu that would inflict a condition, affected creatures suffer a -1d4 penalty to their first attack rolls each turn while under the effect of said condition.

**Aim:** As an action, this summon can zero in on a hostile creature it can see. At the beginning of its summoner's next turn, both this summon and its summoner's next attack gains a +1d6 bonus to their next attack roll.

### C-RANK

**Storm Wing:** When this summon would make a Melee Ninjutsu Attack it gains a +1 critical threat range to the attack.

**Sky Torrent:** While this summon is 30ft or more off the ground, increase the size of area of effects by 10 feet.

**Wing Beat:** As an Action this summon can create a dust cloud as if casting *Air Current Dance*, but originating in a select space within 60 feet that is on the ground. This dust cloud lasts until the end of the summoner's next turn.

### B-RANK

**Lethal Wing:** When this summon casts a Ninjutsu with the Wind release keyword, it can spend 1 additional *Jutsu Slot*. When it does, it increases the damage it deals by +4 damage die.

**Kill Dive:** When this summon makes a Melee Ninjutsu Attack after moving its full movement speed in a straight line, on a successful hit, the attack is treated as a critical Hit. This summon can use this feature once per long rest.

**Sky Break:** When this summon would cast a Ninjutsu that forces a Saving Throw, affected creatures who fail their Saving Throw also gain 2 ranks of *Concussed*.

### A-RANK

**Sky Lord:** Hostile creatures under the effect of a Ninjutsu this summon casts has its movement reduced by half.

**Sky King:** Allied creatures under the effect of a Ninjutsu this summon casts has its movement increased by +30.

**Sky Emperor:** While this summon is under the effects of a Ninjutsu it previously cast, increases its Ninjutsu critical threat range by +1.

### S-RANK

**Sky Predator:** This Summon can spend a Jutsu slot to move its summon up or down 1 space in the turn order, once per combat.

**Wing Span:** This summon can spend a Jutsu Slot to increase the number of targets a jutsu it casts can target by +3.

**Garuda:** This summon automatically succeeds on all Clash checks vs Jutsu with the Wind or Lightning Release keywords.

## HAWK/PREDATOR BIRDS JUTSU SPECIALTY

Hawk/Predator Birds have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu with the Wind Release keyword.
- Ninjutsu with the Lightning Release keyword.
- Genjutsu with the Sensory Keyword

## HAWK/PREDATOR BIRDS

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	10	14	12	10	16	10	6	2 D-Rank	30ft Fly
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					8	2 D-Rank, 2 C-Rank	40ft Fly
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					11	2 C-Rank (or Lower), 2 B-Rank	60ft Fly
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.					14	3 B-Rank (or Lower), 1 A-Rank.	60ft Fly
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.					17	3 A-Rank (or Lower), 1 S-Rank.	90ft Fly

# INSECT SWARM

These insects are mindless soldiers, following orders without question regardless of personal safety, but only if the summoner has earned such loyalty. They serve anyone with a commanding presence.

**Summon Type:** Insectoid

**Toughness:** 6

**Defensive Ability Score:** Wisdom

**Saving Throws:** Constitution, Intelligence, Wisdom

**Creature Skills:** Acrobatics, Stealth, Perception

**Creature Senses:** Blindsight (15ft)

## ROLES

Insects are the definition of Strength in numbers, capable of overwhelming any enemies with very little effort due to their Strength in pure swarm size. When creating a Summoned creature, select one of the following roles;

- **Caster:** This summon gains additional *Jutsu Slots*, equal to its rank. (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3).
- **Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)

## NATURAL/WEAPONS

**Stingers.** (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex Piercing Damage.).

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Acidic Mass.** Ninjutsu this summon casts that affects an area that deals Acid Damage, inflicts 1 rank of Corroded on all creatures who Dexterity save bonus is 10 or less.

**Poisonous Mass.** Ninjutsu this summon casts that require an attack roll and deal Poison Damage, inflicts 1 rank of Envenomed on a roll of 16 or higher.

**Eroding Mass.** Ninjutsu this summon casts that require a Saving Throw and deal Necrotic Damage, inflicts 1 rank of Concussed on a failed Saving Throw.

### C-RANK

**Poison Stingers:** When this summon makes a Ranged Ninjutsu Attack, it deals an additional 1d6 Poison Damage, up to twice per casting.

**Parasitic Stingers:** When this summon deals damage with a jutsu it casts, it gains Temporary Hit Points equal to half the damage dealt.

## INSECT SWARM

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	8	13	11	16	14	10	6	2 D-Rank	30ft Fly
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					8	2 D-Rank, 2 C-Rank	40ft Fly
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					11	2 C-Rank (or Lower), 2 B-Rank	60ft Fly
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.					14	3 B-Rank (or Lower), 1 A-Rank.	60ft Fly
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.					17	3 A-Rank (or Lower), 1 S-Rank.	90ft Fly

# LIZARD

Lizards are patient and capable warriors. They can be bipeds or quadrupeds, and are suited to a number of different tasks. They are often seen as lesser cousins of dragons, a comparison they heavily dislike. Lizards love to win, and will only serve those who do not look down upon the weak.

**Summon Type:** Dragon

**Toughness:** 8

**Defensive Ability Score:** Strength

**Saving Throws:** Strength, Constitution, Wisdom

**Creature Skills:** Athletics, Acrobatics, Stealth

**Creature Senses:** Tremor sense (30ft), Keen Smell

## ROLES

Lizards are the tax collectors of the Sage tribes. Their society is heavily run by currency and fair exchange. This is expressed in their combat and control-based fighting styles. When creating a Summoned creature, select one of the following roles;

- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* It can make up to two attacks using its Simple weapon or Tail. These attacks add its Dexterity to damage rolls once per turn.
- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned  
(D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)

## NATURAL/WEAPONS

**Simple Melee Weapon.** This summon, has one simple melee weapon, using the weapons statistics for attack and damage. If this summon is Large or larger, increase the weapons damage die by +1.

**Tail.** Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing Damage. On a roll of 15 or greater, knocks target Prone.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Wisdom modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Wisdom modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Tokage's Ferocity:** When this summon inflicts the Envenomed or Corroded condition, it gains a +2 bonus to its AC and Saving throws until the beginning of its summons next turn.

**Tokage's Greed:** This summons, summoner can spend 1 chakra die. When it does, the next two weapon or Tail attacks this summon makes deals its maximum damage.

**Tokage's Trickery:** If this summon scores a hit with its tail attack, it can choose to grapple its target. While Grappled, the target cannot cast jutsu that require Hand Signs (HS).

## LIZARD

### C-RANK

**Tokage's Gullet:** If this summon would cast a jutsu that affects a Line, increase the width of the line to 15feet.

**Tokage's Wide Mouth:** If this summon would cast a jutsu that affects a Cone, increase the size of the cone by 15 feet.

**Tokage's Venomous Flesh:** This summon is immune to Poison and Acid Damage. If it would take damage from a melee attack, the triggering creature would need to make a Constitution Saving Throw, gaining both the Envenomed and Corroded condition on a failed save.

### B-RANK

**Tokage's Martial Skill.** This summon can instead be summoned with a Melee Martial weapon. If it is, on a successful weapon attack, it deals an additional 2d4 Acid Damage.

**Tokage's Overtime:** While this summon has 50% or less Hit Points, its weapon attacks gain +4 critical threat range.

**Tokage's Clock In:** When this summon is summoned, it immediately takes an Action and can move up to its full movement with no command from its summoner.

### A-RANK

**Tokage's Power.** This summon cannot have its jutsu casting interrupted. If a creature would attempt to interrupt its casting, it experiences chakra feedback taking 3d6 Chakra Damage and their jutsu fails.

**Tokage's Force:** This summon cannot be Stunned, Incapacitated or Dazed by a hostile creature. If it would gain any of the aforementioned conditions from such a creature, it instead regains 1 *Jutsu Slot*.

**Tokage's Will:** This summon is immune to *Mental* and *Sensory Conditions*.

### S-RANK

**Tokage's Martial Mastery:** This summon can take one additional weapon or Tail attack, when it would take the attack action.

**Tokage's Inurement:** When this summon would fall to 0 Hit Points, its summoner can instead spend 5 chakra die. When it does, this summon regains the result of all spent chakra die.

**Tokage's Control:** When a creature would fail a Saving Throw as a result of this summons jutsu that would inflict conditions on it, affected creatures gain twice the number of ranks, they would normally gain.

## LIZARD JUTSU SPECIALTY

Lizards have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu that deal Poison or Acid Damage.
- Ninjutsu with the Earth Release Keyword.
- Ninjutsu with the Fire Release Keyword

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	16	12	12	10	14	8	5	2 D-Rank	30ft, 30ft Burrow
C-Rank	8 <sup>th</sup>	S-M	+6 Ability Score Increases up to 20.						7	2 D-Rank, 2 C-Rank	40ft, 30ft Burrow
B-Rank	12 <sup>th</sup>	S-L	+6 Ability Score Increases up to 22.						10	2 C-Rank (or Lower), 2 B-Rank	50ft, 40ft Burrow
A-Rank	16 <sup>th</sup>	S-H	+6 Ability Score Increases up to 24.						13	3 B-Rank (or Lower), 1 A-Rank.	60ft, 40ft Burrow
S-Rank	20 <sup>th</sup>	S-G	+6 Ability Score Increases up to 26.						16	3 A-Rank (or Lower), 1 S-Rank.	60ft, 50ft Burrow

# MONKEY/ PRIMATE

Playful, intelligent and shy, monkeys can use almost any weapon or tool a human could, and are extremely dangerous when angered. Monkeys only serve those with creative minds that like to have fun

**Summon Type:** Primate

**Toughness:** 10

**Defensive Ability Score:** Dexterity

**Saving Throws:** Strength, Dexterity, Constitution

**Creature Skills:** Athletics, Acrobatics, Perception

**Creature Senses:** -

## ROLES

Monkeys are the oldest tribe. Having a society close to humans they express their capability with hundreds of years' worth of combat technique for both offence and defense. When creating a Summoned creature, select one of the following roles;

- Defender:** This summon gains a bonus to its AC equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* It can make up to two attacks using its weapon or Claws. These attacks add its Dexterity to damage rolls once per turn.

## NATURAL/WEAPONS

**Claws.** Melee Weapon Attack: Reach 5ft, one target. Str + Prof to hit, +Str Slashing Damage. These claws count as unarmed damage for the purpose of Taijutsu.

**Simple or Martial Melee Weapon.** This summon, has one simple or martial melee weapon, using the weapons damage die and properties. If this summon is Large or larger, increase the weapons damage die by +1.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Strength modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Strength modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Saru Technique:** When this summon casts a Taijutsu or Bukijutsu, it can make one additional weapon attack after the jutsu's casting.

**Saru Reaction:** When this summon makes an attack of opportunity, it can use its *Multiattack* trait.

**Saru Combination:** When this summon aids in the casting of a Taijutsu or Bukijutsu with the *Combination Keyword* treat its Dexterity as its Charisma for the purpose of triggering the jutsu's bonus effects.

### C-RANK

**Transform:** This summon can transform into the weapon that it or its summoner is currently carrying for the summoner to use in combat by spending 1 Jutsu slot and its action. Their summoner has proficiency with the

## MONKEY/PRIMATE

transformed weapon. While the summoner wields this weapon, they add +1 to their AC, weapon & Taijutsu attack and damage rolls, that use the transformed weapon. This bonus to attack rolls doesn't stack with other passive bonuses such as *Weapon Focus* or weapon seals.

**Tag-Team:** Twice per rest, when this summon scores a hit with a melee attack, its summoner can spend their Reaction to take the Attack Action, or cast a Taijutsu targeting the same creature.

**Defensive Stance:** This summon can enter a defensive stance for 1 minute. For the duration of this stance, the summon cannot be attacked with advantage, and reduces incoming damage by an amount equal to its weapon die.

### B-RANK

**Saru Martial Mastery:** This summon can take one additional weapon or Claws attack, when it would take the attack action.

**Combination Force:** Twice per rest, when this summon's summoner scores a hit with a melee attack, it can spend its Reaction to attack using the *Multiattack* trait or cast a jutsu targeting the same creature.

**Power Stance:** This summon can enter an aggressive stance as a Reaction, for 1 minute. For the duration of this stance, the summon ignores Resistance and half of a creature's Damage Reduction.

### A-RANK

**Saru Defensive skill:** When this summons, summoner makes a Saving Throw, it adds the summons Strength modifier to the save, once per long rest.

**Saru Combat Skill:** When this summons, summoner deals damage with a melee attack, it adds the summons Strength modifier to the damage dealt, twice per turn.

**Saru Technical Skill:** When this summons, summoner casts a Taijutsu or Bukijutsu of B-Rank or higher, reduce its cost by 2.

### S-RANK

**Perfect Transform:** This summon can transform into the weapon that it or its summoner is currently carrying for the summoner to use in combat by spending 2 Jutsu slots and its action. Their summoner has proficiency with the transformed weapon. While the summoner wields this weapon, they add +3 to their AC, weapon & taijutsu attack and damage rolls, that use the transformed weapon. This bonus to attack rolls doesn't stack with other passive bonuses such as *Weapon Focus* or weapon seals.

**Monkey Business:** This summon gains immunity to Physical or Mental conditions.

**Friends Forever:** This summons, summoner can use this summons Saving throw bonuses, in place of their own.

## MONKEY/PRIMATE JUTSU SPECIALTY

Monkey/Primates have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Any Taijutsu, without the medical keyword.
- Any Bukijutsu, without the medical keyword

## MONKEY/PRIMATE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	M	16	14	12	10	10	10	4	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	M		+6 Ability Score Increases up to 20.					6	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	M-L		+6 Ability Score Increases up to 22.					9	2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 <sup>th</sup>	M-L		+6 Ability Score Increases up to 24					12	3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 <sup>th</sup>	M-H		+6 Ability Score Increases up to 26.					15	3 A-Rank (or Lower), 1 S-Rank.	50ft

# Ox/RAM

The most notable characteristic of an ox or ram is its great fortitude and Strength. These creatures can push themselves for many long hours without tiring. Oxen are quite slow to anger, but are powerhouses once enraged. The frail has no chance of being accepted by an ox, only the hearty is accepted.

**Summon Type:** Herbavorian

**Toughness:** 10

**Defensive Ability Score:** Constitution

**Saving Throws:** Strength, Constitution, Wisdom

**Creature Skills:** Athletics, Survival, Intimidation

**Creature Senses:** Darkvision (30ft)

## ROLES

Oxen and Rams are extremely fortuitous and proud. These tribes are known for never slowing down or tiring, always moving. Always traveling. When creating a Summoned creature, select one of the following roles;

- Defender:** This summon gains a bonus to its AC equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Striker:** This Summon has the *Multiattack* trait. *Multiattack:* It can make up to two attacks using its Horns. These attacks add its Constitution to damage rolls once per turn.

## NATURAL/WEAPONS

**Horns.** Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing Damage. On a roll of 16 or higher, the target is knocked Prone.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Strength modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Strength modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Ushi Trample:** If this summon moves 20ft or more before it makes a Horn attack. On a hit, target creature makes a Strength Saving Throw, being pushed back 30 feet, gaining 1 rank of Bruised and falling Prone.

**Ushi Stability:** This summon, and all of its allies within 20ft of it have advantage on Strength Saving Throws.

**Ushi Unmoving:** This summon and its summoner cannot be moved or teleported against its will.

### C-RANK

**Ushi Gore** If this summon moves 30ft or more before it make a Horn attack. On a hit, target creature makes a Constitution Saving Throw being impaled taking 5d6 Piercing Damage and 2 ranks of Bleeding on a failed save.

**Ushi Strength:** When this summon would deal damage with a melee attack, affected creatures must make a

Strength Saving Throw. On a failed save creatures are Concussed and Bruised.

**Ushi Defense:** This summon can spend its Reaction to interpose attacks targeting its summoner while within 30 feet of them, redirecting the attack to target itself.

### B-RANK

**Ushi Stomping Tantrum:** In place of one of its *Horns* attack, this summon can create a localized quake forcing all hostile creatures within 15 feet of it to make a Dexterity Saving Throw, falling Prone and having their held items or weapons knocked 20 feet away in a random direction from them on a failed save.

**Ushi Slamming Rage:** As an action, this summon slams its hooves into the ground. All creatures of its choice in a 30-foot cone must succeed a Dexterity Saving Throw, taking 6d6 Bludgeoning Damage and being knocked Prone on a failed save or half as much on a successful save.

**Ushi Guardian Roar:** As an action, this summon spends 1 Jutsu slot and begins to bemoan an aggressive howl. All allied creatures within 30 feet of it gains 5d6+15 Temporary Hit Points.

### A-RANK

**Ushi Focus:** This summon gains a +1 bonus to its melee attacks critical threat range.

**Ushi Vengeance:** This summon gains advantage on their first attack targeting a hostile creature whom dealt damage to their summoner until the end of the summoners next turn.

**Ushi Calmness:** This summon gains immunity to *Mental* conditions.

### S-RANK

**Ushi Stampede:** As an action by moving 45ft this summon can move through creatures of equal size or smaller spaces pushing them to the side. Creatures who's space it pass through must make a Strength Saving Throw, being Stunned until the beginning of their next turn and taking 10d6 Bludgeoning Damage on a failed save.

**Ushi Tireless Fortitude:** When this summon is forced to make a Strength or Constitution Saving Throw it can spend a *Jutsu Slot* to instead succeed. When it does, it suffers no further effects.

**Ushi Never-Ending Patience:** As an Action, this summon can calm itself and all of its allies within 30 feet of it, ending all *Mental* and *Sensory* conditions on them.

## Ox/RAM JUTSU SPECIALTY

Ox/Ram have access to any Jutsu with the following Keywords or conditions without the *Hijutsu Keyword*;

- Ninjutsu with the Earth Release keyword that summons constructs and structures.
- Taijutsu that forces a Saving throw
- Bukijutsu with a Melee Piercing Component.

## Ox/RAM

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	L	16	10	14	10	12	10	4	2 D-Rank	40ft
C-Rank	8 <sup>th</sup>	L		+6 Ability Score Increases up to 20.					6	2 D-Rank, 2 C-Rank	50ft
B-Rank	12 <sup>th</sup>	L-H		+6 Ability Score Increases up to 22.					9	2 C-Rank (or Lower), 2 B-Rank	50ft
A-Rank	16 <sup>th</sup>	L-H		+6 Ability Score Increases up to 24.					12	3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 <sup>th</sup>	L-G		+6 Ability Score Increases up to 26.					15	3 A-Rank (or Lower), 1 S-Rank.	70ft

# RAT

A rat is a creature that lives on the fringes of human society. Almost like parasites they create their nest in our homes and eat our food. A rat's greatest quality is its stealth, as often the only sighting of a rat is by what it has done. Rats are feared by many, not for their combat prowess, but for the fact that they are often disease carriers. A brash and loud person has no chance of being accepted as a master, as they have little to no use for sneaking by an enemy.

**Summon Type:** Rodent

**Toughness:** 6

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Intelligence, Wisdom

**Creature Skills:** Acrobatics, Stealth, Sleight of Hand

**Creature Senses:** Darkvision (30ft), Keen Smell

## ROLES

Rats are hyper-active and aggressive creatures. Able to. Always traveling. When creating a Summoned creature, select one of the following roles;

- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack: Once per turn, this summon can deal extra damage to one creature it hits with an attack if it have advantage on the attack roll. This extra damage is Xd8.* (*X=Half the summons level*)

## NATURAL/WEAPONS

**Bite.** (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex Piercing Damage.)

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Nezumi Tutelage:** This summon can take the Help action even with skills and activities it is not proficient in. When this summon Helps an allied creature, they gain an additional 1d4 to their attack or check.

**Nezumi Escape:** As an Action, this summon can both Disengage and Hide at the same time so long as this summon is at least lightly obscured.

**Nezumi Assault:** When this summon attacks with a Ninjutsu attack, as a result of ninjutsu that requires 2 or more attack rolls, it makes 1 additional attack.

## RAT

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	8	16	10	14	13	11	6	2 D-Rank	45ft
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					8	2 D-Rank, 2 C-Rank	45ft
B-Rank	12 <sup>th</sup>	S-M		+6 Ability Score Increases up to 22.					11	2 C-Rank (or Lower), 2 B-Rank	60ft
A-Rank	16 <sup>th</sup>	S-L		+6 Ability Score Increases up to 24.					14	3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 <sup>th</sup>	S-H		+6 Ability Score Increases up to 26.					17	3 A-Rank (or Lower), 1 S-Rank.	75ft

### C-RANK

**Poisonous:** If you hit a creature with your Bite, target creature must make a Constitution Saving Throw gaining 1 rank of Envenomed on a failed save.

**Venomous:** If this summon scores a hit with a Melee Ninjutsu Attack, the target creature must make a Constitution Saving Throw gaining 1 rank of Corroded on a failed save.

**Necrotic:** If this summon scores a hit with a Taijutsu attack, the target must make a Constitution Saving Throw gaining 1 rank of Weakened on a failed save.

### B-RANK

**Dangerous Rodents:** This summon gains advantage on attacks against creatures who are Envenomed.

**Viral Contagion:** This summons Necrotic Damage ignores Resistance and Damage Reduction.

**Vile Squeak:** As an action, this summon can release a viral squeak. Hostile creatures within 15 feet of it begin to experience fits of madness in response to this sound. They must make a Wisdom Saving Throw, being Confused on a failed save. A creature cannot be affected with this ability more than once, every hour.

### A-RANK

**Extreme Poison:** Poison Damage from you ignores Resistance. When dealing Poison Damage, increase the damage dealt by +2 dice.

**Surprisingly Lethal:** When you attack from being hidden, and score a hit you treat the hit as if you scored a critical hit. Can only use this feature once per turn.

**Swarming Rodents:** When you summon this rodent, you actually summon 2 B-Rank Rodents, with different traits from one another, but they share the same health pool. They are commanded by the same Bonus Action.

### S-RANK

**Plague Spreader:** Creatures Envenomed by you generate a 5ft aura. Other creatures that begin their turn in this aura must succeed a Constitution Saving Throw or become Envenomed.

**Plague Breeder:** This creature inflicts 1 rank of the Corroded condition on a successful melee attack.

**Plague Holder:** While a hostile creature is under the effects of a jutsu this summon casts, they gain 1 rank of Envenomed and Corroded at the beginning of each of their turns.

## RAT JUTSU SPECIALTY

Rats have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu that deals Poison or Necrotic Damage.
- Bukijutsu that require melee piercing.
- Genjutsu with the Inhale keyword. This summon ignores Poison Kit requirements.

# SHARK/PREDATOR FISH

There are few aquatic predators more dangerous than the shark. Though it is limited to the seas, the shark has always been a creature that strikes fear and awe in the hearts of those it crosses. The shark will not accept a complacent or cowardly master; they are ruthless creatures of a single mind.

**Summon Type:** Amphibian

**Toughness:** 12

**Defensive Ability Score:** Constitution

**Saving Throws:** Dexterity, Constitution, Charisma

**Creature Skills:** Athletics, Stealth, Perception

**Creature Senses:** Blindsight (30ft), Keen Smell, Water Breathing

## ROLES

Sharks are the apex of the aquatic world. When dealing with members of this tribe, try not to show fear. When creating a Summoned creature, select one of the following roles;

- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)
- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* You can make up to two attacks using your Bite. Bite attacks add your Constitution to damage rolls once per turn.

## NATURAL/WEAPONS

**Bite.** Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing Damage. This creature gains a +1 bonus to its critical threat range on this attack, against a Bleeding creature. On a roll of 16 or higher, the target gains 1 rank of Bleed.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Charisma modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Charisma modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Shaaku Charge:** As an action the shark can dash at twice its movement speed. If it does, the first creatures space the shark would move through, must succeed a Dexterity Saving Throw. On a failed save they take 5d6 Piercing Damage and becomes Grappled by the shark.

**Shaaku Bloodletting:** When a creature submerged in the same body of water as the shark, is Bleeding, the shark grains 120 feet of Truesight against that creature.

**Shaaku Feeding:** When this summon deals damage to a creature with ranks of Bleeding, it regains Hit Points equal to half the damage dealt.

### C-RANK

**Shaaku Violence:** This summon is immune to the fear condition and effects that would push it. It gains a +20-movement speed when moving towards a hostile creature.

**Shaaku Jaws:** When this summon scores a hit with its bite attack the target gains 1 rank of Bleeding and is Grappled.

**Shaaku Madness:** As an Action, this summon can choose to spend 1 *Jutsu Slot*. When it does, all hostile creatures in the same body of water as it, must make a Charisma Saving Throw, becoming Demoralized on a failed save.

### B-RANK

**Blood Frenzy:** This summon has advantage on melee attack rolls against any creature that doesn't have all its Hit Points, that it attacks while swimming.

**Blood Savagery:** If a creature if Bleeding when this summon deals damage as a result of a bite attack, they suffer all ranks of Bleedings effects on them immediately.

**Violent Shaaku:** This summon gains one additional attack with its Bite, when it makes a Bite attack.

### A-RANK

**Shark Skin:** This summon gains immunity to Cold Damage.

**Hunger for More:** This summon can deal Chakra Damage to a creature when it casts a Ninjutsu with the Water Release keyword.

**Unstoppable Violence:** This summon cannot have its melee damage reduced by Resistance or Damage reduction.

### S-RANK

**Apex:** The Shark scores a critical strike on its Bite attack on a roll of 17 or higher.

**Predator:** The Shark scores a critical strike with its jutsu on a roll of 18 or higher.

**Crest:** This summon ignores Jutsu based Bonuses to AC and Temporary Hit Points.

## SHARK JUTSU SPECIALTY

Sharks have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu, with the Water Release keyword
- Ninjutsu and Genjutsu with the Sensory keyword
- Bukijutsu that requires Melee Piercing.

## SHARK

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	M	16	10	12	10	10	14	4	2 D-Rank	40ft Swim
C-Rank	8 <sup>th</sup>	M		+6 Ability Score Increases up to 20.					6	2 D-Rank, 2 C-Rank	50ft Swim
B-Rank	12 <sup>th</sup>	M-L		+6 Ability Score Increases up to 22.					9	2 C-Rank (or Lower), 2 B-Rank	60ft Swim
A-Rank	16 <sup>th</sup>	M-H		+6 Ability Score Increases up to 24.					12	3 B-Rank (or Lower), 1 A-Rank.	70ft Swim
S-Rank	20 <sup>th</sup>	M-G		+6 Ability Score Increases up to 26.					15	3 A-Rank (or Lower), 1 S-Rank.	80ft Swim

# SLUG

This creature is often looked down upon by the others because of its appearance and lack of defense mechanism. While its greatest weapon may not be its body, it is a knowledgeable and kind hearted creature, with a compassionate heart that knows not hate. It will refuse to serve a master that goes against its principles and way of life.

**Summon Type:** Amphibian

**Toughness:** 8

**Defensive Ability Score:** Constitution

**Saving Throws:** Constitution, Intelligence, Wisdom

**Creature Skills:** Stealth, Medicine, History

**Creature Senses:** Tremor Sense (20ft), Water Breathing

## ROLES

Slugs are the medics and information brokers of the Sage Tribes Being strong defenders of truth and supporters of compassion. When creating a Summoned creature, select one of the following roles;

- Defender:** This summon gains a bonus to its AC equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Supporter:** This summon increases healing done or Temporary Hit Points gained by +X dice, equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)

## NATURAL/WEAPONS

**Acid Spray.** Ranged Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dexterity Acid Damage. On a roll of 15 or greater, the target gains 1 rank of Corroded.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Wisdom modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Wisdom modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Namekiji Slimy Body:** This summon is immune to the Grappled or Restrained condition.

**Namekiji Memory:** This summon, can one per turn, take the *Read the Enemy* Action, using its History skill in place of Ninshou, Martial Arts or Illusions.

**Namekiji Help:** This summon can take the Help action, assisting up to 2 creatures at a time, within 15 feet of it.

### C-RANK

**Resistance:** Slugs are resistant to Slashing and Piercing Damage.

**Invertebrate:** This summon makes Dexterity Saving Throws at Advantage.

**Sluggish Chakra:** Twice per Long Rest this summon can cast two jutsu with the Medical keyword, using a single action.

### B-RANK

**Honorable Knowledge:** This summon shares information with its summoner on the best way to handle its jutsu. While within 5 feet of its summoner, this summon grants its summoner a +1 bonus to Ninjutsu attack rolls.

**Supportive Knowledge:** This summon shares knowledge with all of its allies. When this summon takes the Help Action, helped creatures gain a +2 bonus to their next Ability or Skill Check.

**Namekiji Warfare:** This summon is best effective at fighting other tribes. This summon increases all damage it deals to Dragon & Rodent Summon types, by +2 damage die.

### A-RANK

**Immune:** This summon is Immune to Cold and Poison Damage

**Quick Hibernation:** This summon can complete a long rest in its home plane in 4 hours, not 8.

**Defensive Knowledge:** This summon shares what it knows on survival. Allied creatures within 5 feet of this summon cannot have disadvantage on saves against Physical and Mental Conditions and make checks to end them at advantage.

### S-RANK

**Hard to Kill:** This slug can explode into 8 C-Rank Slugs. These C-Rank Slugs are all actually pieces of the original Slug. Each of these C-Rank Slugs carry 1/8th of the original Slugs Maximum Hit Points and have a collective number of Jutsu Slots equal to the remaining Jutsu Slots of the original slug. These Slugs can communicate telepathically across 100 miles, and can remain separated until the slug is unsummoned.

**Lake Lady:** This slug cannot have its Ninjutsu dispelled or interrupted.

**Unrivaled Support:** This summon can spend 1 Jutsu Slot to grant its allies, within 10 feet of it, the ability to roll and spend Hit die, as if from a Short rest.

## SLUGS JUTSU SPECIALTY

Slugs have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu, with the Medical keyword
- Ninjutsu, with the Sensory keyword
- Ninjutsu, with the Water release keywords.

## SLUG

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	10	10	12	14	16	10	5	2 D-Rank	40ft
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					7	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					10	2 C-Rank (or Lower), 2 B-Rank	50ft
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.					13	3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.					16	3 A-Rank (or Lower), 1 S-Rank.	60ft

# SNAKE

There are few land creatures more dangerous, cunning, and powerful than a snake. The snake is a beast which has ties and stories that date back to before time was tracked. The snake's greatest weapon is its cunning and powerful body with its sharp fangs to pierce the flesh of its enemies.

**Summon Type:** Dragon

**Toughness:** 10

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Constitution, Charisma

**Creature Skills:** Athletics, Stealth, Perception

**Creature Senses:** Darkvision (60ft), Keen Smell

## ROLES

Snakes are often considered the strongest tribe amongst sage beasts, neck in neck with Toads. When creating a Summoned creature, select one of the following roles;

- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack:* Once per turn, you can deal extra damage to one creature you hit with an attack if another enemy of the target is within 5 feet of it. This extra damage is  $Xd8$ . ( $X=$ Half the summons level)
- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)

## NATURAL/WEAPONS

**Bite.** Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex Piercing Damage. On a roll of 17 or higher, target creature gains 1 rank of Envenomed.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Charisma modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Charisma modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Constrict:** If this summon scores a successful hit with its Bite attack, target must make a Strength Saving Throw being Restrained on a failed save. As an action, this summon can constrict a Restrained target dealing 5d6 Bludgeoning Damage. Restrained creatures can spend an action remake their Saving Throw.

**Vipers Fang:** This summon has viper coating its fangs. Bite attacks it makes deals an extra 1d6 Poison Damage, once per turn.

**Cobra Hood:** This summon has a Cobra hood, allowing it to release an intimidating aura. All hostile creatures who begin their turns within 5 feet of this summon must make a Wisdom Saving Throw being Slowed until the beginning of their next turn on a failed save.

## SNAKE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	10	16	12	10	10	14	4	2 D-Rank	40ft
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					6	2 D-Rank, 2 C-Rank	50ft
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					9	2 C-Rank (or Lower), 2 B-Rank	60ft
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.					12	3 B-Rank (or Lower), 1 A-Rank.	70ft
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.					15	3 A-Rank (or Lower), 1 S-Rank.	80ft

## C-RANK

**Venom Sacks:** Scoring a hit with your bite attack, target creature makes a Constitution Saving Throw, gaining 2 ranks of Envenomed on a failed save.

**Poison Sacks:** This summons Bite attacks deal an additional 1d8 Poison Damage on a hit, once per turn.

**Deadly Gaze:** As an Action, this summon can Gaze as a creature it can see within 60 feet. The target must make a Wisdom Saving Throw. On a failed save, they suffer a -2 penalty to their next Saving Throw and cannot gain the benefits of jutsu based bonuses to the save.

## B-RANK

**Hebi Warfare:** This summon is best effective at fighting other tribes. This summon increases all damage it deals to Amphibian & Herbivores Summon types, by +2 damage die.

**Hunter:** When this summon attacks a creature who is unaware of its location, it makes its attacks at Advantage.

**Devils Glare:** As an action this summon can Glare at a creature it can see within 60 feet. Target creature makes a Charisma Saving Throw. On a failed save they are Stunned until the end of their next turn. A creature Stunned this way becomes immune to this feature for 24 hours.

## A-RANK

**Predator:** When you attack a creature, who has not acted yet, is surprised, or who cannot see you they have disadvantage on Strength and Dexterity Saving Throws against you.

**Prey Maker:** When this summon attacks a creature who has a *Physical* or *Mental* condition, it deals an additional 2d8 Poison Damage on a successful hit, once per turn.

**Hiss:** This summon gains immunity to penalties to its attack rolls.

## S-RANK

**Apex:** The Snake scores a critical strike on its Bite attack on a roll of 17 or greater.

**Consume:** When the snake reduces a creatures Hit Points to 0 as a result of a bite attack swallows them whole, fully consuming them. A swallowed creature fully digests after 24 hours being unable to be revived.

**Unrelenting Fang:** This Summon deals an additional 3d8 Poison Damage to creatures who have a penalty to their AC, as a result of a Jutsu or Condition.

## SNAKE JUTSU SPECIALTY

Snakes have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu, with the Fire Release keyword
- Ninjutsu, with the Wind Release keyword
- Ninjutsu, with the Medical keyword, that deal Poison Damage.

# SPIDER

There are few creatures as feared as a spider. Its appearance is one from the darkest nightmares of mankind. The preferred master of a spider is one that can see through appearances and are able to see the power within the unusual.

**Summon Type:** Insectoid

**Toughness:** 8

**Defensive Ability Score:** Strength

**Saving Throws:** Strength, Dexterity, Charisma

**Creature Skills:** Acrobatics, Stealth, Intimidation

**Creature Senses:** Darkvision (60ft), Keen Sight

## ROLES

Spiders are often underestimated, yet feared all the same. When creating a Summoned creature, select one of the following roles;

- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3)
- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack:* Once per turn, this summon can deal extra damage to one creature it hits with an attack if it have advantage on the attack roll. This extra damage is  $Xd8$ . ( $X=$ Half the summons level)

## NATURAL/WEAPONS

**Bite.** Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Poison Damage.

**Webbing.** Ranged Weapon Attack: Reach 30ft., On a hit target must make a Strength Saving Throw or be Restrained. A Restrained creature remakes its Saving Throw at the end of each of its turns.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

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

**Poison Webbing:** When this summon scores a hit with its Webbing attack, Grappled creature gains the Envenomed condition for the duration.

**Steel Threads:** This summon's Webbing attack, Restraints its target on a failed save instead of Grappling.

### C-RANK

**Venomous:** When this summon scores a hit with its bite attack, target creature makes a Constitution Saving Throw, gaining 2 ranks of Envenomed on a failed save.

**Iron Silk:** This summons Webbing's AC becomes equal to its Jutsu Save DC and Its Hit Points become equal to twice its level.

**Skitter:** This summon can spend 1 *Jutsu Slot*. When it does, it gains the benefit of the Camouflage Jutsu for the next minute, which cannot be dispelled.

### B-RANK

**Weaver:** When this summon scores a hit with its Webbing attack, the target is Blinded and cannot make Hand Signs (HS) until the end of their next turn.

**Extreme Toxicity:** When this summon would deal Poison Damage, treat all rolls less than 4, as 4.

**Creepy Crawly:** This summon can spend 1 *Jutsu Slot*, to summon 4 Broodling's as found in the *Tsuchigumo* clan description. These Broodling's can be commanded by this summons, summoner at no action cost, on their turn.

### A-RANK

**Golden Web:** Creatures under the effect of this summons Webbing cannot maintain concentration on Jutsu for the duration.

**1000 Eyes:** This summon gains immunity to the Blinded, Dazzled and Dazed condition.

**Exoskeleton:** This summons Exoskeleton grows harder, protecting it from harm as much as possible. This creature gains a +2 bonus to its Armor class.

### S-RANK

**Extreme Poison:** Poison Damage this summon deals is increases by its level, once per turn.

**Web Cocoon:** Creatures under the effects of this summon's Webbing are Stunned. Stunned creatures can make their Strength Saving Throw at the beginning of each of their turns.

**Hyper-Venom:** When this summon deals damage with its Bite to a creature with ranks of Envenomed, the target suffers the maximum possible damage from each rank of Envenomed.

## SPIDER JUTSU SPECIALTY

Spiders have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu, with the Earth Release keyword that creates difficult terrain or summons a structure or construct.
- Ninjutsu, with the Medical keyword, that deal Poison Damage.
- Genjutsu, with the Tactile Keyword.

## SPIDER

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	14	10	12	16	10	10	5	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					7	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					10	2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 <sup>th</sup>	S-L		+6 Ability Score Increases up to 24.					13	3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 <sup>th</sup>	S-H		+6 Ability Score Increases up to 26.					16	3 A-Rank (or Lower), 1 S-Rank.	60ft

# TIGER/LION

This fierce creature is feared by even the most vicious predators. Its excellent hunting and hiding ability make it a dreadful opponent, and its Strength will see to it that even if it falls, its opponent will not come out unscathed. It is very prideful and despise weakness and cowardice, and will refuse to serve a master that does not possess true Strength of heart.

**Summon Type:** Carnivoran

**Toughness:** 10

**Defensive Ability Score:** Wisdom

**Saving Throws:** Strength, Constitution, Wisdom

**Creature Skills:** Athletics, Stealth, Perception

**Creature Senses:** Darkvision (30ft), Keen Smell, Keen Sight.

## ROLES

Predator Cats are one of the most savage active sage tribes in history. Always hunting and striking down their foes. When creating a Summoned creature, select one of the following roles;

- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* You can make up to two attacks using your Natural/Weapons. These attacks add your Intelligence to damage rolls once per turn.
- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait. *Lethal Attack:* Once per turn, you can deal extra damage to one creature you hit with an attack if another enemy of the target is within 5 feet of it. This extra damage is  $Xd8$ . ( $X$ =Half the summons level)

## NATURAL/WEAPONS

**Bite.** (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing Damage.). On a roll of 16 or higher, the target is Grappled and Knocked Prone.

**Claw.** (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Slashing Damage.). On a roll of 18 or higher, the target gains 1 rank of bleed.

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Strength modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Strength modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Tora Tactic:** This summon gains advantage on the first attack roll it makes against a creature adjacent to their summoner each turn.

**Tora Power:** This summon deals double damage to constructs and structures.

**Tora Ferocity:** When this summon scores a critical hit, its target gains 1 rank of Concussed and Fear.

## TIGER/LION

### C-RANK

**Blazing Claw:** This summons Claw attacks deal an additional 1d6 Fire Damage and on a roll of 18 or higher, the target gains 1 rank of Burned.

**Jolting Fang:** This summons Bite attacks deal an additional 1d6 Lightning Damage and on a roll of 18 or higher, the target gains 1 rank of Shocked.

**Unreasonable Presence:** This summon reduces all hostile creatures within 10 feet of it, AC by -1.

### B-RANK

**Tora Growl:** As an action, this summon can perform a hostile growl. When it does, all hostile creatures within 10 feet of it must make a Charisma Saving Throw being Concussed on a failed save.

**Tora Purr:** As an action, this summon can perform a soft purr. When it does, all allied creatures within 10 feet of it, gains a burst of inspiration, gaining a +1d6 bonus to its first two damage rolls before the beginning of this summoner's turn.

**Tora Anger:** This summon is aggressively angry, at all times. It gains immunity to the Fear and Charmed Conditions. It also increases its Natural/Weapon attacks critical threat range by +1.

### A-RANK

**Jaws of Pain:** When this summon scores a hit with its Bite, its target experiences an intense burst of pain. It loses concentration on one jutsu it is concentrating on.

**Claws of Wrath:** When this summon scores a hit with its Claw, its target experiences this beasts wrath. If the target would move, cast a jutsu or take a skill-based action, this summon can take an attack of opportunity against it until the end of the creatures next turn, making two attacks, instead of one.

**Presence of Power:** This summon ignores Resistance, Immunity, and Damage Reduction.

### S-RANK

**Tora Apex:** This summon gains a +3 bonus to its critical threat range on all melee attacks.

**Tora's Authority:** Creatures who fail a Saving Throw against a jutsu cast by this summon increase the damage they take by +4 damage die.

**Tora Cruelness:** This summon deals additional damage equal to its summoner's proficiency bonus to creatures with a *Physical* or *Elemental* condition.

## TIGER/LION JUTSU SPECIALTY

Tiger/Lions have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu with the Fire Release keyword
- Ninjutsu with the Lightning Release keywords
- Genjutsu that inflicts the Fear condition.

# TOAD

Despite all appearance, a toad is an intelligent creature and tends to show more respect to the knowledgeable. It will not serve a master who does not have any Strength of will and determination.

**Summon Type:** Amphibian

**Toughness:** 8

**Defensive Ability Score:** Constitution

**Saving Throws:** Constitution, Intelligence, Wisdom

**Creature Skills:** Athletics, Acrobatics, History

**Creature Senses:** Amphibian, Keen Sight

## ROLES

Toads are one of the most prolific active sage tribes by far. Always playing an active role in shaping or defending the world, these Sage beasts are all capable combatants. When creating a Summoned creature, select one of the following roles;

- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* You can make up to two attacks using your Natural/Weapons. These attacks add your Intelligence to damage rolls once per turn.
- Caster:** This summon gains additional *Jutsu Slots*, equal to its rank. (D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3).

## NATURAL/WEAPONS

**Tongue.** Melee Weapon Attack: 15ft., one target. Str + Prof to hit, +Str Bludgeoning Damage. On a hit, target creature must make a Strength Saving Throw being Grappled and Restrained on a failed save.

**Toad Oil.** Range Weapon Attack: Reach 60ft., one target. On a hit, the creature is doused in toad oil for 1 minute. While doused in this oil if they would take Fire Damage, they take an additional +2 damage die and are no longer doused.

**Simple Weapon.**

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Gama Flurry:** When this summon grapples a creature, and every turn it begins while grappling a creature, it can, in place of one of its attacks, slam them into the ground or other hard surface. Make a Tongue attack, dealing 3d6+Strength modifier Bludgeoning Damage.

**Gama Courage:** This summon gains advantage on all Saving Throws to resist the *Fear* condition.

**Gama Seals:** This summon can spend 1 of its Jutsu slots. When it does, it can cast the same jutsu twice, using the same action. This summon can do this, once per combat.

### C-RANK

**Gama Recharge:** This summon can complete a long rest in its home plane in 4 hours, not 8.

**Gama Combo:** When this summon aids in casting a Ninjutsu with the Combination keyword, it uses its Intelligence in place of its Charisma modifier.

**Gama Oily Strike:** When this summon would score a hit with a melee attack, it can spend 1 *Jutsu Slot*. When it does, it coats its attack in Toad oil, dousing them in oil that can trigger the effects of Toad oil 3 times before fading away.

### B-RANK

**Gama Swallow:** This summon can swallow any creature currently Grappled by its Tongue attack. A Swallowed target is no longer Grappled, but instead Blinded and Restrained. It has total cover against attacks outside the toad and takes 5d8 Acid Damage at the start of each of the toads turns. A creature inside the toad can attempt Athletics Checks vs the Toads save DC to escape.

**Gama Warfare:** This summon is best effective at fighting other tribes. This summon increases all damage it deals to Carnivoran and Dragon Summon types, by +2 damage die.

**Gama Retaliation:** When this summons allies (Excluding itself) take damage, this summon gains a stack of *Retaliation (Max 5)*, which lasts until the end of its summoner's next turn. The first time it would deal damage before *Retaliation* ends, it can spend this retaliation. Each stack spent, increase the damage it deals by +1 damage die.

### A-RANK

**Gama Slime:** This Summon is immune to the Grappled and Restrained conditions.

**Gama Wart:** This summon is immune to the Envenomed and Bleeding conditions.

**Gama Croak:** The first time this summon is reduced to 0 Hit Points, it is instead reduced to 1, once per Full-Rest.

### S-RANK

**Ultimate Combination:** When this summon aids in casting a Ninjutsu with the Combination keyword, it is treated as three casters, instead of 1. This does cost an additional 2 *Jutsu Slots*.

**Amphibious Boss:** This summon automatically succeeds on all Clash checks, even if its check result is less than its opponents.

**Sages Guidance:** As an action, this summon can bind itself to its summoner. When it does, while it cannot move or take Reactions, its summoner gain the ability to Cast Ninjutsu that this summon could cast as its Tribal chakra flows throw into them. This summon can also, while bound to its summoner maintain concentration on jutsu for its summoner.

## TOADS JUTSU SPECIALTY

Toads have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu with the Water release keyword
- Genjutsu with the Auditory and/or Fuinjutsu Keywords
- Bukijutsu with a melee weapon component that requires an attack roll.

## TOAD

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	T	14	12	12	14	12	11	5	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	T-M		+6 Ability Score Increases up to 20.					7	2 D-Rank, 2 C-Rank	40ft
B-Rank	12 <sup>th</sup>	T-L		+6 Ability Score Increases up to 22.					10	2 C-Rank (or Lower), 2 B-Rank	50ft
A-Rank	16 <sup>th</sup>	T-H		+6 Ability Score Increases up to 24.					13	3 B-Rank (or Lower), 1 A-Rank.	50ft
S-Rank	20 <sup>th</sup>	T-G		+6 Ability Score Increases up to 26.					16	3 A-Rank (or Lower), 1 S-Rank.	60ft

# TURTLE

Often looked down upon, Turtles are known to be weak creatures. While they might not possess Strength or agility, they certainly have endurance, the wisdom to know their own weakness, and the cunning to judge its opponent's Strength. They will not accept a master who will lead them needlessly into danger, and cannot stand for himself.

**Summon Type:** Dragon

**Toughness:** 10

**Defensive Ability Score:** Constitution

**Saving Throws:** Strength, Constitution, Intelligence

**Creature Skills:** Athletics, Survival, Perception

**Creature Senses:** Amphibious, Keen Sight

## ROLES

Turtles are the stalwart defenders. Utilizing their powerful build to control conflicts. When creating a Summoned creature, select one of the following roles;

- Defender:** This summon gains a bonus to its AC equal to their rank when summoned. (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)
- Controller:** This summon gains a bonus to their Save DC equal to their rank when summoned (*D-Rank/C-Rank: +1, B-Rank/A-Rank: +2, S-Rank: +3*)

## NATURAL/WEAPONS

**Bite.** (Melee Weapon Attack: Reach 5ft., one target. Str + Prof to hit, +Str Piercing Damage.)

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

**Kame Shell Guard:** This summon can enter their shells gaining +5 to their AC until the beginning of their next turn. For the duration they also gain Damage reduction vs all incoming damage equal to their summoner's proficiency bonus.

**Kame Shell Armor:** This summon is immune to critical hits and critical hit effects.

**Kame Shell Trap:** When this summon casts a Jutsu that would inflict a condition, affected creatures cannot make their Saving Throw with any jutsu based bonuses or with Advantage.

### C-RANK

**Kame Tough Shell:** When this summon makes a Strength or Constitution Saving Throw it adds 1d4 to their save result.

## TURTLE

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	S	13	8	16	14	11	10	4	2 D-Rank	30ft
C-Rank	8 <sup>th</sup>	S-M		+6 Ability Score Increases up to 20.					6	2 D-Rank, 2 C-Rank	30ft
B-Rank	12 <sup>th</sup>	S-L		+6 Ability Score Increases up to 22.					9	2 C-Rank (or Lower), 2 B-Rank	40ft
A-Rank	16 <sup>th</sup>	S-H		+6 Ability Score Increases up to 24.					12	3 B-Rank (or Lower), 1 A-Rank.	40ft
S-Rank	20 <sup>th</sup>	S-G		+6 Ability Score Increases up to 26.					15	3 A-Rank (or Lower), 1 S-Rank.	50ft

# WEASEL

Weasels are crafty, careful planners that prefer to attack from ambush. Usually making their homes in high plains, mountains, and other areas that allow them to hone and make good use of their natural stealth, Weasels are known to make use of scythes, as well as powerful Wind jutsu to propel themselves. They serve summoner's that appreciate methodic planning and decisive action.

**Summon Type:** Rodent

**Toughness:** 8

**Defensive Ability Score:** Dexterity

**Saving Throws:** Dexterity, Constitution, Intelligence

**Creature Skills:** Acrobatics, Stealth, Perception

**Creature Senses:** Keen smell, Keen sight.

## ROLES

Weasels are the tricksters by definition. Utilizing their tribes small size, they quickly overwhelm their foes. When creating a Summoned creature, select one of the following roles;

- Striker:** This Summon has the *Multiattack* trait.  
*Multiattack:* You can make up to two attacks using your Natural/Weapons. These attacks add your Intelligence to damage rolls once per turn.
- Lurker:** This summon prioritizes surprise attacks and stealth tactics. This summon gains the *Lethal Attack* trait.  
*Lethal Attack:* Once per turn, you can deal extra damage to one creature you hit with an attack if another enemy of the target is within 5 feet of it. This extra damage is  $Xd8$ . ( $X$ =Half the summons level)

## NATURAL/WEAPONS

**Claws.** (Melee Weapon Attack: Reach 5ft., one target. Dex + Prof to hit, +Dex Piercing Damage.)

**Hand Scythe or Chained Hand Scythe.** (Melee Weapon Attack: Reach -ft., one target.)

## SAVE DC's & ATTACK BONUSES:

**All Jutsu Save DC's:** 8 + Intelligence modifier + Summoner's Proficiency Bonus.

**All Jutsu Attack bonus:** Intelligence modifier + Summoner's Proficiency Bonus.

## SPECIAL FEATURES:

### D-RANK

*Itachi Camouflage:* This summon can spend its Reaction to take the Hide Action and move up to its full movement.

*Itachi Cycling Blade:* When this summon makes a weapon attack using its weapon, it can use its chakra to manifest a blade of chakra to instead make a ranged attack up to a range of 30 feet. Dealing the weapons damage. This also increases the summons Bukijutsu range by 10 feet.

*Itachi Speed:* This summon gains a +15feet boost to its speed and gains a +1 critical threat range with melee attacks.

## WEASEL

Rank	Level	Size	STR	DEX	CON	INT	WIS	CHA	Jutsu Slots	Jutsu	Speed
D-Rank	4 <sup>th</sup>	T	8	16	12	14	12	10	5	2 D-Rank	40ft
C-Rank	8 <sup>th</sup>	T-S	+6 Ability Score Increases up to 20.						7	2 D-Rank, 2 C-Rank	45ft
B-Rank	12 <sup>th</sup>	T-M	+6 Ability Score Increases up to 22.						10	2 C-Rank (or Lower), 2 B-Rank	50ft
A-Rank	16 <sup>th</sup>	T-M	+6 Ability Score Increases up to 24.						13	3 B-Rank (or Lower), 1 A-Rank.	60ft
S-Rank	20 <sup>th</sup>	T-L	+6 Ability Score Increases up to 26.						16	3 A-Rank (or Lower), 1 S-Rank.	70ft

### C-RANK

*Swift Slash:* This summons movement does not trigger Reactions of any type.

*Wind Rider:* This summon gains a fly speed equal to its ground speed.

*Swarming Blades:* When this summon casts a jutsu that would inflict the Bleeding condition, increase the number of Bleeding ranks inflicted by +1.

### B-RANK

*Evasion:* If this summon makes a Dexterity Saving Throw to take half damage, it instead takes no damage on a successful save, and only half damage on a failed save.

*Cyclone Swing:* Twice per combat, in place of one of its attacks, this summon can swing its weapon in a circle slashing all hostile creatures within 10 feet of it. Make a single weapon attack against target creatures, dealing Weapon Damage on a hit. This can trigger *Lethal Attack* on all affected creatures.

*Phantom Squeak:* This summon can spend 1 *Jutsu Slot* to cast the Invisibility Genjutsu.

### A-RANK

*Itachi Guidance:* This summon can bind itself to its summoner. When it does, while it cannot move or take Reactions, its summoner gain the ability to Cast Ninjutsu that this summon could cast as its Tribal chakra flows throw into them.

*Wind Reaper:* Ninjutsu this summon casts that deal Wind Damage, increases its damage die by +2 once per casting.

*Cyclone Storm:* When this summon casts a jutsu that would inflict the Bleeding condition, it instead inflicts the Lacerated condition in place of each rank of Bleeding it would inflict.

### S-RANK

*Storm Rider:* While the Weasel is within an area currently affected by a Wind Release Jutsu, any attacks made against it are at disadvantage.

*Deadly Slice:* Any Scythe you wield now has the Critical and Deadly properties, if it didn't already, and deals an extra die of damage.

*Fatal Squeak:* This summon scores a critical hit with Melee attacks on a roll of 16 or higher.

## WEASEL JUTSU SPECIALTY

Weasel have access to any Jutsu with the following Keywords or conditions without the Hijutsu Keyword;

- Ninjutsu with the Wind release keyword.
- Bukijutsu, with a melee slashing component.
- Ninjutsu with without any nature release keyword that provides a bonus to Skill Checks.

# GENJUTSU

One of the main jutsu categories which uses chakra. Unlike ninjutsu, the effects of Genjutsu are not real, being only sensory illusions experienced by those who fall victim to it. Genjutsu falls under the broad category of Yin Release. A Genjutsu is created when a ninja controls the chakra flow of a target's cerebral nervous system, thereby affecting their five senses; this is frequently used to create false images and/or trick the body into believing it has experienced physical pain.

**Special Effects:** Genjutsu isn't tangible and cannot be physically blocked. Barriers, blanket Damage Reduction, Resistance and Immunity from Jutsu cannot block or reduce damage from Genjutsu unless granted by a Genjutsu. Most Genjutsu that require a Saving Throw will have the effects of a Critical Success, Success, Failure or Critical Failure listed. A creature who Critically Fails, follows the effect of only a Critical Failure, not a Failure as well, unless otherwise specified. The following are the breakdowns for how to calculate each.

- **Critical Failure:** Saving throw result is 5 or more, lower than the Save DC.
- **Failure:** Fail to meet or beat the Save DC.
- **Success:** Beat the Save DC.
- **Critical Success:** Beat the Save DC by 5 or more

## E-RANK:

### AFFECTION

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** CM

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** For the duration, you have advantage on all Persuasion Checks directed at one creature you touch that isn't hostile towards you. When the jutsu ends the creature may realize that you used a jutsu to influence its mood if it doesn't fit your previous relationship. A creature Prone to violence might attack you if they realize this. Another creature may seek retribution in other ways (At the DM's discretion), depending on the nature of your interactions.

### CLONE TECHNIQUE

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Visual

**Description:** The most basic clone technique that is taught in most academies across the ninja world. By using this technique, the user creates 2 duplicates of themselves. The clones stay near you and disappear when attacked. The clones appear by the user's side and cannot stray more than 5 feet away from the original. The duplicates look like the user and are perfect duplicates, but they cannot speak or perform any action that requires having a body, like lifting an object or attacking a creature. Once touched by another creature or object or violently shaken, it disappears in a puff of smoke.

After Activation, as a Reaction you make a creature attacking you roll an additional 1d6, subtracting the result from their total attack roll. Doing this causes one of your clones to be struck regardless of the attack missing or hitting you. After the duration or both of your clones have been struck, this jutsu immediately ends. Any creature using a Jutsu with the Sensory Keyword or that can see through Genjutsu are not affected by this jutsu.

**At Higher Levels:** This Jutsu's proficiency increases as you increase in level. When you reach 5th level create 3 duplicates, 11th level (4 duplicates), 17th level (5 duplicates).

### DISTANT ECHO

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Up to 1 minute

**Components:** HS, CM

**Cost:** 1 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You create a sound within range that lasts for the duration. The sound also ends if you dismiss it as an action or use this jutsu again. The sound you create can be any volume, ranging from a whisper to a scream. It can be your voice or another sound you have heard before such as another person's voice, a lion's roar or a shattering vase. The sound continues unabated throughout the duration or you can make discrete sounds at different times before the jutsu ends.

**At Higher Levels:** This Jutsu's proficiency increases as you increase in level. At 5th level select 1 additional location for the sound to originate. 11th level, 2 additional locations, 17th level, 3 additional locations.

### DOUBT

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** CS

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** For the duration, you have advantage on all Intimidation Checks directed at one creature you touch that you are interacting with. When the jutsu ends the creature may realize that you used a jutsu to influence its mood if it doesn't fit your previous relationship. A creature Prone to violence might attack you if they realize this. Another creature may seek retribution in other ways (At the DM's discretion), depending on the nature of your interactions.

## ENCODE THOUGHTS

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 8 Hours

**Components:** HS, CM

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You draw out a memory, an idea, or a message from your mind, and seal it into a tangible string of glowing seals called a thought strand, which persists for the duration or until you cast the jutsu again. The thought strand appears in an unoccupied space on a surface of your choice, such as a wall, blank scroll, book, or skin in the form of text or images of your memories design.

If you cast this Genjutsu while concentrating on a Genjutsu or ability that allows you to manipulate the thoughts of others (such as *Memory Domination*), you can transform the thought or memories you read, rather than your own into a thought strand.

## ENHANCED THOUGHTS

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Reaction, which you take when you fail a Skill Check.

**Range:** Self

**Duration:** 1 Round.

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Genjutsu

**Description:** You focus chakra toward different parts of your mind to enhance your ability to process information. When you fail a Skill Check using a mental ability score (Intelligence or Wisdom), you can add +2 to that failed check, potentially turning a failure, into a success. Once you cast this jutsu, you cannot do so again for 10 minutes.

**At Higher Levels:** This Jutsu's skill reinforcement increases as you increase in level. This bonus increases by +2 at 5th Level (+4), 11th level (+6), 17th level (+8)

## FEATHER BURST

**Classification:** Genjutsu

**Rank:** E-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Visual, Auditory

**Description:** A simple illusion of sight. When hit by an attack, the opponent sees you burst into black raven feathers reforming at your current location. When hit by a melee attack, roll 1d8 reducing damage taken by the result and move 10 feet away. This movement does not provoke attacks of opportunity.

**At Higher Levels:** This Jutsu's proficiency increases as you increase in level rolling 1d8 when you reach 5th level (2d8), 11th level (3d8), 17th level (4d8)

## FLASH

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, NT (Firecrackers)

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Visual

**Description:** A mix of firecrackers and Chakra to make the flash they produce 10 times more intense. Select a Space up to 30 feet away. Creatures within 5 feet of the space you select must make a Wisdom Saving Throw. On a failed save, the next attack targeting them has advantage.

## MESSAGE

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 1 round

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You point your finger towards a creature within range that you can see and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this genjutsu through solid objects if you are familiar with the target and know it is beyond the barrier. This jutsu doesn't have to follow a straight line and can travel freely around corners or through openings.

## MIND SLIVER

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** 1 Round.

**Components:** HS, CM

**Cost:** 1 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You inject a disorienting spike of chakra into the mind of one creature you can see within range. Make a Ranged Genjutsu Attack, dealing 1d6 psychic damage. The target must also succeed an Intelligence Saving Throw. On a failed save, until the end of its next turn, it must roll a d4 and subtract the number from the first Saving Throw they make for the duration.

**At Higher Levels:** This Jutsu's proficiency increases as you increase in level rolling an additional 1d6 when you reach 5th level (2d6), 11th level (3d6), 17th level (4d6)

## MINOR ILLUSION

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 Minute

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Unaware

**Description:** You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this genjutsu again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation), or Wisdom (Illusion) check against your Genjutsu Save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## PAIN

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Bonus Action

**Range:** 60 Feet

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

**Components:** HS

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You point at a creature within range and the sound of a dolorous bell fills the air around it for the moment. The next time the target would take damage, they take an additional  $1d4$  psychic damage. This jutsu then ends.

**At Higher Levels:** This Jutsu's effectiveness increases by one die when you reach 5th level ( $2d4$ ), 11th level ( $3d4$ ), 17th level ( $4d4$ ).

## RELEASE

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** This technique allows the user to isolate and forcefully remove the effect of a single Genjutsu effect, so long as it can be dispelled. You must first be aware that you or your target is under the effect of a Genjutsu. As part of the activation of this jutsu, make an Illusion Check at advantage vs the Save DC of the Genjutsu. On a success you free yourself or your target from the Genjutsu.

## TRANSFORM

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS

**Cost:** 1 Chakra

**Keywords:** Genjutsu, Visual

**Description:** This technique is taught to every student of the academy. Using this technique, the user assumes the form of a creature, object or animal of the same size category as they are or smaller. They may freely designate the specifics of their new form (such as height, weight, hair texture and color, skin tone, etc.). This transformation is purely cosmetic and an illusion. When you use a Charisma based skill action in an attempt to deceive, lie or misguide another creature, you use this new form, so long as it is relevant to your act, to enhance that lie with convincing movements and gestures. If you are not benefiting from the **Voice Change** Genjutsu active, you gain only half of the following bonus.

While transformed, when you use a Charisma based skill action in an attempt to deceive, lie or misguide another creature, you use this new form, so long as it is relevant to your act, you can add +4 to the checks made. You can gain this bonus, once per round, or once every minute if in combat or a social scene.

## TRUE STRIKE

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Reaction, which you take when you miss a creature you target with an attack roll.

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 2 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You focus your genjutsu towards a single creature in range. Your genjutsu grants you a brief insight into one target's defenses. You gain a +2 bonus on the triggering attack roll, potentially turning a miss into a hit. You can gain the benefit of this jutsu once per round.

**At Higher Levels:** This Jutsu's bonus increases by +1 when you reach 5th level (+3), 11th level (+4), 17th level (+5)

## VOICE CHANGE

**Classification:** Genjutsu

**Rank:** E-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 1 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You coat your tongue in chakra, manipulating the vibrations it provides while speaking. You imitate the voice of any creature you've heard before with amazing accuracy. Creatures would need to actively take the **See through lies**, skill action to tell your voice is fabricated.

## D-RANK:

### ANIMAL COMPANION

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You select an animal you can see within range and alter its disposition towards you. This animal will see you as a member of its pack, its child, its parent, or its Master (your choice). The animal will be able to understand your commands and will act on them for the duration. The target creature must make a Charisma Saving Throw, becoming Charmed by you for the duration. The animal can fight on your behalf, once the creature reaches half health this jutsu ends. They may then stay and fight to survive or run based on the type of animal they are. (DM's description)

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select one additional animal you can see.

### BANE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-Feet)

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You release a pulse of chakra targeting all hostile creatures within 30 feet of you causing them feel deep seeded regret or dread. All hostile creature of your choice within 30 feet of you must make a Charisma Saving Throw as their mind is wrought with negative thoughts.

**Success:** No further effects.

**Failure:** Affected creatures suffers a  $1d4$  penalty to all attack roll, Saving Throws and checks it makes for the duration.

**Critical Failure:** Affected creatures suffers a  $1d6$  penalty to all attack roll, Saving Throw and Skill Checks it makes and it cannot gain the benefit of jutsu that provide bonuses to it of the same rank or lower 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 radius by 10-feet. If cast at B-Rank the die increases by one step. If cast at S-Rank, the die increases by two steps.

### CAUSE FEAR

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Inhale

**Description:** You awaken a sense of mortality in one creature you can see within range after releasing some potent aromas from incents you spread and use as the catalyst for your genjutsu. A construct or undead is immune

to this effect. The target must make a Wisdom Saving Throw at the beginning of each of its turns for the duration.

**Critical Success:** This jutsu ends on the affected creatures, removing all ranks of fear granted by this jutsu.

**Success:** Affected creature does not gain a rank of fear.

**Failure:** Affected creatures gains one rank of fear against the caster until this jutsu ends.

**Critical Failure:** Affected creatures gains two ranks of fear against the caster until this jutsu ends and falls Prone from the shock.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and select 1 additional creature who must all be within 30 feet of each other when you target them.

### CHARMING DISSONANCE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You attempt to suppress strong emotions in up to 3 creatures who can see and hear you within range. You speak with a reverberating confidence that quells their fears, anger, and confusion. Up to 3 creatures you choose must make a Charisma Saving Throw; A creature can choose to fail this Saving Throw if it wishes. If a creature fails its Saving Throw, choose one of the following effects.

- You can suppress any effect causing a target to be Charmed or feared. When this jutsu ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- Alternatively, you can make a target indifferent about creatures of your choice that it is hostile towards. This indifference ends if the target or its allies are attacked. When this jutsu ends, the creature becomes hostile again.

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

### CLOAK OF SHADOWS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You cloak a willing creature you touch in illusionary darkness, granting it a  $+1d4$  bonus to *Hide* or *Sneak* attempts vs creatures that rely on sight for the duration.

Additionally, if cast in Dim Light or Darkness, creatures attempting an *Identify Genjutsu* action, make their check at disadvantage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast at B-Rank, the duration increases to "up to 10 minutes" and no longer costs chakra to maintain concentration. If cast at A-Rank, this jutsu's duration becomes 1 Hour and no longer requires concentration.

## COLOR SPRAY

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You manifest a dazzling array of flashing, colored lights, that spring forth from your hand.

Creatures in a 15-foot cone, originating from you must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to completely resist this jutsu's effect.

**Success:** Affected creature gain 1 rank of Dazzled.

**Failure:** Affected creatures Blinded until the end of their next turn.

**Critical Failure:** Affected creatures becomes Blinded and must remake the Intelligence Saving Throw at the end of each of its turns to realize it's not actually Blinded, ending this jutsu's effects on them.

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

## COMMAND

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** 1 Round.

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You speak a one-word command to a creature you can see within range. The target must make a Wisdom Saving Throw or follow the command on its next turn. The jutsu has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the jutsu ends.

- **Approach:** The target moves towards you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop:** The creature drops whatever it is holding and then ends its turn.
- **Grovel:** The target falls Prone and then ends its turn.
- **Flee:** The target turns and spends its turn moving away from you by the fastest means available.
- **Halt:** The target doesn't move or take actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

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

## COMPELLED DUEL

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Visual

**Description:** You attempt to compel a creature into a duel. They see you as the only worthy foe in the area and will do everything they can to fight you and only you, while becoming indifferent towards other combatants.

One creature that you can see must make a Wisdom Saving Throw.

**Success:** Affected creature ignores this jutsu and suffers no effects.

**Failure:** Affected creature becomes drawn to you suffering a -1d6 penalty to all attacks rolls against creatures other than you for the duration. A compelled creature must remake their Saving Throw at the end of each of its turns to end this effect on them. This jutsu ends if you attack any other creature or if a friendly creature to you, would assist you in any way.

**Critical Failure:** Affected creatures becomes drawn to you, becoming unable to target any other creature other than you for the duration. This jutsu ends if you attack any other creature or if a friendly creature to you would assist you.

## COMPREHEND LANGUAGES

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching a creature who can already understand the language.

## CONFIDENCE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You select up to 3 willing creatures in range, that you can see, reinforcing their confidence in themselves, allowing them to act with little to no hesitation. For the duration, whenever a target creature makes an Ability check, they add +2 to the result. The first time the succeed on an Ability check, this jutsu ends.

**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, this bonus instead becomes a +3. If this jutsu is cast at S-Rank, this bonus instead becomes a +4.

## CORRUPTION: ANIMUS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Unaware.

**Description:** You collect and build illusionary chakra, attempting to mentally disable the confidence and Strengths of your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures who would gain dice-based bonuses as a result of features or traits to their attack or damage rolls, they instead treat those bonuses, as penalties, for the duration.

**Critical Failure:** Same as failure, but this inversion also extended to Jutsu based bonuses.

**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.

## CORRUPTION: ASPERITY

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Unaware.

**Description:** You collect and build illusionary chakra, attempting to inject a sense of harshness towards allies, in your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** If the affected creature would cast a jutsu that allows them to omit or exclude its allies, for every hostile creature they select, they must also choose one ally as a target as well, even if they have a limited number of targets they can select, that selected ally counts as one of its choices. Once this effect takes place, this jutsu ends.

**Critical Failure:** Same as failure, but this effect lasts 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.

## CORRUPTION: AUDACITY

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Unaware.

**Description:** You collect and build illusionary chakra, attempting to inject a sense of harshness towards allies, in your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Creatures who would attempt to make an attack of any type targeting a creature you are allied with, the affected creature is mentally forced to hold back on the Strength of the attack, reducing the damage they deal by 1 damage die, to a minimum of 1 damage die.

**Critical Failure:** Same as failure, but the damage die reduction is increased to 2.

**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 die reduction by 1. If this jutsu is cast at S-Rank, increase the damage die reduction by 2.

## CORRUPTION: DISDAIN

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You collect and build illusionary chakra, attempting to mentally corrupt the feeling of happiness and stability in your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures who would attempt to cast a jutsu as a Reaction, that would *interrupt* the casting of another jutsu, must roll a d20. On a roll of 11 or higher, they lose their Reaction, unable to interrupt their original target.

**Critical Failure:** Same as failure, but on a roll of 6 or higher they lose their Reaction, unable to interrupt their original target.

## CORRUPTION: ENMITY

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Visual, Unaware.

**Description:** You collect and build illusionary chakra, attempting to inject a sense of broken morale and distrust in your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures whose ally is casting a jutsu, must spend its Reaction to cast a jutsu that would *Interrupt* the casting of their allies. Once they attempt to interrupt the casting, this jutsu then ends.

**Critical Failure:** Same as failure, but the affected creature must spend its Reaction to attempt to interrupt all of its allies jutsu castings, if able, 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.

## CORRUPTION: GALL

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Unaware.

**Description:** You collect and build illusionary chakra, attempting to inject a sense of impudence in your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures cannot upcast their jutsu for the duration. If they would attempt to do so, they still spend the chakra, but its effects remains its base rank.

**Critical Failure:** Same as failure, but the affected creature must attempt to upcast their jutsu cast to the highest rank possible, spending the chakra as normal, but its effects remain as its base rank.

**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.

## CORRUPTION: INSOLENCE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Unaware.

**Description:** You collect and build illusionary chakra, attempting to inject a sense of harshness towards allies, in your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Creatures under the effect of a Genjutsu, that grants a die-based bonus, have this bonus halved.

**Critical Failure:** Creatures under the effect of a Genjutsu, that grants a die-based bonus, cannot benefit from this bonus 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.

## CORRUPTION: SPITE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to mentally disable the physical strength and flexibility of your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures suffer a -2 penalty to all Strength or Dexterity based attack and damage rolls (your choice)

**Critical Failure:** Same as failure, but the penalty is reduced by an additional -2.

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

## CORRUPTION: TEMERITY

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual.

**Description:** You collect and build illusionary chakra, attempting to suppress their boldness in combat.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature loses the benefit of jutsu based bonuses to speed, becoming unable to benefit from them for the duration. An affected creature remakes their Saving Throw at the end of each of their turns.

**Critical Failure:** Same as failure, but this also extends into class and class features as well.

**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.

## DETECT EVIL

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual, Sensory

**Description:** For the duration, you know if there is someone within 60 feet of you with a hostile intention. You do not know their direct location only that they are within the range of this genjutsu.

## DETECT ILLUSIONS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (10-foot Radius)

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** For the duration, you can sense the presence of Genjutsu of D-Rank or Lower within 10 feet of you. If you sense Genjutsu in this way, you can use your action to see a faint aura around any visible creature or object in the area that is affected by a Genjutsu.

Additionally, if a Genjutsu affects an area, the affected area will glow with this aura instead of any individual creatures or objects.

This jutsu cannot penetrate through barrier, walls or surfaces and does not provide insight on the Rank or number of Genjutsu affecting a creature.

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

## DETECT INTENTION

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Visual, Sensory

**Description:** Select a creature you can see within range.

If the target is not aware of your presence roll your Illusion Skill vs their passive Deception. On a success you know what the creatures most immediate intention is. This does not explain why they are trying to do whatever it is they are trying to do just what it is they want to do. If the target is aware of your presence, they make a Wisdom Saving Throw. On a failure you gain the same information as you would if they weren't aware of your presence. On a success they can hide their intention instead hiding it behind another set of intentions.

## DISTANT WORDS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Minute

**Range:** 30 feet

**Duration:** Until Dispersed

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the jutsu to deliver your message.

When that circumstance occurs, a disembodied voice can be heard originating from the object and recites the message in your voice and at the same volume you spoke.

When you cast this jutsu, you can have the jutsu end after it delivers its message, or it can remain and repeats its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the illusion to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

## DISTORT VALUE

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

**Keywords:** Genjutsu, Visual, Unaware

**Description:** When you cast this Genjutsu target an object no more than 1 foot on a side, doubling the objects perceived value by adding an illusionary flourish or reducing its perceived value by half with the help of illusionary dents or scratches. Anyone examining the object must roll an investigation or Illusions Check against your Genjutsu Save DC to see through this genjutsu.

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

## DOUBLED PAIN

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** 60 Feet  
**Duration:** Concentration, Up to 1 minute

**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You target a creature and amplify their nervous system, enhancing all instances of pain to a massive degree. Select a target creature you can see within range. Once per turn, whenever you deal damage using a Genjutsu, you deal an additional 1d8 Psychic damage.

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

## ENVIRONMENTAL AFFINITY

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

**Keywords:** Genjutsu, Visual

**Description:** The environment seems to shift and swirl around you. For this jutsu's duration, creatures looking at you see the natural terrain moving at your beck and call giving them pause.

If cast while you are not in combat, this jutsu lasts for 1 hour. For that duration, you make your next initiative roll at advantage.

If cast while in combat, this jutsu's duration becomes **Concentration, Up to 1 Minute**, and creatures that target you with an attack or jutsu treat you as if you are in half cover.

If the terrain is not natural and instead industrial such as a concrete hallway, steel floors, or anything similar, a creature makes a Wisdom (Illusions) check vs your Genjutsu Save DC at advantage, gaining immunity to this jutsu for the duration.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. When casted at B-Rank this jutsu no longer requires concentration.

## EXTRASENSORY

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Visual, Inhale, Tactile  
**Description:** You manifest a barrage of supersensory sensations meant to overwhelm a creatures senses.

Select one creature within range. Select creature must make an Intelligence Saving Throw.

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

**Success:** Affected creature is suffering a 1d4 penalty to their next attack roll.

**Failure:** Affected creature gains 2 ranks of Dazzled.

**Critical Failure:** Affected creature gains 2 ranks of Dazzled and at the beginning of their next turn, they must roll a d10. On a roll of 1 or 2, they flinch losing their Action.

**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.

## FRENZY: BLACK

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to black out the thoughts of your targets, making it difficult for them to form coherent or even manageable thoughts.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures begins to suffer mental black outs. At the beginning of each of their turns, they must make a Wisdom ability check vs a DC 13. On a failed check, all creatures in the turn initiative, is treated as a hostile creature for them, and they cannot exclude creatures in the effect area of a jutsu or features effects. At the end of each of their turns, they remake their Saving Throw, ending this jutsu's effect on them on a success.

**Critical Failure:** Same as failure, but the ability check DC is increased to a DC 16.

**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.

## FRENZY: BLUE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You collect and build illusionary chakra, attempting to inflict a fit of depressing madness causing your eyes to glow blue.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** If the affected creature would make a Saving Throw for the duration, on a failed save, they after suffering the triggering jutsu's effects, they fall Prone and have their movement speed reduced by half, until the end of their next turn. Creatures remake their Saving Throw against this jutsu, at the end of each of their turns.

**Critical Failure:** Same as failure, but their speed is instead reduced to 0.

**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.

## FRENZY: CYAN

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (20-foot cube)

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to inflict a fit of unstable madness meant to break the minds of creatures in the affected areas, as their eyes flash a cyan color.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** If the affected creature attempts to take an action or Bonus Action, it must make a Wisdom ability check vs a DC 13. On a failure, they stand still laughing manically, wasting the attempted action. On a success, they can take their actions as normal. This effect ends at the end of the affected creatures turn.

**Critical Failure:** Same as failure, but the ability check DC is increased to 16.

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

## FRENZY: GREEN

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You collect and build illusionary chakra, attempting to infuse a target within range, with an aspect of your madness, causing their eyes to glow green.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects, instead only becoming Concussed until the end of the next turn.

**Failure:** Affected creatures succumbs to your aspect of madness. For the duration, if they would attempt to cast a Jutsu with a casting time of a Bonus Action, they must roll a 1d4. On a roll of 1 or 2, they fail to cast it as they lose focus with constant mutterings. On a roll of 3 or 4, they cast it as normal, and remake their Saving Throw to end this jutsu's effects, while still unaware it is affected by this Genjutsu.

**Critical Failure:** Same as failure, but they instead must roll a 1d6, only being able to cast normally on a roll of a 5 or 6.

## FRENZY: MAGENTA

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You collect and build illusionary chakra, attempting to bring about a spiral of lustful insanity, causing their eyes to glow with a Magenta color.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** When the affected creature attempts to cast a jutsu or make an attack targeting another creature, they must make a Wisdom ability check vs a DC 13. On a failed save, they gain 3 ranks of Charm against that target for the duration.

**Critical Failure:** Same as failure, but the ability check DC is increased to 16.

**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.

## FRENZY: ORANGE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to inflict a fit of calm insanity, causing their eyes to flicker orange.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** The affected creature must spend its Bonus Action, on each of its turns calmly but in a harmful way scratch at its arms, drawing wounds upon it, dealing  $1d8 +$  the targets Strength modifier Slashing Damage. They then remake their Saving Throw vs this jutsu, ending it on a successful save.

**Critical Failure:** Same as failure, but they instead must spend their action, not their Bonus Action, and they deal  $2d6 +$  the targets Strength modifier Slashing Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of creatures you can target by +1 and the critical failure damage by 1d6.

## FRENZY: PURPLE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 45 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You collect and build illusionary chakra, attempting to touch the madness building deep in the psyche of your foes causing their eyes to glow purple.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** Affected creatures falls into a momentary madness. The next time they would cast a jutsu that deals damage, they must target a creature they consider an allied creature, before the end of their next turn.

**Critical Failure:** Same as failure, but they also must cast a jutsu of at least C-Rank on their next turn if they have access to a jutsu of such rank. If they only have access to D-Rank jutsu, they instead cast one of these.

**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.

## FRENZY: RED

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You collect and build illusionary chakra, attempting to bring about a fit of rage and fury to a creature, causing their eyes to glow red.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature gains a rank of *Berserk*.

**Critical Failure:** Affected creature gains a rank of *Berserk* that is not lost at the end of its turn. Instead it must make a Wisdom Saving Throw at the end of its turn, 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 number of creatures you can target by +1.

## FRENZY: SILVER

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to inflict a fit of twisted psychosis, causing your eyes to flash silver.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** The affected creature finds it difficult to maintain focus on anything if they would take damage. When the target would take damage, for the duration, they automatically fail their concentration check.

**Critical Failure:** Same as failure, but when they lose concentration of a jutsu while under this jutsu's effects, they take  $2d6$  psychic damage, for each jutsu they lose concentration of.

**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 and the critical failure damage by 1d6.

## FRENZY: YELLOW

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action.

**Range:** 30 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You collect and build illusionary chakra, attempting to bring about a fit of insanity as their eyes flash a golden yellow.

Select one creature you are aware of, that can hear you within range, forcing them to make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** If the affected creature would make an attack on their next turn, they gain an additional action, which they must use to make an additional attack, using the same ability, action or jutsu. If the jutsu would end after making the original first attack, it instead does not until this additional attack is made. This additional attack must be targeting one of its allies within the attacks, jutsu's or abilities range. This effect immediately ends if they never make an attack on the turn following this jutsu's casting.

**Critical Failure:** Same as failure, but they must make both the original attack and the additional attack, targeting an allied creature.

**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.

## GLAMOR TONGUE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** A willing creature you touch is enhanced with a Genjutsu that makes the words they speak seem more interesting, attractive or compelling.

For the duration an affected creature has advantage on all charisma-based checks using skills to talk with another creature.

When a creature who finds them even slightly attractive hears them speak, that creature must make a Charisma Saving Throw. On a failed save that creature gains 1 rank of Charmed against them for the duration.

## HEROISM

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** A willing creature you touch is imbued with heroic bravery. Until the genjutsu ends, the creature is immune to the fear condition and gains Temporary Hit Points equal to twice your Genjutsu ability modifier at the start of each of its turns. When the Genjutsu ends, the target loses any remaining Temporary Hit Points.

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

## HYPNOSIS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You manifest a collection of sheep wool in the form of pollen as you attempt to lull a creature into a deep sleep.

Select a creature you can see within range. The target must make a Wisdom Saving Throw. A creature who is currently in combat is immune to this jutsu's effects.

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

**Success:** Affected creature is Slowed until the end of the next turn as they are only slightly drowsy.

**Failure:** Affected creature begins to daydream. They become Blinded and Deafened to all events and happenings that is further than 10 feet away from them. Anything that would affect them or the area within 10 feet of them would break them from this day dream.

**Critical Failure:** Affected creature falls asleep, unconscious for the next 10 minutes. A creature who is asleep in this way can be awoken by yells, screams or loud sounds or by being physically shaken or taking damage of any type.

**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.

## ILLUSIONARY REINFORCEMENT

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when an allied creature makes an attack roll or Saving Throw.

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest a possible future and show it to your ally, granting them the chance to take ability to take that future by the horns. When an allied creature makes an attack roll or Saving Throw, you also roll 1d20. The allied creature can choose to use your d20 result or their own.

## ILLUSORY SCRIPT

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Permanent

**Components:** HS, CM, CS

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Visual

**Description:** You take a Chakra Seal and write upon it as you imbue your chakra into the parchment.

For the duration, you and any creatures you designate when you cast the jutsu, can see the writing as it should be. To all others, the writing appears as if it were written in an unknown or foreign script that is unintelligible.

Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the jutsu be dispelled, the original script and the illusion both disappear. A creature with Chakra Sight or Truesight can read the hidden message.

## IMPERFECT SILENCE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (15 Foot radius Sphere)

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** Select a space you can see in a 60-foot radius. All creatures in and attempting to enter a 30-foot sphere centering on your selected space must make an Intelligence Saving Throw.

**Success:** Affected creature is able to resist this Jutsu's effect being able to hear other creatures while within the spheres radius.

**Failure:** Affected creatures becomes Deafened and unable to hear other creatures who are also inside the spheres radius. If an affected creature leaves the radius this jutsu's effect ends on them.

**Critical Failure:** Affected creatures become Deafened for the duration. A Deafened creature must remake their Intelligence Saving Throw at the end of each of their turns to end this jutsu's effect on themselves.

## INEPITUDE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You bend the minds of a target creature making them less capable than they once were. Select one creature that you can see within range. The target must make a Charisma Saving Throw.

**Success:** Affected creature is able to resist this Jutsu's effect.

**Failure:** Affected creature suffers a 1d6 penalty to attack rolls.

**Critical Failure:** Affected creatures suffers a 1d8 penalty to attack rolls.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast at B-Rank, increase the penalty by 1 die. If cast at S-Rank, increase the penalty by 2 dice.

## INSINUATION

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You unleash a torrent of conflicting desires into the mind of one creature you can see within range, impairing its ability to make decisions. The target must make an Intelligence Saving Throw

**Success:** Affected creature is able to resist this Jutsu's effect but still takes 1d12 Psychic damage.

**Failure:** Affected creature takes 2d12 psychic damage and makes their Chakra Control Check to maintain concentration at disadvantage.

**Critical Failure:** Affected creatures takes 3d12 + Genjutsu Ability modifier psychic damage and loses concentration on a jutsu with the lowest cost they are currently concentrating on.

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

## LIGHT BLINDNESS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You target a creature you can see in range and attempt to switch its brains perception of light. The target creature must make an Intelligence Saving Throw. If this jutsu is cast on a creature who is not benefiting from Bright Light prior to this jutsu's casting, this jutsu gains the *Unaware* Keyword for the duration.

**Success:** Affected creature is able to resist this Jutsu's effect.

**Failure:** Affected creature treats Bright light as Dim light, and Dim light as total darkness for the duration.

**Critical Failure:** Affected creatures treat Bright Light as total darkness 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 targets by +1.

## LOST LIES

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 Foot Cube

**Duration:** 10 Minutes

**Components:** HS, CM, CS

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Auditory, Unaware

**Description:** You bind your chakra to a Chakra seal and mark an area. Your chakra radiates in a 15-foot cube centering on the chakra seal you placed. For the duration of this jutsu, creatures that start their turn, or enter the Chakra seals area for the first time must make a Charisma Saving Throw. On a failed save, the creature cannot speak a deliberate lie while in the radius, instead being unable to speak at all when they attempt to do so.

## LOTUS: ANXIOUS PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet (10-foot cube)

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a unique way. Select a space you can within range as you fill a 10-foot cube with a petal dance of revulsion. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter in front of you, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures enters a state of panic. For the duration, creatures must spend its action to take the Dash action. At the end of an affected creatures turns, remake their Saving Throw, ending this effect on a success. If it cannot move or has a movement speed of 0, this jutsu immediately ends.

**Critical Failure:** Same as failure, but the target must also spend its Bonus Action to make an Athletics Check vs a DC 15, to gain an additional +10 movement speed.

## LOTUS: BITTER PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile, Unaware

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a unique way. Select two points you can within range as you fill two, 5-foot radius's with a petal dance of bitterness. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters a bitter state of mind as for the duration, if a creature allied to themselves, within their movement speed range would take damage from an attack, they must spend their Reaction to interpose the attack, becoming the new target. At the end of an affected creatures turns, remake their Saving Throw, ending this effect on a success.

**Critical Failure:** Same as failure, but they gain an additional Reaction which can only be used to interpose attacks targeting their allies.

## LOTUS: CALMING PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot cube)

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them enough to fill a 25-foot cube originating from yourself in a dance of serenity. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter in front of you, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters a calm and less hostile state, lacking a drive for combat. For the duration, calmed creatures cannot take a hostile action towards another creature. This jutsu immediately ends if another creature would attempt to take a hostile action towards another creature that this affected creature can see. This does not prevent them from acting in their self-interest, but instead only prevents them from directly engaging in hostile actions.

**Critical Failure:** Same as failure, but this jutsu's duration is increased to 10 minutes.

## LOTUS: DANCING PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them around yourself in a dance of despair. Once this jutsu is cast, you cannot cast it again until the end of your next turn.

As they flutter around you, all creatures within range must make a Charisma Saving Throw to realize they should hold their breath before inhaling the poisonous pollen.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects, but still takes 2d6 Poison Damage.

**Failure:** Affected creature inhales a mass of poisonous petal pollen taking 3d6 Poison Damage and are begin to cough and retch in an attempt to remove the pollen from their breathing passages. Creatures who failed this save lose concentration of any Ninjutsu they are concentrating on for the duration. As an action on an affected creatures turn, they can make a Constitution check vs a DC 13. On a success, this jutsu's effects end.

**Critical Failure:** Same as failure, but if the target attempts the ability check to end its effects, all creatures who are currently unaffected by this jutsu, within 10 feet of the retching target must also make the DC 11 Constitution ability check. On a failure, they suffer the effects of this jutsu's failure. On a success, they suffer no effects.

## LOTUS: FURIOUS PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a wide cone originating from yourself in a dance of anger. Once this jutsu is cast, you cannot cast it again until the end of your next turn. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter in front of you, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters an enraged state, full of anger and fury. For the duration, enraged creatures must upcast all jutsu cast to its highest possible rank. If a jutsu cast does not have the '**At Higher Ranks**' language, they instead increase the cost of the jutsu cast by +3. Affected creatures can spend an Action on their turn attempting to calm down, by making a DC 13 Charisma ability check. On a success, this jutsu ends.

**Critical Failure:** Same as failure, but the DC to end this effect is increased to 16.

## LOTUS: GLOOM PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Lotus petals, throwing them in a straight line in a dance of gloom. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter in front of you, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters a gloomy state of mind as for the duration, they cannot cast jutsu that would grant creatures other than itself a bonus to attack, damage, speed, skill or ability checks. If they are currently concentrating on such a jutsu, they lose concentration on it. Affected creatures can spend its Action to make a DC 13 Wisdom ability check to end this jutsu's effects on them.

**Critical Failure:** Same as failure, but this jutsu's duration is increased to 10 minutes.

## LOTUS: GUILTY PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 Feet

**Duration:** 1 Round

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile, Unaware

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a unique way by throwing them against a creature you can see within range.

As they flutter, the target creature must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters a guilty state of self-loathing. For the duration, creatures cannot lie and must answer any questions as truthfully as possibly. If asked a question, it spends its Action answering the first question it is asked. Creatures can only ask questions on their turn. This jutsu then ends.

**Critical Failure:** Same as failure, but they also must spend their Bonus Action answering the second question asked.

## LOTUS: PANICKED PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you see a hostile creature attempt to *Interrupt* an allied creatures.

**Range:** 30 feet

**Duration:** 1 Round

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a unique way throwing them against a creature you can see attempting to interrupt the casting of another creatures jutsu. This jutsu's casting is treated as an attempt to *Interrupt* a creatures jutsu.

As they flutter, select creature in range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects, but still increases the cost of the jutsu they cast by +3

**Failure:** Affected creature increases the cost of the jutsu they cast by +6.

**Critical Failure:** Affected creature increases the cost of the jutsu they cast by +9.

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

## LOTUS: REVILED PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet (10-foot Cube)

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a unique way. Select two points you can within range as you fill both 10-foot cubes with a petal dance of revulsion. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter in front of you, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters a state of repulsion. For the duration, affected creatures refuse effects that would grant them Temporary Hit Points or healing. Affected creatures can spend its action to make a DC 13 Intelligence check to ends its effects to see through their own thoughts.

**Critical Failure:** Same as failure, but the ability check DC to end this jutsu is increased to 16.

## LOTUS: SHAMEFUL PETALS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile, Unaware

**Description:** You grasp a hand full of poisonous Lotus petals, spreading them in a unique way. Select two points you can within range as you fill two, 5-foot radius's with a petal dance of bitterness. A creature who's failed this jutsu's save once before, cannot be affected again for 1 minute.

As they flutter, all creatures within range must make a Charisma Saving Throw to as the pollen begins to affect their emotional state.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature enters a shameful state of mind as for the duration, unable to gain the benefit of jutsu based Damage reduction. An affected creature remakes this Saving Throw at the end of each of its turns, ending this jutsu's effects on a success.

**Critical Failure:** Same as failure, but they also cannot gain the benefit of bonuses to AC as a result of Jutsu.

## MEDICAL RELEASE: HEALED THOUGHTS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Medical

**Description:** You manifest a restorative illusion designed to help soothe the mental scars of battle.

Select one *Mental* or *Sensory* condition a creature is under the effects of and reduce it by 1 rank.

**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 conditions with different names this jutsu can select by +1.

## MIND MIST

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM, NT (Poison Kit)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You release a mist formed of illusory chakra as you suppress the targets mental combat potential.

One creature of your choice within range must make a Wisdom Saving Throw.

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

**Failure:** Affected creature becomes Envenomed and reduces the damage they deal by 1d6 for the duration.

**Critical Failure:** Affected creature becomes Envenomed and reduces the damage they deal by 1d8 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 damage reduction by 1d6 or 1d8.

## NIGHT: BITTER DARKNESS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when a hostile creature casts a jutsu that affects an area with any shape.

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You manifest a potent but powerful sense of loneliness and solitude in the form of illusionary chakra, and impose it on a hostile creature you can see in range who is casting a jutsu with range.

The target creature must make an Intelligence Saving Throw. This counts as *Interrupting* this jutsu's casting.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's secondary effects until the end of your next turn.

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

**Failure:** Affected creatures jutsu they are casting has its shape size reduced by a set size. *Sphere/Radius*, *Cube*, *Cone*, *Line*: 10 feet, and *Cylinder*: 5 Feet width, 10 feet height, down to a minimum of 5 feet for any effect area.

**Critical Failure:** Same as failure, but the target's jutsu effect area size is reduced by an additional 10 feet.

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

## NIGHT: BITTER FEELINGS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when a hostile creature gains a rank of a Mental or Sensory condition.

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You manifest a potent but powerful sense of spite or hatred in the form of illusionary chakra, and impose it on a hostile creature you can see in range who has just gained a rank of either a *Mental* or *Sensory* condition, that can have more than 1 rank.

The target creature must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's secondary effects until the end of your next turn.

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

**Failure:** Affected creatures gains 1 additional rank of the same condition.

**Critical Failure:** Same as failure, but the target instead gains 2 additional ranks of the same condition.

## NIGHT: BITTER LIGHT

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when a hostile creature casts a jutsu that affects a single target.

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You manifest a potent but powerful sense of friendliness or comradery in the form of illusionary chakra, and impose it on a hostile creature you can see in range who is casting a jutsu with range.

The target creature must make an Intelligence Saving Throw. This counts as *Interrupting* this jutsu's casting.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's secondary effects until the end of your next turn.

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

**Failure:** Affected creatures must select a new target, even if this means they would have to select a creature allied to them. They cannot select the same creature they previously did to trigger this jutsu's Reaction.

**Critical Failure:** Same as failure, the target must now select a creature allied to themselves, even if a creature hostile to it is also in range.

## NIGHT: BITTER REACTIONS

**Classification:** Genjutsu

**Rank:** D-Rank

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

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You manifest a potent but powerful sense of sluggishness in the form of illusionary chakra, and impose it on a target creature you can see in range who has taken damage. This Reaction's effects takes place before the target creature's Reaction to the damage that triggered this Jutsu, if any.

The target creature must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's effects until the end of your next turn.

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

**Failure:** Affected creatures thought speed is reduced.

They become unable to take Reactions until the end of the current turn.

**Critical Failure:** Same as failure, but they cannot take Reactions until the beginning of their next turn.

## NIGHT: BITTER VENGEANCE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when an allied creature takes damage.

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You manifest a potent but powerful sense of hyper aggressiveness in the form of illusionary chakra, and impose it on an allied creature you can see in range who has taken damage, excluding yourself.

They gain a boost to their aggressiveness, increasing their bonus to attack and damage rolls by 1d6 until the end of their next turn.

At the conclusion of their next turn though, they suffer a bit of psychosis, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's secondary effects until the end of your next turn.

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

**Failure:** Affected creature suffers a small but painful feedback, taking 2d6 psychic damage.

**Critical Failure:** Same as failure, but they also gain a 1d6 penalty to their attack and damage rolls until the end of their next turn.

## NIGHT: FRIGID PAIN

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You manifest a blade of chilling illusionary chakra to strike through a target's senses, impeding them temporarily.

Make a Melee Genjutsu Attack again a creature you can see within range. On a hit, you deal 4d6 psychic damage and force them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's secondary effects until the end of your next turn.

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

**Failure:** Affected creatures senses are damaged. They gain 1 rank of Concussed.

**Critical Failure:** Same as failure, but they instead gain 2 ranks of Concussed.

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

## NIGHT: FRIGID SIGHT

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You manifest an aura of chilling illusionary chakra centered on you affecting all creatures of your choice within range forcing them to make an Intelligence Saving Throw. If the target has Chakra sight, they do not gain advantage on this Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's effects for the next 10 minutes.

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

**Failure:** If the affected creature has Chakra sight or Darkvision, they gain 2 ranks of Dazzled while inside of the radius of this jutsu so long as they are gaining the benefits of said special senses, as the illusionary chakra overwhelms their visual senses.

**Critical Failure:** Same as failure, but affected creatures also lose Chakra sight or Darkvision for the duration of this jutsu.

## NIGHT: FRIGID THOUGHTS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot cube)

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You manifest a shockwave of chilling illusionary chakra from your voice, influencing the thoughts of creatures in range affecting all creatures of your choice in a 25-foot cube, originating from you, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's effects for the next 10 minutes.

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

**Failure:** Affected creature is overwhelmed by the illusionary chakra, as they find it difficult to think and thus cannot think a full thought through without being assailed by Slowed ideas. They gain 1 rank of Slowed for the duration.

**Critical Failure:** Same as failure, but they also gain 1 rank of Dazzled 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 size of the cube by 5 feet.

## NIGHT: FRIGID TOUCH

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest a beam of chilling illusionary chakra from within yourself, affecting all creatures of your choice in a 5-foot wide, 30-foot line, originating from you within range forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's effects for the next 10 minutes.

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

**Failure:** Affected creature is overwhelmed by the illusionary chakra, as they find it difficult to feel and thus cannot distinguish pain from healing. The next Genjutsu that would affect them for the duration, gains the *Unaware* keyword, this jutsu then ends.

**Critical Failure:** Same as failure, but they also take 3d6 psychic damage at the beginning of each of their turns for the duration. A creature who critically failed this jutsu's Saving Throw remakes its save at the end of each of its turns, ending this jutsu's critical failure damage on a success.

## NIGHT: FRIGID WORDS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You manifest a wave of chilling illusionary chakra from your words alone, affecting all creatures of your choice within range forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's effects for the next 10 minutes.

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

**Failure:** Affected creature is overwhelmed by the illusionary chakra, as they find it difficult to hear and thus are distracted. They become Deafened to all sound not originating from you.

**Critical Failure:** Same as failure, but affected creatures also gain a 1d4 penalty to all Saving Throws against Genjutsu with the Auditory keyword for the duration.

## NIP AT THE HEELS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You slam your hands onto the ground creating an illusory puff of smoke as a pack of wild dogs that look aggressive rush in and nip at one creature you can see within range, which must make an Intelligence Saving Throw. A target that is at least 10 feet off the ground (in a tree, flying, and so forth) or has any senses, features or active jutsu that would give it advantage to its Wisdom (Perception), has advantage on the Saving Throw.

**Success:** Affected creature is able to resist this Jutsu's effect.

**Failure:** Affected creature has disadvantage on Attack rolls and Skill Checks against one other creature of your choice as it becomes distracted by the attacking dogs. At the end of each of its turns, the target remakes its Saving Throw, ending the effect on itself on a successful save.

**Critical Failure:** Same as Failure and the affected creature(s) who would cast a jutsu with the Hand Sign (HS) or Mobility (M) components would take 2d8 psychic damage as the dogs bite into them.

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

## PAINFUL VISION

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You target one creature you can see within range as you begin to intensify their sensitivity to light. The target creature must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Jutsu's effect.

**Success:** Affected creature is able to resist most of this jutsu's effects but gains sunlight sensitivity, causing them to suffer a -2 penalty to Attack rolls while in bright light until the end of their next turn.

**Failure:** At the beginning of an affected creatures turn that they take  $2d8 + \text{your Genjutsu ability modifier}$  in psychic damage. If they are in dim light, they instead take  $2d6 + \text{your Genjutsu ability modifier}$  in psychic damage. At the end of each of the affected creatures turns they remake the Saving Throw, ending this jutsu on a success.

**Critical Failure:** At the beginning of an affected creatures turn that they take  $3d8 + \text{your Genjutsu ability modifier}$  in psychic damage. If they are in dim light, they instead take  $3d6 + \text{your Genjutsu ability modifier}$  in psychic damage. At the end of each of the affected creatures turns they remake the Saving Throw, ending this jutsu on a success. If they are in bright light, they remake their Saving Throw at disadvantage.

**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 or 1d6, and the number of creatures you can target by +1.



## PAINFUL VOICE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You cup your hands and scream through the opening on the other end. All creatures that can hear you in a 30-foot cone originating from you must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Jutsu's effect.

**Success:** Affected creature is able to resist most of this jutsu's effects but becomes Deafened until the end of their next turn.

**Failure:** Affected creature takes 4d6 psychic damage.

**Critical Failure:** Affected creature takes 4d8+Genjutsu ability modifier psychic 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 1d6 or 1d8 and the range by 5 feet.

## PHANTOM LIGHT

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Hour

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You touch a single object that measure less than 10 feet in every dimension. Until this Jutsu ends, you and up to 3 other creatures can see Bright light originating from that object in a 20-foot radius, and dim light for another 20 feet.

The light can be colored as you like. Only you and the selected creatures can gain benefit from this artificial light source. You can use your Bonus Action to dismiss this jutsu.

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

## PSIONICS: ASSURANCE!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you see a hostile creature take damage

**Range:** 60ft

**Duration:** Instant.

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You see a creature take damage, and can see the impact it leaves. You take this opportunity to ensure that the damage dealt, sticks. The triggering creature must make an Intelligence Saving Throw.

**Success:** Affected creature is able to resist most of this jutsu's effects, taking 2d6 psychic damage.

**Failure:** Affected creature takes an amount of psychic damage equal to Xd6, where X equals your Genjutsu ability modifier.

**Critical Failure:** Affected creature suffers the effects of a failure and becoming Slowed until the end of their next turn.

## PSIONICS: BRAIN LOCK

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You attempt to lock a targets thoughts, into a never-ending cycle of circular thought, always ending on its previous answer.

Select one hostile creature you can see and reach within range, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** Affected creature must spend its action, on each of its subsequent turns recasting the same jutsu (of your choice), it cast on its previous turn. If the target did not cast a jutsu on its last turn, this jutsu immediately ends. This creature remakes its Saving Throw at the end of each of its turns, ending this jutsu on a success.

**Critical Failure:** Same as failure, but also the creature gains a 1d4 penalty to its first Saving Throw to end this jutsu's effects on it.

## PSIONICS: CONFUSION!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You attempt to shatter the string of thought a creature has, instilling severe confusion while also causing them mental pain through inconsistency.

Select one target within range. They must make a Wisdom Saving Throw.

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

**Failure:** Affected creature gains 1 rank of Confusion.

**Critical Failure:** Affected creature gains 1 rank of Confusion, and the first check made to end the condition is increased by 2.

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

## PSIONICS: CUT!

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 30 feet  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest blades formed of illusionary chakra, that rend through a creatures mental defenses.

Make a Ranged Genjutsu Attack dealing 4d8 psychic damage.

If this jutsu is cast while within 10 feet of the target creature, increase the critical threat range of this attack by +1.

**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. If this jutsu is cast at B-Rank, increase the critical threat range by +1. If this jutsu is cast at S-Rank, increase the critical threat range by +2.

## PSIONICS: DELAY!

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You manifest a delayed sound that remains humming for a few moments before vanishing. You then select one creature whom you can see within range. At the end of your next turn this jutsu takes effect. If the target creature has cast a jutsu of any type on their next turn, they take 3d12 psychic damage.

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

## PSIONICS: DRAIN!

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Touch  
**Duration:** 1 Minute  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Unaware

**Description:** You attempt to drain the mental power of a hostile creature you can see, making it more difficult for them to think clearly in the moment.

Select one hostile creature you can see within range, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** The hostile creature takes 3d6 psychic damage, and suffers a 1d4 penalty on all Intelligence based attack rolls and Skill Checks for the next minute.

**Critical Failure:** Same as Failure, but damage is increased to 5d8.

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

## PSIONICS: EXPOSE WEAKNESS

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Duration:** Concentration, up to 1 minute  
**Components:** HS, CM  
**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Unaware

**Description:** You attempt to expose the weakness of your foes by making them unconsciously expose themselves. Select one creature you can see within range, forcing them to make an Intelligence Saving Throw.

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

**Failure:** Affected creature immediately begins to move in unnatural and clumsy ways. Attacks targeting the creature gains a 1d4 bonus to hit, once per turn, per creature.

**Critical Failure:** Same as failure, but they also reduce their AC by 1, 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.

## PSIONICS: FALSE FUTURE

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You attempt to force a vision of a false future onto a target, causing them to make a poorly informed decision.

Select one hostile creature you can see within range, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

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

**Failure:** The hostile creature must spend its Reaction, to move no less than 30 feet, if it can, into a space it would move into if its turn were right now.

**Critical Failure:** Same as failure, but its movement speed is reduced by half after its movement ends, until the end of its next turn.

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

## PSIONICS: FORTRESS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You conjure a suit of illusionary armor. This armor grants you a +1 bonus to your AC. If you would be the target of a Genjutsu Attack, you instead treat this bonus as a +2.

If a creature manages to score a hit with a melee weapon or taijutsu attack against you, you force them to make an Intelligence Saving Throw as you send back a psychic feedback.

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

**Failure:** Affected creature immediately falls Prone and drops their weapon, if any. This does not prevent damage. This Jutsu then ends.

**Critical Failure:** Same as failure, but their movement speed is also reduced to 0, 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. If this jutsu is cast at B-Rank, you gain 5 Psychic Damage reduction for this jutsu's duration. If this jutsu is cast at S-Rank, you gain 10 Psychic Damage reduction for this jutsu's duration.

## PSIONICS: HOSTILE TRANSFER

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You attempt to transfer the negative mental conditions of an allies creature to a hostile one. Select one allied creature you can see within range who has ranks of a *Mental* condition. When you do, select one hostile creature you can see within range, forcing them to make an Intelligence Saving Throw.

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

**Failure:** The Hostile creature gains one of the *Mental* conditions the allied creature has, (your choice)

**Critical Failure:** The hostile creature gains all *Mental* conditions the allied creature has, and the allied creature loses each mental condition the hostile creature gains.

**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 hostile creatures you can target by +1.

## PSIONICS: MEDITATE!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 3 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You steady your thoughts, finding balance and inner peace in the moment of battle. For the duration, you gain a 1d4 bonus to Genjutsu Attacks and deal an additional 1d6 psychic damage with Genjutsu you cast.

**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 to hit and damage bonus by 1 die step (1d6, 1d8). If this jutsu is cast at S-Rank, increase the to hit and damage bonus by 1 die step (1d8, 1d10).

## PSIONICS: MIGRAINE!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You outstretch your hand and select a target within range. The target creature must make an Intelligence Saving Throw. If their Intelligence ability score is 12 or less, they make this save at disadvantage.

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

**Failure:** Affected creature sees their body swell and experience an extraordinary amount of pain as their head feels like it will explode. They take 4d4 psychic damage and until the end of their next turn, they suffer a -10 penalty to their speed.

**Critical Failure:** Affected creature sees their body swell and experience an extraordinary amount of pain as their head feels like it will explode. They take 6d4 psychic damage and until the end of their next turn, they suffer a -20 penalty to their speed and the next jutsu they cast and concentration cost they pay, cost is doubled, before 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, the damage by 1d4 and the number of creatures they can target by +1.

## PSIONICS: MIND BLANK!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Unaware

**Description:** You weave a guttural and visceral sound that echoes outward designed to create pockets of blank space in the minds of the listener. Select a creature whom can hear you within range. The target must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this Genjutsu's effects.

**Success:** Affected creatures next jutsu cast increases its cost by +4

**Failure:** Affected creature becomes unable to cast a jutsu they cast on their previous turn. If they would attempt to cast such a jutsu, it fails.

**Critical Failure:** Affected creature becomes unable to cast a jutsu they cast on their previous turn. If they would attempt to cast such a jutsu, it fails, and they suffer a splitting migraine taking 5d6 psychic damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the number of creatures you can target by +1 and the damage by 1d6.

## PSIONICS: PSYCHO WAVE!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You manifest gauntlet of formed of illusionary pulses, that beat on the thought patterns of a creature, leaving it mentally drained.

All creatures within a 15-foot cone originating from you must make a Wisdom Saving Throw.

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

**Failure:** Affected creature is Dazzled and Confused.

**Critical Failure:** Affected creature is Dazzled, Confused and Concussed.

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

## PSIONICS: PULSE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (20 -feet)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You manifest a pulse of thought, meant to inflict pain and disorient everyone near you.

All creatures of your choice, within range must make an Intelligence Saving Throw.

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

**Failure:** Affected creature takes 3d4 psychic damage and is forced to move back 10 feet away from you.

**Critical Failure:** Affected creature takes 5d4 psychic damage and is forced to move back 25 feet away from you.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, damage by 1d4 and radius by 5 feet.

## PSIONICS: RANGE CRIPPLING

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You attempt to reduce a creatures effective combat range by clouding their vision and imposing visual limitations upon them

Select one hostile creature you can see within range, forcing them to make an Intelligence Saving Throw.

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

**Failure:** Affected creature gains 2 ranks of Dazzled for the duration. Ranks of Dazzled inflicted by this jutsu does not go away at the end of the affected creatures turns, instead only going away when this jutsu ends

**Critical Failure:** Same as failure, but also if the creature would cast a jutsu or make an attack with a range, greater than 15 feet, reduce the range of the jutsu or attack by 10 feet.

**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 this can target by +1 and the range reduction of a critical failure by 5 feet.

## PSIONICS: SHARED THOUGHTS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You attempt to see into and share the thoughts of a creature you can see, seeing what they are thinking or planning.

Select one creature you can see within range, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes. Additionally, they become aware someone tried to peer into their mind.

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

**Failure:** The hostile creature begins to unknowingly share their thoughts with you. At the beginning of each of its turns, the DM informs you of the jutsu they are casting, actions they are taking or the thoughts it has during its turn only. If the target would cast a jutsu or make an attack, you gain the benefit of a successful *Read the Enemy* Reaction. At the end of each of the targets turns, it remakes its Saving Throw, while still unaware it is sharing thoughts with you.

**Critical Failure:** Same as Failure, but the target does not get to remake its saves until it becomes aware it is under the effects of this Genjutsu.

## PSIONICS: SHOCK!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You release a powerful jolt of psionic chakra meant to overwhelm the sensory receptors of a creature.

One creature of your choice within range must make an Intelligence Saving Throw.

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

**Failure:** Affected creature takes  $6d4$  psychic damage.

This damage ignores Resistance and treats Immunity as resistance.

**Critical Failure:** Affected creature takes  $6d6$  psychic damage and becomes Dazed. This damage ignores Damage Reduction and ignores Resistance and treats Immunity as resistance.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by  $1d4$  or  $1d6$  or the number of creatures you can target by +1.

## PSIONICS: STRIKE!

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You coat the hands and feet of a creature you touch in psionic energy. Making each strike harm both the body and mind simultaneously.

When they would deal damage with an unarmed attack, they deal an additional  $1d10$  psychic damage, once per turn. If they would score a critical hit while gaining the benefits of this jutsu, you can choose to convert all damage dealt with the attack into psychic damage.

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

## PSIONICS: SUPPRESS FOCUS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You attempt to force a creature gaining the benefit of a buff of any type, to no longer benefit from that buff.

Select one hostile creature you can see within range, forcing them to make an Intelligence Saving Throw.

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

**Failure:** If the target is under the effects of Jutsu that grants it a bonus to attacks, damage, AC, Skill Checks or ability checks, select one of the aforementioned statistics. It has the chosen benefits suppressed, becoming unable to gain that boost to the chosen statistic for the duration.

**Critical Failure:** Same as failure, but instead of one statistic, they cannot gain a jutsu based bonus to any of the listed statistics 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 this can target by +1.

## PUPPETS OF DARKNESS

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Duration:** Concentration, Up to 1 minute  
**Components:** HS, CM  
**Cost:** 5 Chakra  
**Keywords:** Genjutsu, Visual, Tactile  
**Description:** You weave chakra creating animated illusions of a creatures shadow within range, causing it to attack.

As a Bonus Action, when you cast this jutsu or as a Bonus Action on subsequent turns, while you maintain concentration, command the shadow to attack. Make a Melee Genjutsu Attack against a target creature. On a hit, you deal 2d10 psychic damage and they must make an Intelligence Saving Throw, being Dazed until the start of your 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 target with this jutsu by +1.

## SANCTUARY

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** 30 Feet  
**Duration:** 1 Minute  
**Components:** HS, CM  
**Cost:** 4 Chakra  
**Keywords:** Genjutsu, Visual, Unaware  
**Description:** You weave chakra creating a hazy ward of illusions protecting a creature within range against attack.

Until this jutsu ends, any creature who targets the warded creature with an attack or a jutsu must first succeed a Wisdom Saving Throw. On a failed save, the creature must choose a new target or lose the attack or jutsu. This ward does not protect against area effects, such as a *Fire Release: Fireball* or any similar jutsu.

If the warded creature makes an attack or casts a jutsu that affects a creature, this jutsu ends.

**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 target with this jutsu by +1.

## SEALING ART: DELUSIONS

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Duration:** Concentration, Up to 1 minute  
**Components:** HS, CM, CS  
**Cost:** 5 Chakra  
**Keywords:** Genjutsu, Visual, Fuinjutsu  
**Description:** You infuse chakra into chakra seals as you attempt to mark a creature you can see in range with the seal of the desires.

The target creature must make a Charisma Saving Throw. On a failed save, the target is marked with the seal of desires as they begin to see flashes and visions of the things they want most in life causing them to freeze in place, focusing on the things before them.

For the duration, a creature who is marked with this seal, at the beginning of each of their turns remake the Saving Throw, being Stunned until the end of their turn on a failed save. On a successful save, they resist the seals effects, ending this jutsu.

If the target would take damage, they repeat the Saving Throw to end this jutsu.

Another creature who can touch the affected target, can attempt a Wisdom (Illusions) check vs your Genjutsu Save DC to forcefully end this jutsu on them.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If Cast at B-Rank, increase the number of creatures you target with this jutsu to 2. If Cast at S-Rank, increase the number of creatures you target with this jutsu to 3.

## SEALING ART: SWEET DREAMS

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 Feet  
**Duration:** Concentration, Up to 1 minute  
**Components:** HS, CM, CS  
**Cost:** 4 Chakra  
**Keywords:** Genjutsu, Visual, Fuinjutsu  
**Description:** You infuse chakra into chakra seals as you attempt to mark a willing creature you can see in range with the seal of the rest.

For the duration, as a Bonus Action you can force the creature to experience a hyper accelerated sleep pattern. The target creature gains some of the benefit of a short rest allowing them to spend hit die to recover Hit Points.

The affected creature does not regain any features or resources that would reset or be recovered on a short rest.

**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 target with this jutsu by +1.

## SEMBLANCE OF DREAD

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self (20-foot radius)  
**Duration:** Concentration, Up to 1 minute  
**Components:** HS, CM  
**Cost:** 4 Chakra  
**Keywords:** Genjutsu, Visual  
**Description:** You morph your visage into that of a faceless monstrosity known as Nyarlathotep. This visage can be of your own description as this monstrosity has no known singular description.

For the duration, any creature within 20 feet of you becomes unable to willingly move closer to you unless it makes a successful Wisdom Saving Throw at the start of its turn. Constructs and undead are immune to this effect.

Additionally, you gain advantage on Saving Throws to resist the fear condition.

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

## SHADOW BITE

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You create a single momentary needle of darkness that erupts upwards from a creatures shadow that you can see within range.

Make a Ranged Genjutsu Attack. On a hit you deal psychic damage equal to  $4d6 + \text{Your Genjutsu ability modifier}$  and reducing their speed by 10 until the start of your next turn.

A creature who's speed is reduced in this way cannot benefit from additional speed for the duration of their speed reduction.

**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, the damage by  $1d6$  and the speed reduction by -5.

## SILENT IMAGE

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it, causing the Genjutsu to immediately end.

## SILHOUETTE

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 100 feet  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 3 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You create a shadow play against a screen or wall. The surface can encompass up to 100 square feet and does not have a singular point of origin, instead making use of all the shadows that mundane objects and structures give off.

The number of creatures that can see the shadow play equals your Genjutsu ability modifier. The shadowy figures make no sound but they can dance, run, move, kiss, fight, and so forth. Most of the figures you can create are based on creatures you may have seen before.

## SOFT SPOKEN SONG

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 30 feet  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You begin to hum a tune or speak a phrase of your choice. When you do, all willing creatures within 30 feet of you begin to feel revitalized by your melody.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

Creatures who begin their turns within range, gain advantage on Saving throws to resist Genjutsu with the Auditory Keyword, regardless of any other keywords the Jutsu may have.

Additionally, Genjutsu with the Auditory and Unaware Keywords, lose the unaware keyword when affecting creatures benefiting from this jutsu.

## SONG OF THE ANCIENTS

**Classification:** Genjutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** self (20-foot radius)  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 5 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You begin to hum or sing an erratic tune in an unintelligible language designed to send those who hear it into a short bout of madness. When you do, all creatures within a 20-foot radius of you begin to experience bouts of madness.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it. Creatures who begin their turns within range must make an Intelligence Saving Throw.

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

**Failure:** Affected creature gains the madness condition until the end of their next turn.

**Critical Failure:** Affected creature gains the madness condition for  $1d4$  of their turns.

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

## SOUNDLESS, BLINDING ECHO

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** self (30 Foot Cone)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Visual, Unaware

**Description:** You scream in a silent misleading roar, you then cup your hands around your mouth while screaming. All creatures of your choice in a 30-foot cone in front of you, must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Jutsu's effect.

**Success:** Affected creature is able to resist most of this jutsu's effects but becomes Deafened until the end of their next turn.

**Failure:** Affected creature takes 2d6 psychic damage and becomes Blinded. At the end of each of its turns the target can make another Saving Throw to end this effect.

**Critical Failure:** Affected creature becomes blind on a failed save. At the end of each of its turns the target can make another Saving Throw to end this effect. The creature also takes 4d6 psychic damage the turn they fail the save and 4d6 psychic damage at the beginning of the casters next turn.

## STARTLE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You weave together an image designed to startle and scare a creature but for a moment.

Select one creature you can see within range, target must make a Charisma Saving Throw. A creature immune to being frightened is immune to this jutsu's effects.

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

**Failure:** Affected creature is spooked ending concentration on one jutsu it is concentrating on with the highest base cost.

**Critical Failure:** Affected creature is spooked ending concentration on all jutsu it is concentrating on.

**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.

## THOUGHT FILM

**Classification:** Genjutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You manifest a psychic barrier designed to protect your mind from the harm another creature would inflict on it.

When you would take psychic damage, you reduce the damage taken by 3d6. Additionally, you gain a 1d4 bonus to Saving Throws made to resist a Genjutsu's effect, if any.

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

## THOUGHT REJECTION

**Classification:** Genjutsu

**Rank:** D-Rank

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

**Range:** 90 feet (10-foot radius)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You take a snapshot of the pain you feel, and attempt to inject it into the mind of a creature within range.

Select a point you can see within range, where you send your psychic projection, which then explodes affecting all creatures within 10 feet of the chosen point. All affected creatures must make a Wisdom Saving Throw.

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

**Failure:** Affected creature takes 4d6 psychic damage.

**Critical Failure:** Affected creature gains 1 rank of Dazzled and takes 4d6 psychic damage.

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

## UNBOUND LAUGHTER

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM, NT (Laughing Powder)

**Cost:** 4 Chakra

**Keywords:** Genjutsu, Auditory, Inhale

**Description:** A creature of your choice that you can see within range, perceives everything as extremely funny and falls into a fit of laughter if this jutsu affects it. The target must make a Wisdom Saving Throw. If the creature is damaged the jutsu ends immediately. A creature with an intelligence score of 4 or less is unaffected. A creature with a wisdom score of 15 or more makes its save with advantage.

**Critical Success:** Affected creature is able to resist this Jutsu's effect.

**Success:** Affected creature is able to resist most of this jutsu's effects but becomes unable to take Reactions until the beginning of its next turn.

**Failure:** Affected creature succumbs to a fit of laughter falling Prone and being unable to take Reactions. A laughing creature remakes its Saving Throw at the end of each of its turns to end this jutsu's effects.

**Critical Failure:** Affected creature falls into a fit of laughter falling Prone and becoming Incapacitated. A laughing creature remakes its Saving Throw at the end of each of its turns to end this jutsu's effects.

## UNGLAMOROUS FACE

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual

**Description:** A willing creature you touch, has its face twisted until it becomes as mundane as possible. So much so that they become absolutely un-unique and incapable of standing out.

For the duration, they become unrecognizable and become unable to be pointed out in a crowd. A creature attempting to see through this illusion must make a Wisdom (Insight) or Wisdom (Illusions) check vs your Genjutsu Save DC. On a success, they become immune to this genjutsu's effects for the next hour.

## VIPERS GRIP

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

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

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Inhale, Unaware

**Description:** You release an odorless poison into the air spending 1 charge of your Poison Kit and affecting creatures within 30 feet of you who inhale it. Creatures within range, must make a Wisdom Saving Throw. If an Envenomed creature is cured of the Envenomed condition inflicted by this jutsu, this jutsu immediately ends.

**Critical Success:** Affected creature is able to resist this Jutsu's effect becoming immune to it for the next 24 hours.

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

**Failure:** Affected creature becomes Envenomed for the next minute and begin to see glimpses of snakes and other reptilian beasts converging on them. At the beginning of an Envenomed creatures turn they must make a Wisdom (Acrobatics) check vs your Genjutsu Save DC. On a failed check they are Restrained by the snaked until the beginning of their next turn.

**Critical Failure:** Affected creature becomes Envenomed for the next minute and begin to see glimpses of snakes and other reptilian beasts converging on them. At the beginning of an Envenomed creatures turn they must make a Wisdom (Acrobatics) check at disadvantage vs your Genjutsu Save DC. On a failed check they are Restrained by the snaked for the duration.

## WEAPONS OF DARKNESS

**Classification:** Genjutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You conjure daggers made of darkness and fear. When they strike a target creature it instills them with a terrible sense of dread. The blade is similar in size and shape to a Kunai, and it lasts for the Duration. These daggers are simply illusions but feel extremely real if they strike a creature. You can throw them up to 60 feet before they dissipate.

You can spend your action to Make a melee or Ranged Genjutsu Attack against a target creature in range. On a hit, the target creature takes  $5d4$  Psychic damage. If you throw the illusionary dagger, it dissolves and reforms in your hand after colliding with a creature or surface.

**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  $1d4$ . If this jutsu is cast at B-Rank, you can make two attacks instead of one. If this jutsu is cast at A-Rank or higher, you may add your Genjutsu ability modifier to the damage dealt. If this jutsu is cast at S-Rank, you can make three attacks instead of one.

## C-RANK:

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### ABHORRENT APPARITION

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant.

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Tactile, Unaware

**Description:** You weave a collection of handseals conjuring a large incomprehensible monstrosity known as Mh'ithrha that hovers above you.

Select a number of creatures that you can see and that can see you within range, equal to your proficiency bonus. Each selected creature can see this monstrosity as its visage and design goes against all things rational and sane. The selected creature must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this Jutsu's effects becoming immune to it for the next minute cast from the same creature.

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

**Failure:** Affected creature takes  $4d6$  psychic damage and gains 1 rank of Concussion.

**Critical Failure:** Affected creature takes  $4d6 +$  Genjutsu ability modifier psychic damage and gains 2 ranks of Concussion.

## ALIENATION

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Auditory

**Description:** You manifest a pulse of illusory chakra that overwhelms a creature in an attempt to make it difficult for them to communicate or be communicated with. Select one creature within range, who must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu's effects for 1d4 of its turns.

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

**Failure:** Affected creature loses the ability to communicate with or understand others for the duration.

**Critical Failure:** Affected creature suffers the failure effect and also cannot carry weapons, chakra seals, or ninja tools effectively, becoming unable to use them for the duration.

**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 creatures this jutsu can target by +1.

## BATTLE SENSE

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (20 Foot-radius)

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile, Sensory

**Description:** You link the minds of all willing creatures within range. When you do, you manifest a type of heads-up display that appears in the mind of each creature. This display provides a litany of information on each other. Everyone affected by this jutsu shares the following benefits:

- Aware of any conditions affecting another creature while within 100 feet of one another.
- Always aware of each other's location from up to 1 mile away.
- Can perform the help action as a Reaction, only with each other up to 30 feet away. If a creature affected by this jutsu performs the help action in this way, the helped creature gains one of the following benefits until the end of the helped creature's next turn. (The person who performed the help action as a Reaction, chooses the benefit)
  - +1d4 bonus to their next attack roll.
  - +1d4 bonus to their next Saving Throw.
  - +1d6 bonus to their next Skill Check.
  - +2d6 psychic damage bonus to their next damage roll.

## BLUR

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual

**Description:** Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blind sight, or can see through illusions, as with true sight.

## CAJOLERY OF GLAMOUR

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Auditory, Visual

**Description:** A powerful Genjutsu, that puts a creature under an illusion only using words and speech. While in the Genjutsu, the target can be easily swayed by their will and self-assurance. Select a target creature you can see within range; the target must make a Charisma Saving Throw.

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

**Failure:** They are also more inclined to believe the worst-case scenario and are more willing to go against their better judgement and their own goals.

**Critical Failure:** Affected creature suffers the effects of a failure and becomes paranoid of all other creatures excluding the caster for the duration.

## CATNAP

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Auditory, Visual

**Description:** You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the genjutsu's duration. The genjutsu ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this genjutsu again until it finishes a long rest.

## CHAKRA SHATTER

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you see a creature casting a Ninjutsu or Genjutsu that requires HS.

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You attempt to break the concentration of a creature in the process of casting a Jutsu that requires handsigns by creating an illusion that throws off their focus, creating an imbalanced chakra flow within them.

This jutsu counts as an *Interrupt*. You force the creature to deal with a powerful chakra disrupting illusion. If the jutsu cast is of a Rank equal to or lower than this jutsu when you cast it, you make a contested Illusions Check vs the targets Ninshou or Illusion check (*If Ninjutsu, they make a Ninshou Check. If Genjutsu, they make an Illusions Check*).

If the Jutsu is of a higher rank, they make their check at advantage. If you win the contested Skill Check, their jutsu's casting fails, has no effect and the jutsu that failed cannot be cast until the end of that creatures following turn.

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

## CIRCULAR MOVEMENT

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** 1 Minute.

**Components:** HS, CM, NT (Poison Kit)

**Cost:** 6 Chakra

**Keywords:** Genjutsu, Auditory, Inhale, Unaware

**Description:** You release an odorless poison into the air that you then manipulate to affect up to two creatures you can see within range.

Each of the selected creatures must make a Intelligence Saving Throw. On a failed save, they become Envenomed.

A creature Envenomed as a result of this jutsu is both unaware they are Envenomed and also cannot willingly move further than 30 feet from their current position, regardless of the direction they move in. When a creature attempts to move further than 30 feet from their current position, they instead spend their remaining movement walking backwards, moving back to their starting position. A creature moving backwards is unaware they are moving backwards, instead believing they are still moving forwards and the distance between them and the location they are attempting to move to is growing infinitely for the duration.

If a creature Envenomed as a result of this jutsu is cured of the Envenomed condition, this jutsu also ends on them immediately.

## CLOSING IN

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Genjutsu, Visual, Tactile, Unaware

**Description:** Select one creature you can see within range. The target must make an Intelligence Saving Throw, which it makes at disadvantage if it's an enclosed space.

**Critical Success:** Affected creature is able to resist this Jutsu's effects.

**Success:** Affected creature is able to resist most of this jutsu's effects but begins to see the world shift slightly becoming unable to take the dash or dodge actions until the end of their next turn.

**Failure:** Affected creature see's the world is closing in on them and threatening to crush it. Even in open or clear terrain, the creature feels as though it is sinking into a pit or that the land is rising around it gaining disadvantage on Skill Checks and ranged attack rolls for the duration, remaking its Saving Throw at the end of each of its turns to break free of this Genjutsu's effect.

**Critical Failure:** Affected creature suffers the same effect as a failure but also takes  $2d6 + \text{Genjutsu ability modifier}$  psychic damage at the beginning of each of its turns.

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

## CORRUPTION: BAILEFUL INCEPTIONS

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

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

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and release illusionary chakra, corrupting the thoughts of all targets, forcing them to have dangerous thoughts of betrayal.

Select up to 3 creatures of your choice within a 15-foot radius sphere, centered on you, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next minute.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures, who see their allies

attempting to cast a jutsu must spend its Reaction to take the Attack action, with a weapon if the weapon would have a larger damage die in place of their unarmed damage, if able against the triggering creature. The creature whom the affected creature attacks must be in range of their attacks, if they are not, the affected creature is forced to move up to 15 feet closer as part of the Reaction taken before taking the attack action. An affected creature remakes Saving Throws at the end of each of its turns, ending this jutsu on a success.

**Critical Failure:** Same as failure, but affected creature instead must move its full movement towards their triggering allies.

**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 radius by 5 feet.

### CORRUPTION: CRUELTY

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Visual, Tactile, Fuinjutsu

**Description:** You collect and build illusionary chakra, attempting to mentally scar them with a seal of cruelty.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures are marked with a seal of cruelty, corrupting and burning through their psyche. At the beginning of each of their turns, this seal forces their mind to discharge large chunks of chakra, dealing 3d6 Chakra Damage. Affected creatures can, as an action, remake their Saving Throw to end this jutsu's effects.

**Critical Failure:** Same as failure, but the Chakra Damage is increased to 5d6.

**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 target creatures by +1.

### CORRUPTION: HATRED

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to mentally impose a level of physical invalidation on your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures who would make a Constitution Saving Throw, must instead make a Constitution ability check, once per round. A creature under this effect, remakes their Saving Throw at the end of each of their turns, to end this jutsu's effect on them.

**Critical Failure:** Same as failure, but the target must now make that ability check up to twice per round if forced.

**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 target creatures by +1.

### CORRUPTION: HOSTILITY

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to mentally inject a sense of your hostility into your foes, causing them to focus on both you and everything else going on.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures who would make a Dexterity Saving Throw, must instead make a Dexterity ability check, once per round. A creature under this effect, remakes their Saving Throw at the end of each of their turns, to end this jutsu's effect on them.

**Critical Failure:** Same as failure, but the target must now make that ability check up to twice per round if forced.

**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 target creatures by +1.

### CORRUPTION: LOATHING

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You collect and build illusionary chakra, attempting to mentally inject a level of self-loathing on your foes.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next 10 minutes.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures who would make a Strength Saving Throw, must instead make a Strength ability check, once per round. A creature under this effect, remakes their Saving Throw at the end of each of their turns, to end this jutsu's effect on them.

**Critical Failure:** Same as failure, but the target must now make that ability check up to twice per round if forced.

**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 target creatures by +1.

## CORRUPTION: MALFEASANCE

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory, Fuinjutsu, Tactile

**Description:** You collect and build illusionary chakra, corrupting the thoughts of your targets, forming a psychological tumor in the back of their mind.

Select one creature you can see within range, forcing them to make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu for the next minute.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creatures, for the duration begins to experience a growing mass of mental energy. At the beginning of each of their turns, they gain 2 *Psychic Malignance*, up to a maximum of 20. When this jutsu ends as a result of a successful Saving Throw or the duration expiring, all *Psychic Malignance* a creature has detonates, dealing 1d10 psychic damage for each *Psychic Malignance* a creature has when it detonates. A creature can choose to remake their Saving Throw, once on each of its turns, ending this jutsu on a success.

**Critical Failure:** Same as failure, but creatures instead gain 3 *Psychic Malignance*.

**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 target creatures by +1.

## DANCING BLADES

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM, W (Any)

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** When you cast Dancing blades, you create four Illusionary copies of a weapon you are currently holding. This illusionary weapon floats within 5 feet of you hovering spinning and circling around you, while mimicking your attacks.

As an Action, you may spend one of your illusionary weapons to slam into a creature within range. Make a Ranged Genjutsu Attack targeting a creature up to 60 feet away. On a hit you deal  $2d10 + \text{Your Genjutsu ability modifier}$ .

When you are hit by a melee attack that exceeds your AC by 1-3, one of your illusory weapons parries the attack, preventing you from taking damage and destroying the illusory weapon.

When you are hit by a melee attack that exceeds your AC by 4-6, you take half damage from the triggering attack and one illusory weapon is destroyed.

Once per turn, while you still have illusory weapons, when you hit a creature with a Genjutsu Attack, one of your illusory weapons also strikes the target, dealing Psychic Damage equal to 1d10.

An attacker must be able to see you, in order to see the illusory weapons to be affected by this jutsu. This jutsu

has no effect if you are Invisible, Hidden, in total darkness or if the attacker is Blinded.

**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 illusory weapons you summon by +1.

## DARK DEMENTING

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** 1 Minute.

**Components:** HS, CM, NT (Poison Kit)

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Inhale, Unaware

**Description:** You cast a dark shadow over a target creatures thoughts by manipulating the particles of a special drug concoction.

Select one creature you can see within range to send this odorless gaseous drug to affect. The creature must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Jutsu's effects, gaining advantage against this jutsu's effects if cast against them a second time within the next hour

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature begin to see a shadow out of the corner of their eyes for the duration, always there, always just out of sight gaining 1 rank of fear at the end of each turn it begins in a space that is not brightly lit. It will also avoid dim light and darkness, choosing to spend each action it has to find light or escape to light, rationalizing the fear as its own. An affected creature remakes the Saving Throw at the end of each of its turns to end this effect.

**Critical Failure:** Affected creature suffers the same effect as a failure but instead does not remake Saving Throws at the end of each of its turns, and only when it would take damage.

## ENTHALL

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** 1 Minute  
**Components:** HS, CM  
**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom Saving Throw. Any creature that can't be Charmed succeeds on this Saving Throw automatically, and if you or your companions are fighting the target creature, it has advantage on the save.

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

**Failure:** Affected creature gains disadvantage on Wisdom

(Perception) and Wisdom (Insight) checks made to perceive and interact with any other creature other than the caster of this genjutsu for the duration or until the target can no longer hear you. This genjutsu ends if you stop communicating with the creature for longer than 6 seconds.

**Critical Failure:** Affected creature suffers the effects of a failure but instead automatically fail all Wisdom (perception) and Wisdom (Insight) checks made to perceive and interact with other creatures, only seeing the caster and ignoring all others.

## FALSE PAIN

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 30 feet  
**Duration:** Concentration, Up to 1 minute.  
**Components:** HS, CM  
**Cost:** 9 Chakra

**Keywords:** Genjutsu, Medical, Auditory, Tactile

**Description:** You speak words of reinforcement. Select up to two willing creatures other than yourself that you can see within range.

Each of the selected creatures pain receptors becomes dulled and numb, becoming unable to feel the pain or sickness they felt prior. For this jutsu's duration, all damage they would take is delayed, until this jutsu ends. They record all damage they would normally take over the course of the encounter as normal.

Additionally, they ignore the effects of the Weakened, Dazed, Incapacitated, and Envenomed conditions for this jutsu's duration. If any of the aforementioned conditions duration would last beyond this jutsu's duration, they begin suffering the effects of that condition as normal.

At the end of this jutsu's duration, affected creatures take psychic damage equal to the total delayed damage they have recorded at once. This damage ignores Resistance and Immunity.

## FALSE VISIONS

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 90 feet  
**Duration:** Concentration, Up to 1 minute.  
**Components:** HS, CM  
**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You begin to create false visions that a creature will see regardless of what is really happening.

Select one creature that you can see within range. The target creature must make an Intelligence Saving Throw.

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

**Failure:** Affected creature becomes Blinded, but begins to hallucinate seeing only what you declare they see.

Describe what the affected creature will see other creatures do on their respective turns. This can be anywhere from attempting to cast a jutsu, attempt to attack them, go in another direction, attempt to hide or anything they would be able to see. When they take damage, the damage is dealt as normal, and they remake the Saving Throw ending this jutsu on a success.

**Critical Failure:** Affected creature suffers the effects of a failure but instead they make their Saving Throw to end this jutsu with a 1d4 penalty to the result.

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

## FLOWER PETAL ESCAPE

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Reaction, to being Damaged  
**Range:** Self  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual

**Description:** An advanced version of the "Feather Burst" Genjutsu. When you are hit your body breaks into a swarm of flower petals of your own description, while you regroup yourself from a stealthy position. When you are struck by an attack you may roll 2d4, reducing the triggering creatures attack bonus by the result, potentially causing the attack to miss, making any damage you took prior never actually happen.

As part of the activation of the jutsu, regardless if you are hit or not; Make a Dexterity (Stealth) or Wisdom (Stealth) check vs the triggering creatures Passive perception. On a success, you immediately moving up to your movement speed away without triggering an attack of opportunity and you become hidden from the triggering creature if you end your movement in a space where you are at least partially covered.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and reduce attack bonus further by 1d4.

## FOG OF WAR

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You cloud the minds of your opponents, hindering their perception of the environment around them, veiling reality with twisted illusions.

All creatures within a 30-foot cube, centered on a point you can see within range must make a Wisdom Saving Throw. On a failed save they fall under this genjutsu's influence for the duration. A creature who is under this genjutsu's influence remains under its influence until the jutsu ends or they end this jutsu's effects on themselves.

Creatures under this jutsu's influence have disadvantage on Wisdom (Perception) checks made to locate enemies.

Additionally, if an affected creature makes an attack against a creature that has at least one other creature adjacent to it-friend or foe- the affected creature must roll a d20. On a roll of 11 or higher, its attack is applied to the adjacent creature instead. (Randomly decide the new target if there are more than one adjacent creature) and deals damage as normal if it hits.

At the beginning of an affected creatures turn, they make a Wisdom Saving Throw. On a successful save, the creature is unhindered by this jutsu until the beginning of their next turn.

## GENJUTSU BREAK

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** Choose one creature, object, or Genjutsu effect within range. Any Genjutsu of equal rank or lower is transferred into the Chakra seal used in this jutsu's casting, immediately ending its effect on the affected creature(s), or object(s). For each Genjutsu of higher rank, affecting the target, make an ability check using your Genjutsu ability. The DC equals  $12 + \text{The Jutsu's Rank}$ . Rank (B-3, A-4, S-5). On a successful check, the Genjutsu is transferred to the Chakra seal and can be stored for no more than 10 minutes.

For the duration of this hour, you can attempt to transfer this genjutsu to another creature within 5 feet of you by spending an action to make a Melee Genjutsu Attack against a creature within 5 feet of you. On a hit the Sealing tag is applied to the target, and at the beginning of its next turn they must make a Saving Throw against the original save DC to resist its effects as if the jutsu were originally cast on them.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. The removed jutsu has no effect if its rank is less than or equal to the rank of this jutsu when you cast it.

## HALLUCINATORY TERRAIN

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 10 Minutes

**Range:** 300 Feet

**Duration:** 24 Hours

**Components:** HS, CM, CS

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged. Creatures entering the area are likely to see through the Illusion. If the difference isn't obvious by touch, a creature examining the Illusion can attempt a Wisdom (Illusion) check against your Genjutsu Save DC to disbelieve it.

## HAZE CLONE

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (45-foot radius sphere)

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

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Visual

**Description:** This technique creates a thin haze centered on the user that spans a 45-foot radius sphere, that once cast, does not move. Creatures inside the radius see duplicates formed from the haze.

The duplicates do not move or make a sound, instead they burst into more haze when touched. While inside the haze the user gain the benefits of partial cover, and can take the hide action without fully obscuring themselves due to the number of duplicates there are.

Creatures outside the radius of this jutsu, do not see any haze or any duplicates. Creatures who enter the radius do begin to see the duplicates of the user.

## HYPNOTIC PATTERNS

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet (30-foot-cube)

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Jutsu's effects, gaining advantage against this jutsu's effects if cast against them a second time within the next hour.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature becomes enamored by the colors, being unable to leave the radius of the cube and having their movement speed reduced by half. Additionally, they cannot maintain concentration on more than one jutsu while enamored in this way. They remake their Saving Throws at the end of each of their turns, ending this jutsu on themselves on a success. The Jutsu ends for an affected creature if it takes any damage.

**Critical Failure:** Affected creature suffers the same effect as a failure but also becomes Incapacitated as their movement speed is reduced to 0 for the duration. The Jutsu also ends for an affected creature if it is moved more than 10 feet against its will.

## ILLUSORY BAMBOOZLEMENT

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Permanent

**Components:** HS, CM, CS

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Visual, Unaware

**Description:** You create the illusion of a trap upon an object you touch, such as a door, a chest, or a 5-foot square area of floor. A creature specifically looking for traps that examines the object must make a Wisdom Saving Throw. On a successful save the jutsu ends and the creature realizes the trap was not real.

**Success:** Affected creature is able to see through this illusory trap, rendering it useless against them.

**Failure:** Affected creature believes the object contains a trap. If the creature then tries to disarm or otherwise interact with the trap in order to set it off, it must make a Sleight of Hand Check vs your Genjutsu Save DC. On a successful check, it creates a feedback dealing 2d10 psychic damage, and they realize that the trap was only an illusion, immediately ending this jutsu. On a failed check, the creature takes 5d10 psychic damage and is Stunned for 1 round, believing that it accidentally set off the trap and was injured by it. The illusion then resets as if the trap can trigger multiple times.

**Critical Failure:** Affected creature suffers the same effect as a failure but the damage die becomes a d12.

## ILLUSORY MISDIRECTION

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You conjure a beautiful illusory creature of your description. All creatures who aren't Blinded within 30 feet of the conjured illusion must make a Charisma Saving Throw. On a failed save they become Charmed by the illusory creature for the duration.

As a Bonus Action, on your turn, you can reveal that the creature you created, is actually not what the Charmed creatures believed it to be, while still having the same beautiful features as when you created them.

Affected creatures must make a Charisma Saving Throw. On a failed save, they are in shock from the realization of the creature turning into something else entirely, as they become Dazed. On a success they steel themselves, ending the Charmed condition.

Regardless, when you reveal the illusory creatures true nature, regardless if affected creatures pass or fail, this jutsu immediately ends.

## INNOCUOUS ASPECT

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You create an area of false visions that encompasses all willing creature in a 20-foot radius centered on you, of your choice. You do not need to spend chakra to maintain concentration on this jutsu.

You and each affected creature takes on the appearance of a harmless creature or object of your choice. Each image is identical and only appearance is affected. Sound, movement or physical inspection can reveal that this is a genjutsu.

A creature that uses its action to study the image visually can determine that it is an illusion with a successful Wisdom (Illusions) check vs your Genjutsu Save DC. If a creature discerns the illusion for what it is, that creature sees through the image.

## MEDICAL RELEASE: SHARED PAIN

**Classification:** Genjutsu

**Rank:** C-Rank

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

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Genjutsu, Visual, Tactile, Medical

**Description:** You manifest a self-sustaining illusion designed to help soothe the mental scars of battle.

Select one willing allied creature within range. You share your pain with them, reducing the damage you take by half, and inflicting psychic damage on the target ally equal to the damage you took.

**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 allies you can target by +1. You instead divide the damage you take, by the number of allied creatures you target with this jutsu.

## MENTAL BARRIER

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you are forced to make an Intelligence, Wisdom or Charisma Saving Throw

**Range:** Self

**Duration:** 1 round

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** You protect your mind with a wall of looping, repetitive thought. As a Reaction, when you would make a Saving Throw against a Genjutsu without the Unaware keyword, you gain a 1d6 bonus in one of the following Saving Throws Intelligence, Wisdom, or Charisma, until the end of the current turn. You also gain resistance to Psychic damage for the duration.

## MENTAL SHIELD

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You manifest an armor of illusory chakra that shields and protects you from assaults of other psychic based attacks or effects.

You reduce all incoming Psychic Damage by 5, if you would reduce psychic damage to 0 while gaining the benefits of this jutsu, and the hostile jutsu or effect would also attempt to inflict an effect or condition, you ignore that effect or condition.

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

## MENTAL TAUNT

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 6 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You create a sound of attraction. Meant to force creatures to focus on you against their will.

Select a creature within range and force them to make a Charisma Saving Throw.

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

**Failure:** Affected creature must target you with any jutsu they cast until the end of their next turn.

**Critical Failure:** Same effect as failure, and they cannot cast jutsu or used features, effects or items that would heal them.

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

## MIND SPIKE

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You reach into the mind of one creature you can see within range. Make a Ranged Genjutsu Attack as you launch a psychic lance into the mind of the target. On a hit, the target takes 5d8 psychic damage and must make a Wisdom Saving Throw.

**Success:** Affected creature is able to resist this Genjutsu's effects.

**Failure:** Affected creature's location is always known by the caster. The affected creature cannot gain the benefit of being hidden from the caster. If the affecter creature is invisible, it begins to glow a bright neon purple to you, allowing the caster to ignore any effect granting the creature invisibility

**Critical Failure:** Affected creature suffers the effect of failure, and their location is also always known by one other creature of the casters choice.

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

## MIND THRUST

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 feet

**Duration:** 1 round

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You thrust a blade formed through your genjutsu into the mind of one creature you can see within range. The target must make an Intelligence Saving Throw.

**Success:** Affected creature is able to resist this Genjutsu's effects.

**Failure:** Affected creature's takes 2d8 psychic damage, and it can't take a Reaction until the end of its next turn.

**Critical Failure:** Affected creature takes 3d8+Genjutsu ability modifier psychic damage, it can't take a Reaction until the end of its next turn and at the beginning of the targets next turn, they must make an Intelligence Saving Throw. On a failed save, the target must choose to either move, take an action, or a Bonus Action. It can only do one of the three.

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

## MIND-BODY RECOVERY

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 Feet

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Medical, Tactile

**Description:** You soothe a target's suffering and pain by making their mind unaware of it while also raising their tolerance for pain. Select up to 3 willing creatures within range. Target creatures gain 3d6+5 Temporary Hit Points for the duration. When this jutsu ends they lose any remaining Temporary Hit Points from this jutsu.

Additionally, you are able to remove one mental condition of C-Rank or lower.

**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 1d6+3 and the rank of mental condition you can remove by one.

## NIGHT TERRORS

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Auditory

**Description:** You amplify the fear that lurks in the heart of all creatures. As a part of casting this jutsu, you must target one creature who currently has at least 1 rank of fear. The target creature must make a Charisma Saving Throw. On a failed save, any genjutsu currently affecting them, that would inflict, or has inflicted the fear condition immediately ends.

The target creatures current ranks of fear double. If they have 3 or more ranks when they fail this jutsu's

Saving Throw, their ranks of fear instead immediately becomes 5 for the duration.

A creature who has any number of fear ranks as a result of this jutsu cannot gain additional ranks of fear from other sources.

Additionally, affected creature remake their Charisma Saving Throw at the end of each of their turns. On a successful save they remove all ranks of fear and ends this jutsu's effects on themselves.

Alternatively, when you lose concentration on this jutsu, the affected creature immediately loses all ranks of fear.

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

## OUTFLANK

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Tactile, Unaware

**Description:** Select one creature you can see within range. For the duration, when you make a Genjutsu Attack against the creature, an illusory double of you attempts the same attack.

When you make a Genjutsu Attack of any type targeting the select creature for the duration, your illusory double attacks with the same attack from a different angle. Make a second Genjutsu Attack against the creature with the same bonuses to your attack (if any), if your initial attack misses.

On a successful hit, they take half damage and suffer any additional effects as normal.

Additionally, as a Reaction when an allied creature performs an attack targeting the same creature, you can create an illusory double of your allied creature performing the same attack. The attacking allied creature makes their attack at advantage.

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

## PHANTOM DRAGON

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You touch one willing creature within range. All creatures of your choice who can see them within 120 feet, see your ally as they transform into dragon of your description of large size.

While looking at this illusion, observers make a Wisdom Saving Throw to see through it. On a failed save, they see your ally as a large dragon for the duration.

When you ally attempts to attack or cast a jutsu of any type, the illusory dragon looks as if it is performing the jutsu itself, be it breathing fire, performing an aggressive martial attack or creating illusions using its draconic aura.

When your affected ally deals damage to a creature, who sees them as an illusory dragon, they deal an

additional 3d10 psychic damage to affected creatures, once per turn.

Alternatively, as an action on their turn, the affected ally can perform a ferocious roar. All creatures within 120 feet excluding you and other creatures who have seen through this genjutsu must make a Charisma Saving Throw. On a failed save they gain 1 rank of fear for the next minute against the illusory dragon. A creature who has ranks of fear as a result of this jutsu can spend their action to remake the Charisma Saving Throw removing all ranks of fear they have on a success.

## POISON LOTUS FIELD

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 10 Minutes

**Range:** Special

**Duration:** Special

**Components:** HS, CM, NT (Poison Kit & Any Poisonous Flower)

**Cost:** Special

**Keywords:** Genjutsu, Visual, Auditory, Inhale, Tactile, Unaware

**Description:** As a part of casting this jutsu, you must have fertile soil which can facilitate a flower's growth. You take your poisonous flower and infuse a dose of poisonous chemicals into the flower itself before you plant the flower into the soil and infuse your chakra into it giving it life and influencing the potency of the poison this jutsu produces.

If this flower, before or after being planted is killed or destroyed, this jutsu immediately ends, requiring you to recast it. The flowers look like a sacred lotus with purple petals. Creatures looking for this flower, if they are proficient in Nature, Medicine, or Survival they may make any of the aforementioned Skill Checks vs your Genjutsu Save DC being able to find it on a success. If the creature is not proficient, they instead make a Wisdom (perception) check with a -5 penalty, to their check. If your flower is in a bed of other sacred lotuses, regardless if they are proficient or not, they take a -5 Penalty to their check. The flower has 1 Hit point and an AC of 5.

At the conclusion of casting this jutsu you can infuse different volumes of chakra into the soil and roots facilitating different effects.

**8 Chakra:** This flower grows, producing purple flower buds in the shape of a sacred lotus flower. As an action, for the next minute, while you are within 90 feet of this flower, the flower blooms releasing a potent poisonous, but odorless gas. All creatures within 60 feet of the flower of your choice must make an Intelligence Saving Throw Saving Throw at the beginning of each of their turns. On a failed save they become Envenomed. A creature Envenomed as a result of this jutsu who would make a Saving Throw or Skill Check as the result of, or against a Genjutsu you cast, must roll an additional 1d4, reducing their Saving Throw or check by the result. Additionally, the Envenomed creature treats all Genjutsu you cast as if it has the unaware keyword. After 1 minute or after the flower is destroyed, this jutsu ends.

**16 Chakra:** You gain all previous chakra costs effects. In addition, you can activate this jutsu while you are within 120 feet of the flower and it affects all creatures within 90 feet of it.

**24 Chakra:** You gain all previous chakra costs effects. In addition, affected creatures instead rolls 2d4, reducing their Saving Throw or check by the result and any psychic damage they would take deals additional psychic damage equal to twice your Genjutsu ability

modifier if it doesn't already add your Genjutsu ability modifier to the damage rolls.

**32 Chakra:** You gain all previous chakra cost effects. In addition, genjutsu you cast while within 250 feet of your flower, does not require you to spend chakra to maintain concentration for up to 10 minutes. Additionally, any genjutsu you cast with a duration of concentration, up to 1 minute, instead becomes 10 minutes, while within 250 feet of your flower. After 10 minutes, or after the flower is destroyed, this jutsu ends.

## POWER TRIP

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Instant

**Components:** HS, CM

**Cost:** Special

**Keywords:** Genjutsu, Tactile

**Description:** You mentally track all of the pain you've experienced this encounter. Record the difference between your current Hit Points and your maximum Hit Points.

On your next turn, if you would deal psychic damage to a creature, you can spend a number of chakra up to the amount recorded. When you do, the target who took the psychic damage takes additional damage equal to the amount of chakra spent.

Once this jutsu is cast and you successfully deal bonus damage with its effects, you cannot cast it again until at least 10 minutes have passed.

## POWERFUL CALM

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Foot radius Sphere

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You release a Genjutsu aura originating from you completely suppressing creatures in a 60-foot sphere centering on you, aggressive feelings for 4d8 Minutes. If the target is attacked, damaged or the end of the rolled time passes, creatures return to being hostile to whomever they were hostile to before with compressed and compounded rage. Creatures in the target area must make a Charisma Saving Throw, losing all will to fight for the rolled duration on a failed save. On a success, creatures remain aggressive and cannot be affected by this Genjutsu again for 24 hours.

## PSIONICS: BEAM!

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest a wave of psionic chakra that disorients creatures that are touched by it.

All creatures of your choice in a 5-feet wide, 60-feet long line, originating from you must make an Intelligence Saving Throw.

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

**Failure:** Affected creature takes 2d10 psychic damage and becomes Confused.

**Critical Failure:** Affected creature takes 3d10 psychic damage and gains 2 ranks of Confused.

**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.

## PSIONICS: DARK DAZE!

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest a shockwave of psionic chakra and release it into an omnidirectional wave around you.

All creatures of your choice in a 30-foot radius, originating from you must make an Intelligence Saving Throw.

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

**Failure:** Affected creature takes 3d8 psychic damage and becomes Dazzled.

**Critical Failure:** Affected creature takes 5d8 psychic damage and affected creatures gains 3 ranks of Dazzled.

**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.

## PSIONICS: DARK PULSE!

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest a shockwave of psionic chakra and release it into a dark wave of mental force.

All creatures in a 30-foot cone, originating from you must make an Intelligence Saving Throw.

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

**Failure:** Affected creature takes 4d6 psychic damage and at the beginning of their next turn must roll a d8. On a roll of 1 or 2 their next jutsu fails to cast. They still spend the chakra as normal.

**Critical Failure:** Affected creature takes 6d6 psychic damage and their next jutsu fails to cast, they spend double the chakra cost as normal.

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

## PSIONICS: MIND CRUNCH!

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest fangs of black psionic chakra that bite into your enemies thoughts. Make a Ranged Genjutsu Attack. On a hit you deal 2d10 psychic damage and the affected creature must make an Intelligence Saving Throw.

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

**Success:** Affected creatures AC is reduced by 1, until the end of their next turn.

**Failure:** Affected creatures AC is reduced by 2, until the end of their next turn.

**Critical Failure:** Affected creatures AC is reduced by 2, two ranks of concussion and they cannot take Reactions until the end of their next turn.

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

## PSIONICS: PAUSE!

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Auditory

**Description:** You manifest a pulse of illusory chakra that delays a creatures synaptic response time to events. Select one creature you can see within range, forcing them to make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu's effects for 1d4 of its turns.

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

**Failure:** Affected creature decides on their actions on their turn, but can only actively take them at the end of the next creatures turn. If the affected creature would target a creature who is no longer in range, their jutsu fails to cast.

**Critical Failure:** Affected creature decides on their actions on their turn, but they can only actively take them on initiative count 0.

**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 creatures this jutsu can target by +1.

## PSIONICS: PSYCHO CUT!

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You manifest a vertical slash of psionic chakra from your hand that you whip towards your enemies. Make a Ranged Genjutsu Attack, with a +1 to its critical threat range. On a hit you deal  $3d6 +$  your genjutsu ability modifier in psychic damage and the affected creature must make an Intelligence Saving Throw. If this jutsu scores a critical hit, the target suffers the effects of a Critical failure, regardless of their Saving Throw results.

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

**Success:** Affected creature gains 1 rank of Confused until the beginning of their next turn

**Failure:** Affected creatures gains 1 rank of Confused until the end of their next turn.

**Critical Failure:** Affected creatures gains 1 rank of Confused, Dazzled and Concussed.

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

## RABENDA: ENIGMATIC REDUCTION

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (25-foot Cube)

**Duration:** 1 Minute

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 5 Chakra

**Keywords:** Genjutsu, Inhale, Unaware

**Description:** You grasp a hand full of poisonous Rabenda flower buds, enhancing them with your chakra and spreading its spores into a storm filling a 25-foot cube originating from yourself. As they flutter in front of you, all creatures who begin their turns within range must make a Charisma Saving Throw to as the pollen begins to intrude on their subconscious.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to this jutsu's casting for the duration.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature who casts a jutsu suffers a temporary reduction to their casting stat, for the remainder of this jutsu's duration. Each time an affected creature casts a Jutsu while in this jutsu's area suffers a -1 penalty to all checks, saves, attack rolls, and Saving Throws associated with that ability score. This penalty stacks up to a maximum of -3. A creature suffering such a penalty, can spend its Action to remake this jutsu's Saving Throw, ending its effects.

**Critical Failure:** Same as failure, but the maximum penalty is increased to -5

**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 size of the cube by 10 feet. If this jutsu is cast at S-Rank increase the size of the cube by 10 feet.

## RABENDA: ENIGMATIC STORM

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM, NT (Poison Kit, 1 Charges)

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Inhale, Tactile

**Description:** You grasp a hand full of poisonous Rabenda flower buds, enhancing them with your chakra and spreading its spores into a storm filling a 10-foot radius, centered on a space you can see in range. Once this jutsu is cast, you cannot cast it again until the end of your next turn after this jutsu ends.

All creatures who begin their turns in this jutsu's range must make a Charisma Saving Throw as their mind is overwhelmed with intruding thoughts from the Genjutsu enhanced flower buds. You can move the torrent of flower buds, as an action on each of your turns, up to 30 feet in any direction.

**Critical Success:** Affected creature is able to resist this jutsu's effect, becoming immune to further castings of this jutsu until the end of the casters next turn.

**Success:** Affected creature is able to resist most of this jutsu's effects.

**Failure:** Affected creature becomes Slowed for the duration and at the beginning of each affected creatures turns, they gain 1 rank of Concussed, while inside the affected area.

**Critical Failure:** Same as failure, but they instead gain 2 ranks of Concussed.

## RINGING BELL DISTORTION

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM, NT (Bells), W (Thrown weapon)

**Cost:** 7 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You attach a bell to a thrown weapon and select up to 3 spaces within range to throw them. The bells ring out diluting the sense of all creatures who can hear them in a 20-foot radius from each of the selected locations, causing them to see hallucinations of your design such as seeing multiple mirages of you, or seeing their own allies in your place. All creatures in the target radiiuses must make an Intelligence Saving Throw, gaining disadvantage on all attacks and providing advantage to all creatures targeting it for an attack for the duration.

## SHADOW MONSTERS

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 120 Feet  
**Duration:** Concentration, Up to 1 Minute  
**Components:** HS, CM  
**Cost:** 6 Chakra

**Keywords:** Genjutsu, Visual

**Description:** Select one creature you can see within range. The select creature must make a Wisdom Saving Throw.

**Success:** Affected creature is able to resist this Genjutsu's effects.

**Failure:** Affected creature becomes Berserk, seeing all of its allies become shadowy monsters in a horrific fashion of your description. Affected creature makes a Wisdom Saving Throw if they deal damage to one of their allies. On a success, they end the Berserk condition.

**Critical Failure:** Affected creature becomes Berserk, seeing all of its allies become shadowy monster in a horrific fashion of your description. You and up to 3 other creatures of your choice transform and begin to look like its allies as it mentally sees you as allied creatures for the duration. Affected creature makes a Wisdom Saving Throw at disadvantage if they deal damage to one of their allies. On a success, they end the Berserk condition.

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

## SLEEP OF THE DEEP

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 60 Foot Radius  
**Duration:** 8 Hours  
**Components:** HS, CM  
**Cost:** 6 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** Your chakra creeps into the dreams of others, haunting and terrifying them. Choose any number of sleeping creatures that you are aware of within range. Creatures that do not need to sleep, cannot be targeted.

The creatures must make a Wisdom Saving Throw. On a failed save they do not benefit from any form of rest for the duration and when they awaken from any rest they may take, they gains 2 ranks of Exhaustion and are Demoralized for as long as they have any ranks of Exhaustion inflicted by this jutsu.

## SONG OF COURAGE

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** self (30-foot radius)  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You begin to hum or sing an inspirational tune designed to make those who hear it believe they can achieve anything. All creatures of your choice within range begins to experience this refreshing delusion.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

Creatures who begin their turns within range gain immunity to the fear condition until the beginning of their next turn. Additionally, creatures who have to make Saving Throws against a jutsu a hostile creature has cast, cannot make the Saving Throw at disadvantage.

Finally, the affected creature ignores any penalties to their rolls as a result of a hostile creatures jutsu or effects.

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

## SONG OF PAIN

**Classification:** Genjutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** self (30-foot radius)  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You begin to hum or sing a tune of pain and suffering designed to make those who hear it experience bouts of pain that they can only wish would end.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

Creatures who begin their turns within range who attempts to cast a jutsu with the Mobility (M) keyword, must make an Intelligence Saving Throw. On a failed save, if they experience extreme muscle pain in parts of the body you see them attempting to utilize, causing them to lose the jutsu attempted.

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

## SONG OF RESPITE

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Medical, Auditory, Tactile

**Description:** You begin to hum or sing a tune of restoration and healing designed to make those who hear it feel as if their wounds are closing and being mended.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

All allied creatures of your choice within range gains a number of Temporary Hit Points equal  $1d4 +$  your Genjutsu Ability Modifier at the beginning of each of your turns.

Temporary Hit Points gained as a result of this jutsu remain for up to 1 minute after this jutsu ends.

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

## SUGGESTION

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Special

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You suggest a course of activity (limited to a sentence or two) and use genjutsu to influence a creature you can see within range that can hear and understand you. Creatures that can't be Charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable.

Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the jutsu. The target must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Genjutsu's effects and is aware you attempted to control it.

**Success:** Affected creature is able to resist this Genjutsu's effects.

**Failure:** Affected creature immediately follows your suggestion. This jutsu lasts for 1 minute or until the target has completed a finite suggestion or the suggestion becomes harmful to the creature or has other obvious negative effects.

**Critical Failure:** Affected creature is affected in the same as if they normally failed, but the duration becomes 1 hour.

## THOUGHT SHIELD

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 8 Hour

**Components:** HS, CM

**Cost:** 8 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** You weave a clouding veil over the mind of one creature you touch. For the duration, the target's mind can't be read or detected, creatures can't telepathically communicate with the target unless the target allows it, and the target has advantage on Saving Throws against any effect that would determine whether it is telling the truth.

Additionally, the target has advantage on the first Intelligence or Wisdom Saving Throw it makes against a Genjutsu. Regardless if you pass or fail the save, this jutsu then ends on that creature.



## TRUE LIGHT

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** Your body releases a golden radiance that spreads out from you, providing bright light up to 30 feet away. Any creature or object in the area of bright light that are invisible, transformed, or hidden as a result of a Genjutsu of C-Rank or Lower, they are immediately revealed. Likewise, any Genjutsu with the Visual keyword of C-Rank or lower within 30 feet of you becomes feeble and transparent as their illusory nature becomes obvious.

A creature who's Genjutsu would be revealed to be an illusion may as a Reaction make a Wisdom (Illusions) check at disadvantage vs your Genjutsu Save DC. On a success, their Genjutsu retains its shape and form without revealing its true nature.

A hostile creature attempting to cast a Genjutsu of C-Rank or lower that has the visual keyword, while within the bright light, must make a Wisdom Saving Throw. On a failed save, any creature who would make a Saving Throw as a result of their Genjutsu, makes their Saving Throw at advantage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the rank of jutsu this jutsu affects to a rank equal to the rank you cast this jutsu at

## ZONE OF TRUTH

**Classification:** Genjutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 15 Foot radius Sphere

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

**Components:** HS, CM

**Cost:** 9 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Auditory

**Description:** You create a chakra filled zone that guards against deception in a 30-foot sphere centered on a point of your choice within range. Until the Genjutsu ends, a creature that enters the jutsu's area for the first time on a turn or starts its turn there must make a Charisma Saving Throw. You know whether each creature succeeds or fails on its Saving Throw.

**Critical Success:** Affected creature is able to resist this Genjutsu's effects and you are unaware if it passed or failed the save.

**Success:** Affected creature is able to resist some of this jutsu's effects but they still find it difficult to lie. They suffer a 1d4 penalty to Deception Checks.

**Failure:** Affected creature find it very difficult to speak any deliberate or intentional lies as they show a look of obvious discomfort and suffers a 1d6 penalty to Deception Checks.

**Critical Failure:** Affected creature becomes unable to speak if they would lie.

## B-RANK:

### BLESS

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30-Feet)

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

**Components:** HS, CM

**Cost:** 10 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You release a pulse of chakra targeting all allied creatures within 30 feet of you causing them feel deep seeded Pride or ambition. Whenever an allied creature makes an attack roll, Saving Throw, or Skill Check during this jutsu's duration, they can roll an additional 1d4 and add the number rolled to their Attack, Saving throw, or Skill Check.

This jutsu's cost cannot be reduced below 1, by any means.

**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. If cast at S-Rank the die becomes a d6.

### CHAOTIC WORLD

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM, NT (Poison Kit)

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Inhale, Unaware

**Description:** You throw a handful of colorful dust into the air while saying a litany of disjointed phrases. A moment later, a 25-foot cube centered on a point you can see within range fills with multicolored light, cacophonous sound, and overpowering scents and other confusing sensory information.

The effect is dizzying and overwhelming. A creature who begins its turn while within the cube, must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this Genjutsu's effects and becomes aware that they were a target of some Illusory effect.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** Affected creature becomes Blinded, Deafened and falls Prone. An affected creature cannot stand up or recover from any single condition granted by this jutsu, while within the area. However, all conditions automatically end if a creature leaves this jutsu's area or this jutsu ends.

**Critical Failure:** Same effect as failure, but affected creature instead must begin to remake their Saving Throws at the end of each of their turns to end the jutsu's effect, if they leave the area of the jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3, the range of this jutsu by 15 feet, and the size of the cube by 5 feet.

## COMMAND OF THE FOUND

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory, Unaware

**Description:** You issue a single command, no longer than 25 words, directed at a single creature whom you can see who's name you include in your command. If the creature can hear you, they must make a Charisma Saving Throw. If you command a creature to enter hazardous terrain, or to injure itself, it remakes its Charisma Saving Throw each time it takes damage or suffer any effects fall under any conditions, immediately ending this jutsu on a success, or completing the task as commanded. Once completed, this jutsu then immediately ends.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** Affected creature becomes Charmed by you and must attempt to complete whatever command you issued to them by any means necessary for the duration.

**Critical Failure:** Same effect as failure, but affected creature instead rationalizes the command as being beneficial to both themselves and for you, seeing it as mutually beneficial. At the end of this jutsu's duration, they lose any will or drive to complete the task.

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

## COMPULSION

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** Creatures of your choice that you can see within range and that can hear you must make a Wisdom Saving Throw. A target automatically succeeds on this Saving Throw if it can't be Charmed.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** For the duration, you can spend a Bonus Action on each of your turns to designate a direction. The affected targets must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can remake its Saving Throw to try and end this effect. They cannot be compelled to move into an obviously hazardous terrain, such as a fire pit, but it will provoke an attack of opportunity.

**Critical Failure:** Same effect as failure, but affected creature can be commanded to move into a hazardous terrain.

## CONFUSION

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Genjutsu, Auditory, Inhale, Visual

**Description:** This genjutsu assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Genjutsu's effects and becomes immune to this jutsu until the end of its next turn.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** Affected creature cannot take Reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

**Critical Failure:** Same effect as failure, but affected creature instead must roll a d8.

## CONFUSION EFFECTS

### D10 Behavior

- |      |   |
|------|---|
| 1    | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6  | The creature doesn't move or take actions this turn.  |
| 7-8  | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.     |
| 9-10 | The creature can act and move normally.   |



## DARK LOTUS FIELD

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Hour  
**Range:** Special  
**Duration:** Special  
**Components:** HS, CM, NT (Poison Kit & Any Poisonous Flower)  
**Cost:** Special  
**Keywords:** Genjutsu, Visual, Auditory, Inhale, Tactile, Unaware  
**Description:** As a part of casting this jutsu, you must have fertile soil which can facilitate a flower's growth. You take your poisonous flower and infuse a dose of poisonous chemicals into the flower itself before you plant the flower into the soil and infuse your chakra into it giving it life and influencing the potency of the poison this jutsu produces.

If this flower, before or after being planted is killed or destroyed, this jutsu immediately ends, requiring you to recast it. The flowers look like a sacred lotus with black petals. Creatures looking for this flower, if they are proficient in Nature, Medicine, or Survival they may make any of the aforementioned Skill Checks vs your Genjutsu Save DC being able to find it on a success. If the creature is not proficient, they instead make a Wisdom (perception) check with a -5 penalty, to their check. If your flower is in a bed of other sacred lotuses, regardless if they are proficient or not, they take a -5 Penalty to their check. The flower has 10 Hit point and an AC of 15.

At the conclusion of casting this jutsu you can infuse different volumes of chakra into the soil and roots facilitating different effects.

**11 Chakra:** This flower grows, producing black flower buds in the shape of a sacred lotus flower. As an action, for 10 minutes, while you are within 100 feet of this flower, the flower blooms releasing a black poisonous, but odorless cloud. All creatures within 60 feet of the flower of your choice must make an Intelligence Saving Throw at the beginning of each of their turns. On a failed save they become Envenomed for the next hour. A creature Envenomed as a result of this jutsu takes a -2 penalty to their attack and damage rolls, Saving Throws, Skill Checks. Additionally, the Envenomed creature treats all Genjutsu you cast as if it has the unaware keyword. After 10 minutes or after the flower is destroyed, this jutsu ends.

**22 Chakra:** You gain all previous chakra costs effects. In addition, you can activate this jutsu while you are within 250 feet of the flower and it affects all creatures of your choice within 120 feet of it.

**33 Chakra:** You gain all previous chakra costs effects. In addition, affected creatures instead have a -5 penalty to their attack and damage rolls, and any psychic damage they would take deals additional psychic damage equal to twice your Genjutsu ability modifier. If any psychic damage you deal, adds your Genjutsu ability modifier, this jutsu's damage is in addition to it.

**44 Chakra:** You gain all previous chakra cost effects. In addition, genjutsu you cast while within 250 feet of your flower, does not require you to spend chakra to maintain concentration for up to 1 Hour. Additionally, any genjutsu you cast that requires concentration, instead has its duration become 1 hour, while within 250 feet of your flower so long as your flower is still alive. After 1 hour, or after the flower is destroyed, this jutsu ends.

## DETTRIMENTAL ENVIRONMENT

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** 90 feet (60-foot cube)  
**Duration:** Concentration, 10 Minutes  
**Components:** HS, CM  
**Cost:** 11 Chakra  
**Keywords:** Genjutsu, Visual, Auditory, Unaware  
**Description:** You create an illusory hostile environment designed to act detrimental to creatures of your choice. You do not need to spend chakra to maintain concentration on this jutsu.

Select a space you can see within range. The environment in a 60-foot cube centered on this point begins to move and act seemingly on its own. When a creature begins its turn in the space, or enters the space for the first time it must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this Genjutsu's effects and becomes immune to this jutsu until the end of its next turn.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** Affected creature begin to see and hear the environment begin to turn on them, grappling and holding them in place. Their speed is reduced to 0 and they lose the ability to move one of their hands. An affected creature remakes their save at the end of each of their subsequent turns, ending this Genjutsu on a success.

**Critical Failure:** Same effect as failure, but affected creature instead loses the ability to move either hand.

## EFFORTLESS PARALYSIS

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** 90 Feet  
**Duration:** Concentration, up to 1 minute  
**Components:** HS, CM  
**Cost:** 13 Chakra  
**Keywords:** Genjutsu, Visual  
**Description:** You create a visual image of your own description that grabs and restrains a creature you can see within range. The target must make a Wisdom Saving Throw. This jutsu has no effect on undead, constructs, plants, or Demons.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** Affected creature becomes Stunned for the duration. A Stunned creature remakes their save at the end of each of its turns or when it takes damage, ending this jutsu's effect on it, on a success.

**Critical Failure:** Same effect as failure, but affected creature also only makes its saves when it takes damage.

## ENCROACHING DARKNESS

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 150 feet (60-foot radius sphere)

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You cause menacing shadows to invade an area, centered on a point you can see within range. Creatures become unable to see Bright or dim light as it seems to vanish before their eyes. Any jutsu or effect of C-Rank or lower that would create light, does not produce visible light for creatures within range to see.

Yourself and up to 3 creatures of your choice are immune to this jutsu's effects and are treated as if being concealed by darkness against creatures who are under this jutsu's effects.

A creature can, on their turn as an Action, make a Wisdom Saving Throw. On a successful save, they can see through the darkness until the beginning of their next turn.

If a jutsu of B-Rank or higher is cast within this jutsu's area of effect that produces light, this jutsu immediately ends.

## ENEMIES ABOUND

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You reach into the mind of one creature you can see and force it to make an Intelligence Saving Throw. A creature automatically succeeds if it is immune to the fear condition.

**Success:** Affected creature is able to resist this genjutsu's effects.

**Failure:** Affected creature becomes Berserked for the duration. A Berserked creature makes a Charisma Saving Throw at the end of each of its turns, ending this Jutsu's effects on them on a success.

**Critical Failure:** Same effect as failure, but affected creature also take 4d6 psychic damage at the end of each of their turns, they don't end this jutsu's effect.

## EYES OF TRUTH

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** HS, CM, NT (Glass or translucent crystal)

**Cost:** 12 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You coat your glass or crystal in chakra that creates a visual illusion, that shows what friendly creatures in a 60-foot radius centering on you is able to see. If they see an illusion or can perceive something with special senses like Truesight, or Chakra Sight, you can also see what they can see, while looking through this glass or crystal.

## FEAR

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Unaware

**Description:** You project a phantasmal image of a creature's worst fears. Each creature in a 15-foot cube originating from you must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of its next turn.

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

**Failure:** Affected creature drops whatever they are holding and gains 2 ranks of Fear for the duration, and at the beginning of each of a frightened creatures turns, they must spend as many actions as possible to move away from the caster, unless there is nowhere to move. A frightened creature remakes their save at the end of each of their turns to end this jutsu's effect.

**Critical Failure:** Same effect as failure, but instead they gain 4 ranks of fear.

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

## FORGET ME NOT

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Special

**Components:** HS, CM, NT (Poison Kit or Poisonous Flower)

**Cost:** 11 Chakra

**Keywords:** Genjutsu, Inhale, Unaware

**Description:** You infuse chakra into a poisonous flower that you are holding. When you release the flower, all creatures except yourself within 5 feet of the flower are hit with a powerfully potent, yet odorless plume of poisonous pollen laced with your chakra. Creatures within range must make a Constitution and Intelligence Saving Throw, in that order.

On a failed Constitution Saving Throw, the affected creature becomes Envenomed for 1 hour (This cannot become Envenomed) and a creature Envenomed by this jutsu makes the next Saving Throw at disadvantage.

On a failed Intelligence Saving Throw, they lose all memory of the past 24 hours, for the next hour as it becomes a haze. This memory is still there, but clouded and hazy. If they attempt to remember, they must make an Intelligence Saving Throw throw at disadvantage.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3. When you cast this jutsu at A-Rank, on a failed save, their memory is permanently clouded over by this jutsu until Dispersed.

## FRENZY: BLADES

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You collect and build all of your madness and instability and focus it into the shape of floating blades of your design. These blades oscillate around you and can be commanded to strike at your command. You manifest 4 of such blades.

When you would deal damage with a Genjutsu with the 'Frenzy' prefix, you subconsciously fire a blade made by this jutsu, making a Ranged Genjutsu Attack at advantage, dealing 4d8 psychic damage on a hit.

Alternatively, as a Bonus Action, you can command one of these blades to strike your enemies. Make a Ranged Genjutsu Attack, dealing 5d8 psychic damage on a hit.

A creature who takes damage from this jutsu must make an Intelligence Saving Throw.

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

**Failure:** Affected creatures falls Prone and falls into a bit of insanity as their eyes begin to swell and their thoughts slow down, as they gain the Slowed condition until the end of their next turn.

**Critical Failure:** Affected creature falls Prone and falls into a bout of insanity as their eyes begin to swell and their thoughts slow down, as they gain the Slowed condition for the duration.

## FRENZY: BURST

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You collect and build all of your madness and instability and focus it into a beam, that another creature is forced to take on.

Select one creature you can see within range, and make a range Genjutsu Attack, dealing 8d6 psychic damage. On a successful hit, the target must also make an Intelligence Saving Throw.

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

**Failure:** Affected creatures falls Prone and falls into a bit of insanity. They become Berserk.

**Critical Failure:** Affected creature falls Prone and falls into a bout of insanity. They gain 2 ranks of Berserk.



## FRENZY: CACKLE

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** Self (30 feet)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You collect and build all of your madness and instability and release it into an echoing wave that tears through the minds of creatures within range.

All creatures, including yourself, in range must make an Intelligence Saving Throw. You make your Saving Throw at advantage.

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

**Success:** Affected creature becomes Blinded until the end of the current turn as their madness blinds them.

**Failure:** Affected creatures takes 4d12 psychic damage and becomes Blinded for the next minute, remaking Saving Throws at the end of each of their turns, ending this jutsu's effect on a success.

**Critical Failure:** Affected creatures takes 6d12 psychic damage and becomes Blinded, Deafened, and incapable of smelling or tasting as they begin to laugh manically for the next minute, remaking their Saving Throw at the end of each of their turns, with a 1d4 penalty ending this jutsu's effect on a success.

## INVISIBILITY

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You or a creature you touch becomes invisible until the Genjutsu ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

## KEEN THOUGHTS

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** You touch a creature within reach who you can see. For the duration you increase their focus and enhance their mental efficiency.

For the duration target creature gain a +1 to their critical threat range with Genjutsu Attacks.

Additionally, when they score a critical hit with a Genjutsu Attack, add 2 additional damage die to the damage roll.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the critical threat range by +1. If this jutsu is cast at S-Rank, when they score a critical hit with a Genjutsu Attack, you instead add 5 additional damage die to the roll.

## LABYRINTHINE HOWL

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (60 feet)

**Duration:** 1 Round

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Unaware.

**Description:** You let loose the howl of a ravenous beast, causing each hostile creature within range that can hear you to make a Wisdom Saving Throw.

On a failed save, a creature believes it has been moved into a labyrinth and is under attack by a savage beast of your description.

An affected creature on its turn must decide to face the beast head on or defend itself from the beast. A creature that faces the beast takes 8d6 psychic damage and this jutsu ends. A creature that defends itself from the beast falls Prone and is Stunned until the beginning of its next turn.

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

## MADDENING SHADOWS

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 150 feet (60-foot radius sphere)

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** Illusory Darkness spreads from a point you choose within range to fill a 60-foot radius sphere until this jutsu ends.

A creature with Darkvision or Chakra Sight can't see through this darkness. Shrieks, gibbering, and maddening laughter can be heard within the darkness. Whenever a creature starts its turn in the sphere, it must make a Charisma Saving Throw

**Critical Success:** Affected creature is able to resist this Genjutsu's effects and becomes immune to this jutsu until the end of its next turn.

**Success:** Affected creature is able to resist this genjutsu's effects, taking only 3d8 psychic damage.

**Failure:** Affected creature takes 6d8 psychic damage. A creature whose HP is reduced to 0 as a result of this jutsu has its HP instead reduced to 1.

**Critical Failure:** Affected creature takes 8d8 psychic damage. A creature whose HP is reduced to 0 as a result of this jutsu has its HP instead reduced to 1 and they gain 5 ranks of fear for the next 24 hours or until they have a Jutsu with the medical keyword of B-Rank or higher that can end the fear condition cast on them.

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

## MAJOR IMAGE

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Until Dispersed

**Components:** HS, CM, CS

**Cost:** 12 Chakra

**Keywords:** Genjutsu, Auditory, Visual, Tactile

**Description:** You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal damage or deafen a creature, or a smell that might sicken a creature.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be a genjutsu, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Illusion check against your Genjutsu Save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

## MEDICAL RELEASE: PSIONIC GUARD

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, Special

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Medical

**Description:** You manifest a supportive sound that remains humming in the mind of an allied creature for the duration. Select one allied creature to gain the benefit of this jutsu, whom cannot concentrate on more than 1 jutsu for its duration.

When the affected creature would make an Intelligence, Wisdom or Charisma Saving Throw, you can choose to make it for them, using your Saving Throw bonuses.

## MEMORY DOMINATION

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Until Restored

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Kinjutsu

**Description:** You attempt to reshape another creature's memories. One creature that you touch must make an Intelligence Saving Throw. If you are fighting the creature, it has advantage on the Saving Throw. On a failed save, the target becomes Charmed by you for 1 minute. The Charmed target is Incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another jutsu, this jutsu ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 12 Months and that lasted no more than 1 Day.

You can Temporarily overwrite all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the jutsu ends before you have finished describing the modified memories, the creature's memory isn't altered.

The modified memories take hold when the jutsu ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, allegiance, or beliefs. An illogical modified memory is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A Genjutsu Break or Greater Restorative Jutsu cast on the target, specifically intended to restore the creature's true memory will restore the memory.

## MENTAL SCHISM

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You manifest a second mind. A second 'you'. This second mind exists and functions independently of your primary mind. It cannot control or influence your physical body, but it able to perform mental actions freely. On each of your turns, this second mind gains 1 Action and 1 Reaction, which is can only use to complete purely mental task such as making any Intelligence or Wisdom based Skill Checks, Read the Enemy, Search, or cast any E-Rank Ninjutsu or Genjutsu that doesn't require hand signs (HS) or Ninja tools (NT).

## MISLEADING DUPLICATE

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a Jutsu. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a Bonus Action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are Blinded and Deafened in regard to your own surroundings. You can move up to 120 Feet away from your duplicate.

## PARASITIC RIDER

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Unaware

**Description:** You take the teachings of the Yamanaka clan and attempt to invade the mind of another creature you can see within range. You make a similar hand sign to that of the Yamanaka and fire your consciousness into the target creature, they must make a Charisma Saving Throw. A creature aware of your presence automatically passes their Saving Throw. You cannot lose concentration on this jutsu as a result of damage and your body is forced to spend chakra to maintain concentration so long as you occupy the body of another creature.

When you cast this jutsu your body remains where it is, falling Prone and becoming Stunned for the duration. You lose all ability to experience sensations your body experiences, such as pain etc. If your body is killed this jutsu's duration becomes permanent or until dispelled, as you have no body to return to, remaining trapped in the body you chose to inhabit.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes aware that something or someone has attempted to enter their mind.

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

**Failure:** You enter the mind of the target creature. You cannot control or influence them by any means, but you can see and experience everything they do through their senses. If they would take damage, you must make a Charisma Saving Throw vs your own Save DC to remain within the body of the creature.

**Critical Failure:** You gain the effects of the Failure effect, and you can occasionally act as a voice in their mind speaking to them as if you were their normal thoughts. This does not control them or take away their free will, but you may make Charisma based Skill Checks to attempt to influence them.

## PHANTASMAL KILLER

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom Saving Throw.

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

**Success:** Affected creature gains 1 rank of fear until the end of their next turn.

**Failure:** Affected creatures gains 3 ranks of fear for the duration, remaking Saving Throws at the end of each of their turns, ending this jutsu's effect on a success.

**Critical Failure:** Same as failure, but affected creatures also takes 6d10 psychic damage at the beginning of each of their turns that they remain feared.

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

## PROGRAMMED ILLUSIONS

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Foot radius Sphere

**Duration:** Until Dispersed

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Visual

**Description:** After placing your specially made Genjutsu chakra seal onto a surface of your choice, the chakra seal creates an illusion of an object, creature, or some other visible phenomenon within range that activates when a specific condition occurs. This Genjutsu was imperceptible until then. It must be no larger than a 30-Foot cube, and you decide when you cast the Genjutsu how the illusion behaves and what sounds it makes. The scripted performance can last up to 5 minutes. But will repeat from the beginning.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the Illusion finishes performing, it repeats from the beginning continuing until the condition of the illusion being cast is no longer met.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the illusion can determine that it is an illusion with a successful Genjutsu (Wisdom) check against the Jutsu save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

## PSIONICS: CRUSH!

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You create the image of yourself that enlarges and attempts to crush your target by stepping on them.

Select one creature you can see within range, and make a range Genjutsu Attack, dealing 5d10 psychic damage. On a successful hit, the target must also make a Wisdom Saving Throw.

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

**Failure:** Affected creatures falls Prone and find it difficult to stand. If they would attempt to stand, they must spend all of their movement.

**Critical Failure:** Affected creature falls Prone and cannot stand. They remain Prone until another creature assists them to help them stand. While Prone in this way, their movement speed is 0.

## PSIONICS: SENSORY OVERLOAD

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 12 Chakra

**Keywords:** Genjutsu, Tactile, Sensory

**Description:** You press your index and middle finger to side of your head and your ring finger on your cheek. You flood your eyes with chakra and send a wave of chakra at a nearby creature to cause their chakra network to overload, shutting their senses down.

Make a Melee Genjutsu Attack. On hit, the creature becomes Blinded until the end of their next turn and must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature is able to resist this Jutsu's effects.

**Failure:** Affected creatures becomes Concussed.

**Critical Failure:** Same as Failure and the affected creature becomes disoriented, their legs become wobbly and they become unable to feel, taste, hear or smell for the next minute. Creatures who possess an Intelligence of 8 or less automatically critical fail this jutsu.

**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, creatures who fail their Saving Throw against this jutsu also become Incapacitated.

## PSIONICS: TORMENT!

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** Self (30 feet)

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You create a mundane sound that pulses outward and all who perceives it, hears it as a brutally high decibel that causes intense pain and agony.

All creatures of your choice within 30 feet of you must make a Wisdom Saving Throw.

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

**Failure:** Affected creatures takes 5d8 psychic damage and gains 3 ranks of Dazzled.

**Critical Failure:** Affected creature takes 5d8 psychic damage, gains 3 ranks of Concussed and gains a rank of slow. A Slowed creature remakes their Wisdom Saving Throw at the end of each of their turns to end that condition.

## PSIONICS: TRICK ROOM

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (105-foot-Cube)

**Duration:** 10 Minutes

**Components:** HS, CM, CS

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile, Sensory

**Description:** You outstretch your hand and place a genjutsu upon all creatures within a 105-foot cube emerging from yourself. Make an Genjutsu Ability Check against a DC equal to 10 + the number of unwilling creatures being affected. If you succeed this check, while within this jutsu's area of effect, the initiative order is reversed.

Additionally, creatures effected by this jutsu that are under the effects of a jutsu, feature or trait that would increase their movement speed, any increase to their movement speed instead reduces it. Additionally, any decrease to their movement speed instead increases it. If a creature under this jutsu's effects leaves this jutsu's area of effect, this Jutsu immediately ends.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the size of the cube, by 50 feet.

## PSYCHIC BLAST

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

**Duration:** Instant

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You unleash a destructive wave of mental power in a 30-foot cone. Each creature in the area must make a Wisdom Saving Throw.

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

**Success:** Affected creature takes 4d8 psychic damage.

**Failure:** Affected creatures takes 7d8 psychic damage and is knocked Prone.

**Critical Failure:** Affected creatures take 10d8 psychic damage, is knocked Prone and Incapacitated until the end of their next turn.

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

## REQUEST OF THE DAMNED

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You issue a single command, no longer than 25 words, directed at a single creature whom you can see who's name you include in your command. If the creature can hear you, they must make a Charisma Saving Throw.

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

**Success:** Affected creature becomes Blinded by rage, becoming Berserked, until the end of their next turn.

**Failure:** Affected creatures becomes Berserked and becomes unable to see the caster of this jutsu. While Berserked, they take 3d6 psychic damage and remakes their Saving Throw at the end of each of their turns ending this jutsu on a success.

**Critical Failure:** Same as failure, but they instead take 5d6 psychic damage.

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

## RUBBER MIND

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when you would gain a *Mental* or *Sensory* condition as the result of failing a Saving Throw, caused by a Genjutsu.

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You coat your mind in a chakra designed to be malleable and reflect change well. When you would gain a mental or sensory condition you can bounce it back to any hostile creature within range.

Target creature must make an Intelligence Saving Throw.

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

**Failure:** Affected creature gains whatever *Mental* or *Sensory* conditions you would gain as if they failed their own Saving Throw.

**Critical Failure:** Affected creature suffers the same effects of a Failure, and also cannot remove the condition themselves and instead must spend an action to remake this jutsu's Saving Throw to end them.

## SEALING ART: CURSED TONGUE SEAL

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Minute

**Range:** Touch

**Duration:** Permanent

**Components:** HS, CM, CS

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Kinjutsu

**Description:** As a part of the activation of this jutsu. The target must currently be Incapacitated or willing. Over the course of a minute, you tattoo a seal on a target creatures' tongue. You select 1 topic, which you wish for the target creature to be unable to speak of. Once this jutsu is casted the target creature becomes unable to speak, write, or willing reveal information on or about the topic you chose. A creature can attempt to undo the effects of this jutsu by making a Ninshou Check against your Genjutsu Save DC + 5. An affected creature cannot gain a bonus to this check as the result of a jutsu. Each attempt takes 1 hour. On a successful check the target creature becomes able to speak on the topic freely again.

## SEALING ART: IMPRISONED THOUGHTS

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 13 Chakra

**Keywords:** Genjutsu, Visual, Fuinjutsu

**Description:** You manifest an illusory seal, designed to seal away thoughts and memories. Select one creature whom you can see within range. That target must make a Charisma Saving Throw.

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

**Failure:** Affected creature has their thoughts Sealed. The last jutsu they cast, cannot be recast for the duration, each attempt leading to it failing and the chakra still being spent.

**Critical Failure:** Affected creature suffers the same effects of a Failure, and also cannot cast any jutsu that both you and it has on its known jutsu list.

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

## SLOW

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 1 Minute.

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You alter the perception of time for up to six creatures of your choice in a 40-foot cube within range. Each target must make an Intelligence Saving Throw.

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

**Success:** Affected creature becomes slow until the end of the next turn.

**Failure:** Affected creatures gains 1 rank of slow for the next minute. A Slowed creature remakes their Saving Throw at the end of each of their turns, ending this jutsu's effects on themselves.

**Critical Failure:** Same as Failure, but they gain 2 ranks of slow, instead of 1.

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

## SONG OF RETREAT

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** self (45-foot radius)

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

**Components:** HS, CM

**Cost:** 11 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You begin to hum or sing a tune of avoidance designed to make those who hear it want to run. All creatures of your choice within range begins to experience this anxiousness to escape.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

Creatures whom you selected, who begin their turns within range fall under the following effects if they are allied or hostile to you when you cast this jutsu;

**Hostile:** If you select a hostile creature to experience this feeling, they must make a Wisdom Saving Throw. On a failed save, they must spend their turn doing everything they can to move away from the closest hostile creature near it.

**Allied:** If you select an Allied Creature to experience this feeling, they gain the benefits of the Dash and Disengage action when attempting to move away from a hostile creature. Additionally, they cannot have their movement impeded as a result of difficult terrain, and they do not trigger attacks of opportunity. A creature loses the benefits of this jutsu and cannot gain them until the end of their next turn if they attempt to cast a jutsu that deals damage or declare an attack of any kind.

## SONG OF REVERSAL

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** self (45-foot radius)  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You begin to hum or sing a tune of defeat designed to make those who hear it believe they cannot achieve anything. All creatures of your choice within range begins to experience this delusion of despair.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

Creatures who begin their turns within range must make a Charisma Saving Throw. Creatures who fail the Saving Throw, who have advantage or disadvantage from any source, now have the opposite. (Advantage becomes Disadvantage, and Disadvantage becomes Advantage).

Additionally, creatures who fail, who begin their turn within range who have penalties to their attack rolls, Skill Checks, or Saving throws now instead lose those penalties, and gain bonuses equal to the penalty lost.

Alternatively, if a creature who fails begins their turn within range who have bonuses to their attack rolls, Skill Checks, or Saving Throws now instead lose those bonuses and gain penalties equal to the bonus lost.

## SONG OF WAR

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** self (45-foot radius)  
**Duration:** Concentration, up to 10 minutes  
**Components:** HS, CM  
**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You begin to hum or sing a tune of battle designed to make those who hear it want to engage in endless conflict. All allied creatures of your choice within range begins to experience this lust for battle.

For the duration, you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action on subsequent turns to maintain it.

Select Creature(s) gain the following until the beginning of your next turn.

- +5 Bonus to Ninshou, Illusions, and Martial Arts Skill Checks.
- +3 Bonus to Initiative Count. If This would put your initiative score above another creature, move up 1 step in the turn order.
- +2 Bonus to Attack & Damage rolls & Saving throws.

## TREE BINDING DEATH

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** 90 Feet  
**Duration:** Concentration, up to 1 minute  
**Components:** HS, CM  
**Cost:** 12 Chakra

**Keywords:** Genjutsu, Inhale, Tactile, Visual

**Description:** You create the illusion of the target being completely bound by a growing tree as you vanish from sight. You will remain invisible to all the target creature's senses as it is affected by the Genjutsu. The illusion will remain until the target takes damage or resists the Genjutsu. Select up to 3 Target creatures you can see within range, each target must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature becomes Slowed until the end of the next turn.

**Failure:** Affected creatures becomes Incapacitated, blind, Deafened and Grappled for the duration. Affected creatures remakes their Saving Throws at the end of each of their turns to end this Jutsu's effects on them.

**Critical Failure:** Same as Failure, but affected creatures are Stunned instead of Incapacitated.

## UNLIMITED FOCUS

**Classification:** Genjutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** Touch  
**Duration:** Concentration, up to 1 minute  
**Components:** HS, CM  
**Cost:** 12 Chakra

**Keywords:** Genjutsu, Visual, Auditory

**Description:** You touch a willing creature who you can see. You impart upon them a focusing genjutsu designed to enhance their perception and reactionary abilities.

For the duration, affected creature gains the following;

- Adds 1d6 to any Constitution (Chakra Control) check they make to maintain concentration on jutsu.
- They gain an additional Bonus action.
- When they would make an Intelligence or Charisma Saving Throw vs a Genjutsu, they roll an additional 1d4 adding the result to their Saving Throw.

## UNMISTAKABLE FEAR

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You project a phantasmal Genjutsu image of all creatures' worst fears in a target area. Each creature in a 90-foot cube originating from you must make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature drops whatever it is holding.

**Failure:** Affected creatures drops whatever it is holding and gains 2 ranks of fear for the duration, remaking their Saving Throws at the end of each of their turns. When a creature with ranks of fear would take psychic damage, they take an additional 5d6 psychic damage.

**Critical Failure:** Same as Failure, but affected creatures instead take 5d8 psychic damage.

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

## UNRELENTING PAIN

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You target a single creature as you create an image of them being impaled repeatedly by multiple sharp objects slowly while they are unable to stop it. The target creature must make a Wisdom Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature takes 4d6 psychic damage.

**Failure:** Affected creatures takes 13d6 psychic damage.

**Critical Failure:** Same as Failure and the affected creature is Stunned until the end of their next turn.

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

## WORD OF THE LOST

**Classification:** Genjutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Components:** HS, CM

**Cost:** 14 Chakra

**Keywords:** Genjutsu, Auditory, Unaware, Kinjutsu

**Description:** You utter a few words of destitution directed at a single creature whom you can see who's name you include in your statement. If the creature can hear you, they fall under the effects of this jutsu as they suffer a series of mental flashes and fractured memories for this jutsu's duration.

At the beginning of an affected creatures turn they make an Intelligence Saving Throw. On a failure, the creature suffers a number of fracture's based on the severity of their failure.

- **Failed by 1~4:** They gain 1 Fracture.
- **Failed by 5~9:** They gain 2 Fractures.
- **Failed by 10~14:** They gain 3 Fractures.
- **Failed by 15+:** They gain 4 Fractures.

A creature suffers a number of effects based on the number of fractures they have.

- A creature with 2 or more fractures cannot cast jutsu of A-Rank or Higher. This limitation grows in severity for every 2 Fractures a creature has. (4 Fractures; B-Rank or Higher, 6 Fractures; C-Rank or Higher, 8 Fractures; D-Rank or Higher.)
- A creature with 3 or more fractures cannot maintain concentration on more than one jutsu at a time.
- A creature with 5 or more fractures cannot recognize their allies and views all creatures as hostile.
- A creature with 7 or more fractures doubles the cost of all jutsu they cast.
- A creature with 9 or more fractures lose the ability to cast jutsu with the Hand Sign (HS) component.
- A creature with 10 or more fractures instead permanently retain all fractures and becomes a mental vegetable moving forward. They can attempt to make an Intelligence Saving Throw once every 30 Days. On a success they reduce the number of fractures they have by -3.



## A-RANK:

### BLACK SUNSHINE

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM, NT (A Gem, Jewel, or crystalline object that can fit in the palm of your hand)

**Cost:** 20 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You hold up a jewel or other crystalline object as it disappears, leaving behind a sphere of pulsing purple chakra.

The orb radiates an ominous purple light that affects all creatures within a 60-foot radius centered on you, that moves with you.

All creatures of your choice within range who begin their turn within this jutsu's radius must make a Wisdom Saving Throw. On a failed save you become invisible to them for the duration.

Additionally, Creatures you designate become invisible at the same time you do to the same creatures who fail their Wisdom Saving Throw if they're within 60 feet of you and if light from the orb can reach the space they occupy. An invisible creature casts a faint purple shadow. A creature attempting to find these faint shadows can as an action make a Wisdom (Perception) check vs your Genjutsu Save DC. On a success they can see and track the shadows allowing them to target them, making attacks at disadvantage vs invisible creatures.

A creature repeats their Saving Throw at the end of each of their turns becoming immune to their jutsu until the end of their next turn.

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

### BRINGER OF DARKNESS

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Foot radius Sphere

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

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Visual

**Description:** You release a surge of chakra from yourself attempting to remove the sight, Sound, and Tactile senses of all creatures in a 30 Foot Radius centering on you. Each creature within range must make a Wisdom Saving Throw, becoming Blind, Deafened and being unable to even feel when they are touching or being touched on a failed save. Creatures who attempt to enter the radius or end their turns in the radius of this jutsu must make the Wisdom Saving Throw as well. Creatures who are affected by this jutsu are still affected even if they leave the radius of this jutsu until they succeed their Wisdom Saving Throw. At the end of each of their turns, creatures may make a Wisdom Saving Throw to resist the effects of this jutsu.

### DANCE MACABRE

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

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

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile, Construct

**Description:** Threads of dark chakra leap from your fingers into the ground as 5 medium dark phantasms are conjured from the ground under your control. Each dark phantasm immediately stands up and takes a shape of your choice. Its attack and damage rolls are increased by your genjutsu ability modifier. You can use a Bonus Action to command the creature you make with this genjutsu, issuing the same command to all of them. You decide what action the creatures will take and where they will move during your turn. Once an order is given, the creatures continue to follow it until the task is complete. The creatures have the following statistics.

### DARK PHANTASM

*Medium Illusion Fiend, unaligned*

**Armor Class:** 10 + Your Genjutsu Ability Modifier

**Hit Points:** 55 (10d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

**Damage Immunities:** Acid, Psychic

**Condition Immunities:** Charmed, Exhaustion, frightened, Stunned, Petrified, Envenomed

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

**Incorporeal Movement.** The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 damage if it ends its turn inside an object.

**Phantasmal Stride.** The Phantasm can use your Stealth bonus.

### ATTACKS

**Claws.** *Melee Weapon Attack:* +(Genjutsu Attack Bonus) to hit, reach 5 ft., one creature. Hit: 2d6 + 5 Psychic damage

## DEVIL SIGHT

**Classification:** Genjutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Touch  
**Duration:** 1 Minute  
**Components:** HS, CM  
**Cost:** 19 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You touch a willing creature who you can see. You impart upon them eyes of absolute authority. Affected creature gains 60 Feet of Dark Vision that see's through all forms of Chakra based Darkness.

Additionally, creatures who gain Darkvision as a result of this jutsu gain Truesight against Genjutsu of A-Rank or lower.

If this jutsu is cast again, while currently affecting another creature, it ends on that other creature immediately.

## DEVIL'S AMBITION

**Classification:** Genjutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** 30 Feet  
**Duration:** 1 Minute  
**Components:** HS, CM, NT (Poison Kit)  
**Cost:** 18 Chakra

**Keywords:** Genjutsu, Inhale

**Description:** You take a venomous concoction of different steroids and performance enhancers and release it into the air, manipulating it to affect and enhance up to 2 willing creatures you can see within range.

Affected creature gain the following benefits for the duration:

- Strength, Dexterity, and Intelligence Check results can never be lower than their Character Level.
- You gain a rank of Mastery in Ninjutsu, Genjutsu and Taijutsu attack rolls.
- They gain Mastery in saving throws vs Genjutsu with the Auditory keyword.
- If they miss an attack roll against the last creature that dealt damage to them, they may reroll the missed attack once per turn.

At the conclusion of this jutsu, affected creatures gain 3 ranks of Envenomed for the next hour, which cannot be removed by jutsu.

## DEVIL'S ASSAULTS

**Classification:** Genjutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** 120 Feet  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 18 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You speak words of aggression and pain against one creature that can hear you within range. Affected creature begins to see illusionary duplicates of you as they make a barrage of martial attacks against them. Make 3 Ranged Genjutsu Attacks dealing psychic damage equal to  $2d12 + \text{Your genjutsu ability Modifier}$  on a successful hit.

If you successfully score at least two Genjutsu Attacks using this jutsu, the next Genjutsu Attack you make against the same creature is at advantage and you reroll 1's and 2's for damage, taking the second result, even if it is a 1 or a 2.

If you successfully score at least three attacks, the target must succeed a Charisma Saving Throw or gain a rank of Concussed.

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

## DEVIL'S FEARS

**Classification:** Genjutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Self (90 Feet)  
**Duration:** Instant  
**Components:** HS, CM  
**Cost:** 16 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You speak words of fear and anguish, against all creature who are experiencing bouts of fear.

All creatures within range who have at least 1 rank of Demoralized, must make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature is able to resist this Jutsu's effects.

**Failure:** Affected creatures takes  $3d10$  Psychic damage for each rank of Demoralized they have and do not benefit from the resave at the end of their turns granted by the Demoralized condition.

**Critical Failure:** Same as Failure but instead affected creatures takes  $4d10$  Psychic damage per rank of Fear they have. Additionally, creatures whose Charisma scores are 8 or lower, automatically critically fail this jutsu Saving Throw.

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

## DIE

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 18 Chakra

**Keywords:** Genjutsu, Auditory, Tactile

**Description:** You utter a word of absolute authority commanding a creature to attack itself with its most potent attack. Target creatures whom can see and hear you within range, must make a Charisma Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature is able to resist this Jutsu's effects.

**Failure:** On the affected creatures next turn, they must cast a jutsu or make an attack of the casters choice, targeting themselves. If commanded to perform an attack they do not know or are able to perform, they perform the last offensive damaging attack they used in combat, but on themselves. If they have not performed any damaging actions this combat, they instead take 8d10 psychic damage.

**Critical Failure:** Same as Failure but affected creature automatically scores a critical hit against themselves on the first attack made.

## DOMINATE MAN

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

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

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You attempt to beguile a humanoid that you can see within range. It must make a Wisdom Saving Throw or be Charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the Saving Throw.

While the target is Charmed, you have a telepathic link with it as long as the two of you are within 1 mile of each other. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a Reaction, but this requires you to use your own Reaction as well.

Each time the target takes damage, it makes a new Wisdom Saving Throw against the spell. If the Saving Throw succeeds, the genjutsu ends.

## GEAS

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 30 Days

**Components:** HS, CM

**Cost:** 17 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Kinjutsu

**Description:** You place a genjutsu based command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must make a Wisdom Saving Throw or become Charmed by you for the duration.

While the creature is Charmed by you, it takes 9d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the genjutsu. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the genjutsu ends. You can end the spell early by using an action to dismiss it.

## GLIBNESS

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 20 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Unaware

**Description:** For the duration of this jutsu, when you make a Charisma check, you can replace the number you roll with a 10. Additionally, no matter what you say, jutsu that would determine if you are telling the truth indicates that you are being truthful.

## KEEN FOCUS

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

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

**Components:** HS, CM, CS

**Cost:** 20 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** You touch a creature within reach who you can see. For the duration you maximize their focus and enhance their mental efficiency.

For the duration target creature increase their critical threat range by +1.

Also, when affected creatures score a critical hit on a creature, they increase their damage die by 1 step.

(D4>D6>D8>D10>D12)

Additionally, the first time an affected creature would fall to 0 Hit Points, they instead fall to 1 hit point. This jutsu then immediately ends.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the critical threat range by +1. If this jutsu is Cast at S-Rank, If the next jutsu the affected creature cast that scores a critical hit, they instead add 2 additional damage die to the roll.

## LACKLUSTER THOUGHTS

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

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

**Components:** HS, CM, CS

**Cost:** 17 Chakra

**Keywords:** Genjutsu, Auditory, Fuinjutsu

**Description:** You speak unfocused words and statements of indecision into a chakra seal before you then attempt to implant them into the mind of a creature you can see within range.

Select creature within range must make an

Intelligence Saving Throw at the beginning of each of their turns. On a failed save, they instead spend their turn doing completely unproductive activities such as drawing in the sand fixing the straps on their armor, counting their kunai and shuriken or verbally planning out scenario's in elaborate 10 step plans.

If a creature succeeds their Intelligence Saving Throw by 10 or more, this jutsu immediately ends on them and they become immune to this genjutsu for 1 hour.

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

## MENTAL CLONE

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Year

**Range:** Touch

**Duration:** Instant

**Components:** HS, CM, CS (Over 100), Replacement Body

**Cost:** 20 Chakra a Week for 52 weeks consistently.

**Keywords:** Genjutsu, Fuinjutsu, Kinjutsu

**Description:** This jutsu requires a living replacement body void of consciousness and 100 Chakra seals systematically placed around the replacement body. This jutsu creates an inert duplicate of a living creature's consciousness with all of its current memories and experiences as a safeguard against death. This mental clone is cultured over the course of 1 year, as the user would offer a portion of its chakra weekly to grow the psyche of the clone. You can only have one mental clone at a time.

You can choose to have the clone be a younger version of the subject. This culturing must be maintained consistently for at least a year. If the subject does not offer its chakra for more than 1 week, the culturing is prematurely stopped as the mental clone awakes with an insufficient amount of chakra as its own person and not linked to the original subject as intended.

If this jutsu is completed successfully, at any time after the clone matures, if the original creature dies, its consciousness is transferred to the clone provided the consciousness isn't damaged and is able to transfer. The clone only retains the mental stats (**Intelligence, Wisdom & Charisma**) of the original subject and all of its knowledge at the point of this Jutsu's original start.



## MIND BREAK

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 17 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile

**Description:** You Target a creature and attempt to shatter their psyche by subjecting them to a yearlong mental torture session on them in the span of 6 seconds. Target creature must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature takes 5d12 psychic damage.

**Failure:** Affected creature takes 10d12 psychic damage.

**Critical Failure:** Affected creature takes 13d12 psychic damage.

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

## MIRAGE

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 10 Minutes

**Range:** 1 Mile

**Duration:** 10 Days

**Components:** HS, CM, CS

**Cost:** 16 Chakra

**Keywords:** Genjutsu, Auditory, Tactile, Inhale, Visual

**Description:** You make terrain in an area up to 1 square mile look, sound, smell and even feel like some other sort of terrain. The terrain's general shape remains the same, however, open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. You can also alter the appearance of structures or add them where none are present.

This does not affect creatures in the area. Creatures with true sight can see through the illusion to the terrain's true form however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

## POISON FOREST

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 Foot Cube

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

**Components:** HS, CM, NT (Poison Dust)

**Cost:** 19 Chakra

**Keywords:** Genjutsu, Inhale, Visual, Tactile

**Description:** As part of the activation of this jutsu, you spread the poison dust you need for this jutsu in a 30 Foot Sphere in front of you. Creatures in the target area must make a Intelligence Saving Throw, being under the effects of this Genjutsu on a failed save. Creatures affected by this Genjutsu are trapped inside a Forest of Poison trees unable to leave the 30ft sphere turning around and running away from the edges of the radius. For the duration, creatures who end their turn under this Genjutsu take 5d8 Poison Damage. At the end of each target's turn, they make a Constitution Saving Throw to end the Jutsu's effect on them.

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

## PSYCHIC CRUSH

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 15 Chakra

**Keywords:** Genjutsu, Tactile

**Description:** You overload the mind of one creature you can see within range, filling its psyche with discordant emotions. The target must make an Intelligence Saving Throw.

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

**Success:** Affected creature takes 6d6 psychic damage.

**Failure:** Affected creature takes 12d6 psychic damage and are Confused

**Critical Failure:** Affected creature takes 14d6 Psychic damage and are Confused and Berserk.

## SEEMING

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 8 Hours

**Components:** HS, CM

**Cost:** 17 Chakra

**Keywords:** Genjutsu, Visual

**Description:** This genjutsu allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma Saving Throw, and if it succeeds, it is unaffected by this genjutsu.

The genjutsu disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the

illusion is up to you. The genjutsu lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this genjutsu fail to hold up to physical inspections. For example, if you use this genjutsu to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this genjutsu to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) or Wisdom (Illusion) check against your Genjutsu Save DC. If it succeeds, it becomes aware that the target is disguised.

## UNLIMITED PAIN

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

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

**Components:** HS, CM, CS

**Cost:** 18 Chakra

**Keywords:** Genjutsu, Tactile, Fuinjutsu

**Description:** You target a creature and maximize their nervous systems sensitivity to pain.

One creature you can see within range must make an Intelligence Saving Throw. On a failed save, for the duration, Once per turn, when the affected creature takes psychic damage, they take an additional 3d8 damage.

Additionally, whenever a creature deals damage to the affected creature they reroll 1's and 2's, taking the second result.

If this jutsu is cast on a creature who is currently under the effects of the Doubled Pain is targeted with this jutsu, they make their Saving Throw at disadvantage and if they fail the Saving Throw, you lose concentration on the doubled pain genjutsu and this jutsu instead deals an additional 4d8 psychic damage, and you reduce the concentration cost of this jutsu by half for the duration.

If a creature is targeted by the Unrelenting Pain genjutsu while under the effects of this genjutsu, they make their Saving Throw at disadvantage.

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

## UNLIMITED PLEASURE

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

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

**Components:** HS, CM, CS

**Cost:** 18 Chakra

**Keywords:** Genjutsu, Medical, Tactile

**Description:** You target willing creature(s) and maximize their nervous systems sensitivity to pleasure and recuperation.

Three creature(s) you can see within range who would gain Temporary Hit Points as a result of a Genjutsu, also regains a number of Hit Points equal to the number of Temporary Hit Points gained.

If the Genjutsu cast that gains Temporary Hit Points has the **Medical** keyword, increase the die rolled by 1 step and reroll all 1's and 2's, taking the second result.  
(D4>D6>D8>D10>D12)

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the number of creatures this jutsu can target by +2.

## WILL BREAKER

**Classification:** Genjutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM, CS

**Cost:** Special (20 Chakra)

**Keywords:** Genjutsu, Fuinjutsu, Auditory, Tactile

**Description:** You target creature(s) and attempt to break their will by planting seeds of doubt and despair deep into their mind.

Select one creature you can see within range. The target must make either an Intelligence, Wisdom or Charisma Saving Throw at the beginning of each of their turns (Your choice, this cannot be changed once selected).

**Critical Success:** Affected creature is able to resist this jutsu's effects and becomes immune to this jutsu until the end of their next turn.

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

**Failure:** Affected creature reduces the chosen Ability score by 1d4 for the duration. A creature who's ability score is reduced to 0 by this jutsu takes psychic damage equal to 1d8 + Your genjutsu ability modifier, this jutsu then immediately ends. A creature within 5 feet of the affected creature use its action to make a Wisdom (Illusions) check vs your Genjutsu Save DC. On a success, they tear the break this genjutsu's hold on the affected creature immediately ending this jutsu.

**Critical Failure:** Same as Failure, but instead they reduce the chosen ability score by 1d6.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the number of creatures this jutsu can target by +2.

## S-RANK:

### ANTIPATHY/SYMPATHY

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Hour

**Range:** 60 Feet

**Duration:** 10 Days

**Components:** HS, CM, CS

**Cost:** 28 Chakra

**Keywords:** Genjutsu, Visual

**Description:** This genjutsu attracts or repels creatures of your choice. You target something within range, either a huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as Sage's beasts, Demons, or even Humans. You inject the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

**Antipathy.** The genjutsu causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must make a Wisdom Saving Throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

**Sympathy.** The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must make a Wisdom Saving Throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom Saving Throw to end the effect, as described below.

**Ending the Effect.** If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom Saving Throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the genjutsu is allowed another Wisdom Saving Throw every 24 hours while the genjutsu persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

## EAGLE'S EYE

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

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

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You impart the visual prowess of the eagle-eyed kings of the sky.

Yourself and all creatures of your choice within range gains the following benefits;

- 120 Feet of Chakra Sight.
- 90 Feet of Dark Vision.
- 60 feet of blind sight.
- 30 Feet of True Sight.
- The range of ranged attacks are doubled.

## FEBLEMIND

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 150 Feet

**Duration:** Instant

**Components:** HS, CM

**Cost:** 25 Chakra

**Keywords:** Genjutsu, Tactile, Kinjutsu

**Description:** You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 8d6 psychic damage and must make an Intelligence Saving Throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast jutsu, activate chakra items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its Saving Throw against this genjutsu. If it succeeds on its Saving Throw, the genjutsu ends. The spell can also be ended by an A-Rank Genjutsu break, Restorative, or Mind-Body Recovery.

## LIONS PRESENCE

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

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

**Duration:** 10 Minutes

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Auditory

**Description:** You exude the courage of the infallible kings of the jungle.

All hostile creatures within range must make a Charisma Saving Throw. On a failed save, for the duration they gain the following while within range of you;

- Affected creatures cannot score critical hits.
- Affected creatures have a -5 penalty to attack rolls, Skill Checks and ability checks.
- Affected creatures cannot maintain concentration on more than 1 Jutsu.
- Affected creature loses resistance and immunity to the Fear condition.
- Affected creature becomes vulnerable to psychic damage.

## MAZE

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Concentration, 10 Minutes

**Components:** HS, CM

**Cost:** 28 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You select up to 4 creatures you can see within range. Each creature must make a Wisdom Saving Throw. On a failed save you banish the minds of the creature into a labyrinth of your design. The target mentally remains there for the duration or until it escapes the maze.

A mentally trapped creature falls Prone and is physically Stunned, but mentally active.

On each of its turns it can do one of the following vs your Genjutsu Save DC in an attempt to escape. They can only make one of the following skills checks if they are proficient. If they are not proficient in any of the following, they instead make a flat Intelligence Check vs your Genjutsu Save DC to escape. A creature does not add expertise or any feature that doubles their proficiency bonus for these checks;

- **Intelligence (Investigation) check.** On a successful check, it finds the exit immediately ending this Jutsu's effects upon them.
- **Wisdom (Insight) check.** On a successful check, at the beginning of its next turn, it remakes its Wisdom Saving Throw at advantage, ending this Jutsu's effects upon them on a success.

## MENTAL PRISON

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** Up to 1 minute

**Components:** HS, CM

**Cost:** 22 Chakra

**Keywords:** Genjutsu, Visual, Auditory, Tactile, Kinjutsu

**Description:** You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence Saving Throw. The target succeeds automatically if it is immune to being Charmed. On a successful save, the target takes 5d10 psychic damage, and the genjutsu ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is Restrained for the genjutsu's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the genjutsu ends.

## NEVERENDING DREAM

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Hour

**Range:** Touch

**Duration:** Until Dispersed

**Components:** HS, CM, CS

**Cost:** 28 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Visual, Kinjutsu

**Description:** You create a looping Genjutsu of your description and seal it into your custom-made chakra seal. You have to make a Melee Genjutsu Attack, on a creature in range. On a hit, the target creature must make a Wisdom Saving Throw. On a failed save, they are placed into the Genjutsu loop that you created. Their body is rendered sleep for the duration. At the end of each day, the targeted creature makes a Wisdom Saving Throw at disadvantage. On a successful save, the target creature becomes one step closer to waking up. The target creature needs to succeed 5 times in a row to successfully awake from this Genjutsu. While this Genjutsu is in use, it cannot be used on another creature unless they end the Genjutsu on another creature first.

## RABBITS FRENZY

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

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

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Visual, Tactile

**Description:** You create an illusory mirage of angry, ferocious, man-eating rabbits with glowing red eyes that follow you and attack all creatures of your choice within range.

As an action on each of your turns, you can make a Melee Genjutsu Attack against up to 4 creatures you can see within range. On a hit, the swarm of rabbits attack the creature biting and tearing into them, ripping pieces from their flesh and ferociously holding them down. You deal psychic damage equal to  $27d4$ , and the target creature must make a Charisma Saving Throw.

On a failed save they gain 3 ranks of fear against you for 1 minute and are Restrained until the end of their next turn.

If you make a Melee Genjutsu Attack against a Restrained creature using this jutsu, you reroll all 1's, taking the second result.

## SLUG DANCE

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Day

**Components:** HS, CM, CS

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Fuinjutsu

**Description:** You place yourself under a powerful Genjutsu designed to snap you out of any other Genjutsu effect you may be under at any point of time by transferring the Genjutsu to a Chakra Seal you have prepared. You cannot reduce the cost of this jutsu. When targeted by an Jutsu or Art that requires a Saving throw with the Genjutsu Keyword, you can choose to automatically succeed. This jutsu then ends.

## SNAKE PLAY

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 22 Chakra

**Keywords:** Genjutsu, Visual

**Description:** You conjure snakes that appear under the target as more begin to appear, swarming the target and constricting them to the point of being unable to breathe. Select up to 7 Creatures in range. The target(s) must make a Wisdom Saving Throw, being Stunned and suffering 2 ranks of Exhaustion as they hold their breath, under the impression that they are unable to breathe. At the end of each of their turns they must make another Wisdom Saving Throw, suffering another two ranks of Exhaustion on a failed save.

## TOAD SONG

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet radius Sphere

**Duration:** Permanent

**Components:** HS, CM, Toad Oil

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Auditory, Kinjutsu

**Description:** As part of the activation of this jutsu you coat your throat in toad oil, transforming some of it into that of a toad for the duration. You harmonize your vocal cords to sing a Powerful but calm melody. All Creatures in the radius who can hear you, immediately fall into a deep sleep, unable to stay awake until they are released or killed. Roll  $20d10 +$  Genjutsu Modifier + Proficiency modifier. The total is how many Hit Points of creatures this jutsu can affect. All creatures who have less Hit Points than the rolled result immediately fall asleep, unable to awake without the user releasing the effect of this jutsu, being released by another creature or Jutsu or being killed.

## FLOWER MIRROR

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

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

**Duration:** 10 Minutes

**Components:** HS, CM, NT (Poison Kit or Wolf's Bane Flower)

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Visual, Inhale, Tactile

**Description:** You fill the area around you with an imperceptible toxic chakra that enters the minds of all creatures within range and starts to subtly influence their senses and judgement.

Roll four d20's, recording the results. For this jutsu's duration, whenever a creature under the effects of this Jutsu rolls a d20, you can spend one of the d20's you rolled to replace their d20 result with the result of the spent d20's.

## WORST FEAR

**Classification:** Genjutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

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

**Components:** HS, CM

**Cost:** 30 Chakra

**Keywords:** Genjutsu, Fuinjutsu, Tactile, Visual

**Description:** Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom Saving Throw. On a failed save, creatures gain 5 ranks of fear for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as a tangible threat. At the end of each of the frightened creature's turns, it must make a Wisdom Saving Throw or take 8d10 psychic damage. On a successful save, the genjutsu ends for that creature.



# TAIJUTSU

A basic form of techniques and refers to any techniques involving the martial arts or the optimization of natural human abilities. Taijutsu is executed by directly accessing the user's physical and mental energies, relying on the stamina and Strength gained through training. It typically does not require chakra, though chakra may be used to enhance its techniques. Taijutsu generally require no hand seals to perform, occasionally making use of certain stances or poses, and are far quicker to use than ninjutsu or Genjutsu. Taijutsu is simply put: hand-to-hand combat.

## D-RANK:

### 1000 YEARS OF DEATH

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu you must be hidden from the target

You quickly move behind the target as you take your extended fingers and uncomfortably strike your opponent in an attempt to humiliate them. Make a Melee Taijutsu Attack. On a hit the target must make a Charisma Saving Throw. On a failed save they quickly recoil being pushed 15 feet in a straight line as they are taken aback in shame. Until the end of the creatures next turn the next melee attack against the target is at advantage.

### AVALANCHE DANCE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You strike at your opponent's joints trying to make them crumble from the weight of their own body. Make a Taijutsu attack, dealing your Unarmed Damage + 1d6 and the target must make a Strength Saving Throw, gaining 1 rank of Bruised on a failed save.

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 this jutsu by 3 and the damage by +1d6. If this jutsu is cast at B-Rank or higher, increase the number of attacks you can make by +1. If this jutsu is cast at S-Rank, increase the damage die of this jutsu to a d8.

### BESTIAL FURY KICK

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a devastating round house kick with enough force to even effect creatures 10 feet away from you. Make a Melee Taijutsu Attack targeting a

creature in range. On a hit, you deal your Unarmed Damage + 2d4 and the target must make a Strength Saving Throw, being pushed back 10 feet on a failed save.

If this jutsu is used as a *Finisher*, all creatures in a 15-foot cone directly in front of you must make a Strength Saving Throw, taking your Unarmed Damage + 2d6, being pushed back 10 feet and falling Prone on a failed save or half as much damage on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and damage by 1d4 or 1d6.

### BOLTING BLOSSOM

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You attempt to deliver a series of straight jabs. Make two taijutsu attacks, each dealing 3d6 Bludgeoning Damage. If you hit with both of these attacks on a single target, they are 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 this jutsu by 3 and the damage die by 1 step (D6>D8>D10>D12). If this jutsu is cast at B-Rank or higher increase the number of attacks by +1. If this jutsu is cast at S-Rank, add your Taijutsu Ability modifier to the damage rolls.

### BRACE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you are forced to make a Strength or Constitution Saving Throw

**Range:** Self

**Duration:** 1 round

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu

**Description:** You brace for impact from an effect you know you can't avoid. You gain a +2 bonus when making a Strength or Constitution Saving Throw.

**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 your Saving Throw by +4. If this jutsu is cast at S-Rank, increase your Saving Throw by +6.

## BUTTERFLY KICK

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You jump and perform a series of kicks that keep you suspended in the air. While performing these kicks, you create an image of a butterfly's wings.

Make a Melee Taijutsu Attack against all creatures of your choice who are adjacent to you, comparing your resolve vs their AC. On a hit, you deal your Unarmed Damage + 2d4 and forcing all creatures you hit to make a Strength Saving Throw gaining 1 rank of Concussed on a failed save.

If this jutsu is used as a *Finisher*, all creatures in a 15-foot cube originating from you make a Strength Saving Throw. On a failure save they take your Unarmed Damage + 2d8, gain 1 rank of Concussed, and are knocked Prone. On a successful save they take half damage and no further effects. After targets make their Saving Throws, select an unoccupied space up to 15 feet away that can hold you as you move into this space without triggering attacks of opportunity.

**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 dealt by 2d4 or 1d8. If this jutsu is cast at B-Rank or higher, increase the number of attacks or ranks of Concussed by +1. If this jutsu is cast at A-Rank or higher increase the damage dealt by 2d4 or 1d8. If this jutsu is cast at S-Rank, creatures cannot benefit from Jutsu based bonuses to their AC or Strength Saving Throw.

## CERBERUS STRIKE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You quickly strike out at different targets you can see within range. Select up to three targets within range and make a Melee Taijutsu Attack, comparing the result to each of their AC's. On a hit you deal your Unarmed Damage + 1d8, they cannot take attacks of opportunity until the beginning of their next turn and the next melee attack that targets any affected creature gains a bonus +2 to the attack roll before the end of your next turn.

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 this jutsu by 3 and damage by 1d10.

## CLAWING SWIFT FANG

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 15 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You dash towards a creature within range and deliver a powerful sweeping attack. Move yourself up to 15 feet towards a hostile creature, ending your movement in a space adjacent to them. When you do, make a Melee Taijutsu Attack dealing your Unarmed Damage + 1d10. If you score a critical hit, if you cast a Taijutsu with the *Finisher* keyword of equal rank to this jutsu when cast, before the end of the current turn, its cost is reduced by half.

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 this jutsu by 3 and the range of this Taijutsu and how many feet you can move when casting by +5 feet. If this jutsu is cast at B-Rank or higher, increase the damage by 1d10. If this jutsu is cast at S-Rank or higher, increase the damage by 1d10.

## CRANE WING FORMATION

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** You leap and perform a swinging attack that creates the visage of a Crane before attempting to contort around a target creature within range and forcing them to the ground with this advanced grapple. Make a taijutsu attack against the target knocking them Prone and grappling them on a hit. You can have a number of creatures Grappled as you have hands.

The target Grappled with this taijutsu can use their action on their turn to make a Strength Saving Throw to escape the grapple and cannot escape the grapple following normal grapple rules. On a failed save, you may make an unarmed attack against the target dealing twice your Unarmed 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. If this jutsu is cast at C-Rank or higher, you can select one additional creature to target with this jutsu.



## CYCLONE SURGE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (5-feet)

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You leap into the air, while performing a spinning strike, hitting and knocking all creatures into the air with you.

You leap 15 feet into the air striking all creatures within range. Make a Melee Taijutsu Attack, comparing the results to all creatures of your choice within range AC. On a hit, you deal your Unarmed Damage + 2d4 and are thrown 15 feet into the air, becoming airborne until the end of the current turn. An airborne creature cannot cast jutsu with the Mobility (M) keyword until they land and take no falling damage as a result of this jutsu.

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

## DEEP DIVE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Taijutsu

**Description:** You attempt to body slam a creature into the furthest surface from you.

Make a grapple check against a creature you can reach. On a success, you immediately dash with them moving up to your full movement towards the furthest surface you can reach (such as a wall). If there are no other surfaces near you, you instead slam them into the ground. Regardless of where you slam them, they take Bludgeoning Damage equal to your unarmed damage.

If you and the target creature are standing on Water or completely submerged when this jutsu is cast, you make your grapple check at advantage. On a success, you instead dive straight down up to twice your movement speed to the bottom of the body of water slamming them into the body of waters floor dealing Bludgeoning Damage equal to twice your unarmed damage.

This jutsu can be used if you are already grappling a creature, instead attempting to slam the creature immediately without any additional checks.

When you successfully slam a creature using this jutsu, your grapple ends.

## DEMON FIST

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo, Clash

**Description:** Perform a powerful uppercut with enough force to generate a shockwave that runs along the ground that can deal concussive damage.

Make a Ranged Taijutsu Attack against a creature you can see within range who is currently standing on the same surface as you. On a hit, you deal 3d6 Bludgeoning Damage.

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 activation cost of this jutsu by 3 and the damage by 1d6.

## DEMPSEY ROLL

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take damage from a melee attack or when a creature misses you with a melee attack.

**Range:** 5 Feet

**Duration:** 1 Round

**Components:** M

**Cost:** Special

**Keywords:** Taijutsu

**Description:** You take a boxers stance, when you are confronted by a melee attack from a creature within 5 feet of you.

Until the beginning of your next turn, each melee attack that targets you, you can spend 4 chakra. When you do, you attempt to duck and weave granting yourself a +2 Bonus to your AC against the triggering creature and then immediately make one unarmed attack in response to the triggering melee attack. This bonus to AC stacks up to twice.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the activation cost of this jutsu by 3. If this jutsu is cast at B-Rank, increase the AC bonus by +1.

## DRAGGING FULL ROTATION

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when a creature misses you with a melee attack.

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** When a creature within 5 feet of you misses you with a melee attack, you quickly reach out grabbing them before they can make any further action, using their momentum against them, dragging them 10 feet with you in any direction of your choice, before throwing them a number of feet equal to 5 x your Strength modifier (Min 1.).

A creature who's movement is interrupted by a solid surface (such as a tree or wall) takes Bludgeoning Damage equal to 1d6 for every 10 feet you would have thrown them.

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

## DRAGON PALM STRIKE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Taijutsu, Finisher, Clash

**Description:** As a requirement to activate this jutsu, you must currently be in the *Dragon Fist Stance*.

You perform a myriad of distracting movements before collecting your chakra into your palm for a single powerful thrust, striking a creatures core and knocking them away.

Make a Melee Taijutsu Attack against a creature you can see in range. On a hit, you deal your Unarmed Damage +  $2d4$  and push the target back 10 feet.

If this jutsu is used as a *Finisher* you instead deal Unarmed Damage +  $2d12$  damage and the distance the target is pushed by 10 feet.

If the target would hit a solid surface as a result of this push. They take  $1d6$  Bludgeoning Damage for every 10 feet that they were unable to be moved.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by  $1d4$  or  $1d12$  and the push distance by 5 feet.

## DRAW!

**Classification:** Taijutsu

**Rank:** D-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** You quickly dash backwards creating distance between yourself and another creature.

As a Reaction when you would take damage from an attack, you can dodge backwards, moving up to 10 feet away from the triggering target in an attempt to escape the attacks range. When you do, make a contested Dexterity Saving Throw vs the attack roll result. On a success the triggering attack misses you. You then immediately move up to 20 feet towards the triggering creature, making an unarmed attack, on a hit you deal your Unarmed Damage + 2 [Unarmed Damage die].

**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 +1 [Unarmed Damage die].



## DYNAMIC ENTRY

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Clash

**Description:** You perform a high jump kick that propels you towards a target creature you can see in range. Make a Taijutsu Attack. On a hit target creature takes  $3d10$  Bludgeoning Damage. Regardless if you hit or miss, you move up to 30 feet, ending your movement within 5 feet of the original target.

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

## ERRATIC COMBO

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Combo

**Description:** As a requirement to activate this jutsu, you must currently be in the *Drunken Fist Stance*.

You sway in and out of combat, dancing around your opponent in a drunken stupor throwing them off. Make two Melee Taijutsu Attacks against a single creature you can reach. On a hit, you deal  $2d6$  Bludgeoning Damage. Each time you successfully hit a creature using this jutsu, you increase your AC by +1 until the beginning of your next turn.

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 this jutsu by 3 and the damage by  $1d6$ .

## EXORCISM

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform a multi-strike combination with all of your Strength and Body weight. Make three Melee Taijutsu Attacks. On a hit you deal  $1d12$  Bludgeoning Damage and push the target 5 feet in any direction of your choice.

If you score at least one attack on a creature, they must make a Constitution Saving Throw. On a failed save they gain +1 rank of Bruised.

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 this jutsu by 3. If this jutsu is cast at B-Rank or higher, increase the damage by  $+1d12$ . If this jutsu is cast at S-Rank, increase the damage by  $+1d12$ .

## FALLING DRAGON

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As part of the activation of this jutsu, the target creature must be airborne or falling.

You leap upwards following an airborne or falling target. You curl your body into a ball as you spin faster and faster before you find yourself above the target. You uncurl yourself as you perform a spinning drop kick, sending the target creature crashing down.

Make a Melee Taijutsu Attack against the airborne or falling creature. On a hit, you deal your Unarmed Damage + 3d6, sending them crashing down into the ground landing Prone.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 3d6 Bludgeoning Damage. You then come falling after them at great speeds, making a second Melee Taijutsu Attack, slamming both of your feet into the Prone creature. On a hit, you deal 3d6 Bludgeoning Damage.

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

## FEATHER COMBO

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action or 1 Reaction, which you take when you are falling or airborne.

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** As part of the activation of this jutsu, you must be airborne, falling or be targeting an airborne or falling creature.

You perform an aerial combo, striking out against a creature within range. Make two Melee Taijutsu Attacks targeting. On a hit, you deal your Unarmed Damage. If you hit the same creature twice, you use the momentum of the second strike to propel yourself up to 20 feet in any direction of your choice and land in a space that can hold you suffering no falling damage.

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 this jutsu by 3 and the damage by +1d6.

## FIRST HEAVENLY BREATH: INHALE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** CM

**Cost:** 5 Chakra

**Keywords:** Taijutsu

**Description:** You increase your lungs capacity twofold. Doing so increases your oxygen intake and your physical Strength similarly. You cannot lose concentration on this jutsu as a

result of damage and you cannot maintain concentration on Ninjutsu or Genjutsu for the duration. Increase your Taijutsu Attack Bonus +1, Taijutsu Damage by 1d8 twice per turn, and Speed by +10.

## FORCEFUL BULL

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** CS, M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** You focus chakra throughout your muscles enhancing your physical Strength and fortitude. For the duration, your Strength and Constitution ability scores becomes 16 if they are lower than 16. You gain +15 Temporary Hit Points that last for the duration.

When you would cast a Taijutsu with the *Finisher* keyword, on a successful hit or if a target fails their Saving Throw they gain +1 rank of Concussed.

## GRACEFUL CAT

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** You focus chakra throughout your muscles enhancing your physical Dexterity and Cunning. For the duration, your Dexterity and Wisdom ability scores becomes 16 if they are lower than 16. You do not suffer fall damage from falls less than 30 feet. Your movement speed is increased by +20 feet and you gain a +2 to your passive perception.

When you would cast a Taijutsu with the *Combo* keyword, you gain +10 bonus to your movement speed until the end of the turn you cast it.

## HAMMER

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As part of the activation of this jutsu, you must be targeting a creature who can be targeted by a taijutsu with the *Finisher* keyword regardless of the range. You bring your hands together, interlocking your fingers until your hands resemble a single bludgeoning device.

Make a Melee Taijutsu Attack dealing your Unarmed Damage + 3d8 Bludgeoning Damage and the target must make a Strength Saving Throw. On a failed save they gain +1 rank of Concussed and Dazed.

**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.

## HEAT UP

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** CM, M

**Cost:** 5 Chakra

**Keywords:** Taijutsu

**Description:** You release a surge of chakra throughout your body, activating your bodies adrenaline production and kicking it into high gear for single swift moment while also increasing your bodies sensitivity to pain. You cannot reduce the cost of this jutsu by any means.

The next taijutsu you cast, that requires an attack roll increases its damage die by 1 Step until the end of your turn. (D4>D6>D8>D10>D12)

Additionally, until the beginning of your next turn, you gain vulnerability to the next instance of Bludgeoning, Piercing or Slashing Damage from a hostile creature.

**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 a C-Rank or higher, you reroll all 1's, 2's and 3's taking the second result. If this jutsu is Cast at B-Rank or higher, increase damage dies by 1 additional step. If this jutsu is cast at A-Rank or higher, the next taijutsu you cast that requires an attack roll ignores Resistance and Immunity. If this jutsu is cast at S-Rank, this Jutsu's duration becomes 1 Minute causing the following; Increase Taijutsu damage dies by 2 additional steps for the duration and you gain Vulnerability to Bludgeoning, Piercing or Slashing, your choice when cast, for the duration.

## HIGH MONK

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a high kick combo. Make two Taijutsu attacks, dealing your Unarmed Damage + 1d6.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 2d6, leap back 15 feet that doesn't provoke opportunity attacks. This movement does not provoke opportunity attacks.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the leap back range by 5 feet. If this jutsu is cast at B-Rank, increase the damage dealt by 1d6. If this jutsu is cast at S-Rank, increase the damage dealt by 2d6.

## HOWLING KNUCKLE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Wolf Fist Stance*. You do not spend chakra to maintain concentration on this jutsu.

You begin to exhibit the ferocious power of wolves as you become a one-person wolf pack. For the duration, you may perform the *Wolf Fang Fist* as a Bonus Action. You can do this, once per turn.

## IRON KNUCKLE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a requirement to activate this jutsu, you must currently be in the *Iron Fist Stance*.

You perform a single high-powered strike with full intention to cause harm. Make a Melee Taijutsu Attack. On a hit, you deal your Unarmed Damage + 2d6 and force the target to make a Strength Saving Throw. On a failed save, you knock them back a number of feet equal to 5 x your Strength ability modifier.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 4d6 and on a failed save they are knocked back a number of feet equal to 10 x your Strength ability modifier and if they strike a solid surface that is less than 5 feet thick, they break through it if they have 10 or more feet remaining to be knocked back, taking 3d6 Bludgeoning Damage.

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

## IRON STRIKE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You punch with enough force to tear through any defense your enemy might have. Make a taijutsu attack. On a hit, they take your Unarmed Damage + 2d6. If the target would cast a Jutsu as a Reaction to the damage you deal, the cost of their jutsu is increased by +4 due to the strain required to keep up with your strike. If their Jutsu does not cost chakra, they must spend 10 Chakra to take their Reaction.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 4d6 and the cost of Reaction jutsu cast vs you is instead increased by +8.

**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 and the cost increase of Reaction jutsu by +4.

## LEAF GALE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform a Spinning low kick throwing your target off balance. A target creature in range must make a Dexterity Saving Throw. On a failed save, they are knocked Prone and must spend an Action to stand until the end of their next turn.

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.

## LEAF KICK

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You deliver a single falling kick, strong enough to bring the environment crumbling down around you. Make a Melee Taijutsu Attack against a creature within range. On a hit you deal your Unarmed damage + 1d12 and the target must make a Strength Saving Throw. On a failed save they gain 1 rank of Slowed until the end of their next turn.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 3d12 and on a failed save the target falls Prone as your force them into the ground shattering it, causing the area within a 10ft cube originating from you to be treated as difficult terrain.

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

## LEAF UPPERCUT

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform a single backflip kick or rising uppercut with enough force to crack the ground underneath you. Make a single Melee Taijutsu Attack. On a hit, you knock the creature 30 feet into the air dealing 3d6 Bludgeoning Damage.

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. If the Taijutsu *Finisher* has the *Leaf* prefix, it increases its damage by +1 damage die.

**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.

## LEAPING STRIKE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take, when an allied creature declares they are going to make a melee attack.

**Range:** 15 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Frog Fist Stance*.

You enter a leaping stance prepared to support your team. When an allied creature within range would declare to you they are going to make a melee attack against a creature within 30 feet of them, you stomp the ground knocking them into the air as you leap and jut your feet out, launching them towards their target at high speeds. The allied creature is moved up to 30 feet in a straight line towards their targets, ending in a space adjacent to them of their choice, where they then must make their melee attack. When they do, they can use either your Taijutsu Attack Bonus or their normal attack bonus. Regardless, on a success, they deal additional damage equal to your Unarmed Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and damage bonus by +1 [Unarmed Damage die].

## MIRAGE BLITZ

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage from a melee attack.

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** You perform a special spinning dodge designed to give you a slight upper hand on your next strike. When you would take damage from a melee attack, you gain a +3 bonus to your AC, potentially turning a hit into a miss as you leap back and react with a single strike. Make a Melee Taijutsu Attack against the triggering creature. On a hit, you deal twice your Unarmed Damage, pushing the target back 15 feet and the target must make a Strength Saving Throw, being knocked Prone on a failed save.

## MOONLIGHT HIGH

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** As part of the activation of this jutsu, you must also have moved at least 15 feet towards the target. You make a leaping, spinning double roundhouse kick. Make two Melee Taijutsu Attacks. On a hit, you deal your Unarmed Damage + 1d6. If both attacks are successful, the target is knocked back 20 feet and must make a Constitution Saving Throw. On a failed save they gain 1 rank of Confused.

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.

## NECK CHOP

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You attempt to strike at a vital pressure point on the nape of the neck of a humanoid target. Make a Melee Taijutsu Attack. On a hit, deal your Unarmed Damage + 1d6 and the target must make a Constitution Saving Throw. On a failed save, they become Dazed.

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.

## NOBLE IMPACT

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu

**Description:** You move in to strike your opponent by taking a regal series of attacks.

Make four taijutsu attacks against a single creature within range. On a hit you deal 1d6 Bludgeoning Damage.

If you successfully score a hit with at least 2 attacks against one creature, they cannot cast a Jutsu that requires Mobility (M) as an Action or Bonus Action, until the end of their next turn.

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

## OSTRICH WHIRLWIND

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As part of the activation of this jutsu, you can only use this taijutsu against a Prone target who can be targeted by a *Finisher*.

You perform a rather acrobatic display of skill. By kicking a Prone creature, you propel yourself backward while performing a second sweeping kick while moving away. Make two Melee Taijutsu Attacks, on a hit you deal your Unarmed Damage + 2d10. You then choose a space you can see within 20 Feet, leaping to that location, without triggering attacks of opportunity.

## PRAYING STRIKE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You make a powerful strike to the core of your opponent, sending shockwaves through their body that would break a lesser foe, and stun greater ones. Make a Melee Taijutsu Attack. On a hit, you deal 1d4 Bludgeoning Damage and force the target to make a Constitution Saving Throw. On a failed save they are Stunned until the end of the current turn.

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 this jutsu by 3 and the damage by 1d4. If this jutsu is cast at B-Rank or higher, increase the damage dealt by your Unarmed Damage

## PRIDEFUL ASSAULT

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a requirement to activate this jutsu, you must currently be in the *Lion Fist Stance*.

You enter a prideful stance showing your overwhelming superiority and power.

Make two Melee Taijutsu Attacks. On a hit you deal your Unarmed Damage + 1d6. If your targets have ranks of Fear, increase this Jutsu's damage die by 1 step.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 1d10 and if you score two hits on the target, they must make a Wisdom Saving Throw, gaining +1 rank of fear 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 1d6 or 1d10. If this jutsu is cast at A-Rank or higher, you can increase the number of attacks by +1.

## RABBIT FURY

**Classification:** Taijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Movement Speed  
**Duration:** Instant  
**Components:** M  
**Cost:** 3 Chakra  
**Keywords:** Taijutsu, Combo

**Description:** As a requirement to activate this jutsu, you must currently be in the *Rabbit Fist Stance*.

You enter a blitzing stance, overwhelming your enemies with speed and agility.

Move on a straight line up to your movement speed, ending in a space of your choice moving through hostile creatures' spaces ending your movement in a space of your choice that can hold you.

Make two taijutsu attacks comparing the result to all hostile creatures of your choices AC, whose space you pass through, dealing your Unarmed Damage + 1d4. If you hit a creature with two or more attacks, they must make a Dexterity Saving Throw. On a failed save they are knocked Prone. If you move through a Large, or larger creature's space, for each space of theirs you move through after the first you make one additional attack against them.

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 this jutsu by 3 and the damage by 1d4.

## RISING DRAGON

**Classification:** Taijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** 5 feet  
**Duration:** Instant  
**Components:** M  
**Cost:** 3 Chakra  
**Keywords:** Taijutsu, Combo

**Description:** You move to strike a target from below, lifting them off of the ground. Make a Taijutsu attack, dealing your Unarmed Damage +1d8. The target is launched 30 Feet into the air until the end of your current turn, landing on their feet with no falling damage at the end of the current turn unless otherwise stated.

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.

## ROYAL GUARD

**Classification:** Taijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Reaction, which you take when you take damage.  
**Range:** Self  
**Duration:** 1 Round  
**Components:** CM, M  
**Cost:** Special  
**Keywords:** Taijutsu

**Description:** You quickly mold your chakra, creating multiple layers of armor from it and raising your guard to nullify an attack at the exact moment it would hit you.

When you would take damage you nullify the impact by meeting it with an equal amount of chakra.

Until the start of your next turn, each time you would take damage, you can spend chakra equal to the damage taken, gaining Immunity to the attack or jutsu's damage and effects until the end of the current turn. If an effect does not deal damage or cost chakra, this jutsu does not prevent its effects. You can activate this Jutsu's effects a number of times equal to your Taijutsu ability modifier, per casting.

## RUSHING LION

**Classification:** Taijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  
**Components:** M  
**Cost:** 4 Chakra  
**Keywords:** Taijutsu

**Description:** You focus chakra throughout your muscles enhancing your physical Strength and Dexterity. For the duration, your Strength and Dexterity ability scores becomes 16 if they are lower than 16. Your Jump height is doubled and you cannot make Strength or Dexterity checks at disadvantage.

When you would cast a Taijutsu that affects an area and forces a Saving Throw increase the size of area by +5 feet.

## SECOND HEAVENLY BREATH: PANTING

**Classification:** Taijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Special  
**Components:** CM  
**Cost:** 5 Chakra  
**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must have *First Heavenly Breath: Inhale* currently active. You end your concentration on that jutsu and this one takes its place, maintaining the same duration limitation and Jutsu casting restrictions. You retain all of the effects and duration of that jutsu, stacking them with this jutsu's effects.

You increase your lungs capacity fourfold. Doing so increases your oxygen intake even further as your body expands and your muscles become more prominent. Increase your Taijutsu Attack Bonus by +1, bonus taijutsu damage by 1d8 twice per turn, and you gain 10 Temporary Hit Points.

## SERPENT FANG DOUBLE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a requirement to activate this jutsu, you must currently be in the *Serpent Fist Stance*.

You enter a low striking stance showing your overwhelming focus and precision as you disable your opponent with surgical accuracy. Make two Melee Taijutsu Attacks dealing your Unarmed Damage + 1d8. A creature who is hit by at least one of these attacks, must make a Constitution Saving Throw. On a failed save they gain +1 rank of Weakened.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 1d12 and if you score two hits on the target, they must make a Constitution Saving Throw, gaining +2 rank of Weakened 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 1d8 or 1d12.

## SILENT MOVEMENT

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Silent Fist Stance*.

You enter a neutral stance, designed to exemplify silence and emptiness throwing most creatures off of being able to predict your actions. You do not spend chakra to maintain concentration on this jutsu.

For the duration creatures cannot make Reactions to one of the following. Pick one (This cannot be changed unless this jutsu is recast);

- Your Movement.
- Bonus Actions you make.
- Reactions you take.

## SNAKE CONSTRICTING GRIP

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** Special

**Range:** 5 feet

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

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** When you deal Unarmed Damage to a creature as a result of an Unarmed attack, you can cast this jutsu as part of that same attack. When you do, that target must make a Strength Saving Throw, being Restrained on a failed save. As an action on the target creatures turn, they may attempt a Strength Saving Throw to escape your hold.

## STRAIGHT IMPACT

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Special

**Components:** M

**Cost:** Special

**Keywords:** Taijutsu, Finisher

**Description:** You take a readied stance preparing your fist or foot for a single powerful strike.

When you activate this jutsu, you can spend 5 chakra coating your fist in this chakra. You learn to be able to commit additional actions to make this attack stronger.

**At Higher Ranks:** You can spend your Bonus Action and an additional 5 Chakra to magnify this jutsu by 1 step.

**At Higher Ranks:** You can spend your Reaction and an additional 5 chakra to magnify this jutsu by 1 step.

**At Higher Ranks:** You can inflict the Stunned condition on yourself at the end of your turn until the beginning of your next turn to magnify this jutsu by 1 step.

**At Higher Ranks:** Make a single fiery taijutsu attack. On a hit, you deal your unarmed damage + 2d4 on a hit. For each step you magnify this jutsu by, increase the bonus damage by 2d4.

**At Higher Ranks:** If this jutsu is used as a *Finisher*, for each step you magnify this jutsu by, increase the bonus damage by 4d4.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the chakra spent activating this jutsu's initial & additional effect by 3. If this jutsu is cast at B-Rank, increase the damage die of this jutsu by 1 step (D4>D6). If this jutsu is cast at S-Rank, increase the damage die of this jutsu by 1 step (D6>D8)

## SWALLOW DANCE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (10-Foot Cone)

**Duration:** Instant

**Components:** M

**Cost:** 5 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform a powerful wide sweeping roundhouse kick, lifting both yourself and all creatures you strike.

All creatures in a 10-foot cone originating from you must make a Dexterity Saving Throw. On a failed save they take your unarmed damage + 1d8 and are launched 15 feet into the air until the end of the current turn, falling 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 this jutsu by 3 and the damage by 1d8.

## SWITCH KICK

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You leap and perform a swift double kick in an attempt to support your team by queuing up a powerful finisher.

As a part of casting this jutsu, you must have either a Bonus Action or Reaction available to use. Make two taijutsu attacks against a creature within range dealing your Unarmed Damage on a hit.

If you score at least a successful hit with this jutsu, you must spend either your Bonus Action or Reaction. When you do, you grant your ally an additional Reaction which they can only use to cast a Taijutsu with the Finisher Keyword that has a casting time of 1 Action.

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

## WILD DANCE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 3 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You first attack your opponent with a kick, which is immediately followed by a punch and another kick, striking them at 3 different angles. Make three Melee Taijutsu Attacks. On a hit, each attack deals 1d8 Bludgeoning Damage and push them 5 feet in any direction of your choice. If the target cannot be pushed back because of a structure or construct such as a wall or tree, you strike them into it, dealing an additional +1d6 damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d8. If you cast this jutsu at B-Rank or higher, increase the damage the target takes from striking a wall by 1d6. If this jutsu is cast at S-Rank, increase the damage the target takes from striking a wall by 1d6.

## WISE TURTLE

**Classification:** Taijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

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

**Components:** M

**Cost:** 4 Chakra

**Keywords:** Taijutsu

**Description:** You focus chakra throughout your muscles enhancing your physical Strength and Cunning. For the duration, your Strength and Wisdom ability scores becomes 16 if they are lower than 16. Your lifting Strength is doubled and you gain a +2 to your passive perception.

Once per turn, when you would cast a Taijutsu with a range greater than 5 feet, increase its damage by +1 damage die.

## C-RANK:

### 10-COUNT

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You dash forward to perform a series of rapid light strikes designed to get your blood flowing.

Make a number of Taijutsu Attacks equal to your Taijutsu Ability Modifier, dealing 1d4 Bludgeoning Damage, to a maximum of 10.

If you successfully hit a creature with at least 3 of these taijutsu attacks, the next taijutsu you cast before the end of your turn gains a +3 bonus to attack and damage rolls.

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 C-Rank increase the cost of this jutsu by 3. If cast at B-Rank or higher, increase the damage by +1d4. If cast at A-Rank or higher, increase the damage by +1d4. If cast at S-Rank or higher, this jutsu's cast time becomes a Bonus Action.

## ADAMANTINE ACALA

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a powerful kick to a targets center crushing their center of gravity and breaking their form. Make a Melee Taijutsu Attack, dealing your Unarmed Damage + 2d8 and the target must make a Strength Saving Throw, being pushed back 30 feet on a failed save.

If this jutsu is used as a *Finisher*, you make two kicks to the core, shattering their center of gravity and destroying their form. Make two Melee Taijutsu Attacks, dealing your Unarmed Damage + 3d8 and the target must make a Strength Saving Throw, being pushed back 30 feet and falling Prone and Dazed on a failed save.

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

## BEAST

**Classification:** Taijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** Self (15-foot Cone)  
**Duration:** Instant  
**Components:** M  
**Cost:** 9 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a powerful spinning movement before you end it with a swift motion which converts all of that momentum into the shape of a lion head that erupts from your hands made from the force of your movement alone.

All creatures within a 15-foot cone, originating from you must make a Strength Saving Throw. On a failed save they take your Unarmed Damage + 2d8, are Bruised and knocked Prone, or half as much on a successful save.

If this jutsu is used as a *Finisher*, the lion head is both larger, more ferocious and impacts the immediate environment. On a failed they take your Unarmed Damage + 4d8, and gain +2 ranks of Bruised, are pushed back 20 feet and fall Prone on a failed save or half as much damage on a successful one.

A creature who fails this Saving Throw by 5 or more and are gaining the benefits of Temporary Hit Points lose all Temporary Hit Points.

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

## BREAK SPIRAL

**Classification:** Taijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** Self (5-foot radius)  
**Duration:** Instant  
**Components:** M  
**Cost:** 7 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You leap onto your back on the ground as you perform a series of spinning kicks resembling a spinning top, striking all creatures around you. This jutsu can only be cast as a *Finisher*.

All creatures within 5 feet of you must make a Dexterity Saving Throw. On a failed save they take are buffeted by a series of spinning kicks taking your Unarmed Damage + 6d6 and are knocked Prone.

A creature who failed their Saving Throw by 5 or more are Dazed and must spend their Action to stand from being Prone.

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

## BURNING FIRE: DRUM

**Classification:** Taijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Reaction, which you take when a creature within 5 feet of you deals damage with a melee attack against yourself or an allied creature.  
**Range:** 5 Feet  
**Duration:** 1 Minute  
**Components:** M  
**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** You reach your hand out and attempt to beat the left lung of a hostile creature.

Make a Melee Taijutsu Attack against the triggering creature. On a hit, their lung swells. For the next minute, when the affected creature casts a Jutsu with the Mobility (M) component, they take 2d6 Necrotic Damage, which ignores Resistance, Immunity, Damage Reduction and Temporary Hit Points, as their lung swells more.

A creature who would trigger this Jutsu's damaging effect 5 or more times while under its effects has their lung rupture, dealing 10d6 Necrotic Damage, which ignores Resistance, Immunity, Damage Reduction and Temporary Hit Points and gain 4 ranks of Exhaustion for the next 24 hours, this jutsu then immediately ends.

A creature can spend their action to make a Constitution Saving Throw to end this jutsu's effects on them. Alternatively, a creature can end this effect with any Jutsu with the Medical Keyword, that removes conditions of C-Rank or lower.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the number of creatures you can target by +1. If cast at A-Rank or higher, when a creature lung ruptures, they instead take 15d6 Necrotic Damage. If cast at S-Rank, creatures make their Saving Throw to end this jutsu's effects, at disadvantage.

## COLLIER SHOOT

**Classification:** Taijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 5 Feet  
**Duration:** Instant  
**Components:** M  
**Cost:** 7 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You leap off the ground no more than 5 feet and perform a powerful roundhouse kick targeting a creatures neck as you attempt to drag them into the ground. Make a Melee Taijutsu Attack. On a hit, you deal your Unarmed Damage + 2d8 and the target must make a Strength Saving Throw. On a failed save, the target is knocked Prone and is embedded into the ground as you kick them no more than 2 feet into the ground. A creature embedded into the ground is counted as Restrained by the ground itself and must make a Strength (Athletics) check vs your Taijutsu Save DC to pull themselves from the ground.

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 C-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## COMBAT CLONE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Components:** M

**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** You take notice of another creatures fighting style, and begin to adjust your muscle memory to copy a creatures movements almost identically. This jutsu's cost cannot be reduced by any means. Make a Martial Arts Check targeting a creature you can see within range, using your Taijutsu ability modifier vs a DC (10 + Targets Level). On a success, you imitate their physical movements granting you the following benefits;

- Your unarmed damage die becomes equal to the creatures unarmed or natural weapon damage die.
- If the target has the Multiattack trait, you can make a number of unarmed attacks equal to the number of attacks they can make using their multiattack feature, with your Attack Action.
- If the target is gaining the benefits of a Taijutsu Stance, you gain that stances benefits as if you knew it.

## DRAGON TAIL FOOT

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (5 Feet)

**Duration:** Instant

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform sweeping kick, before performing a downward vertical kick to slam a target creature into the ground. Creatures within 5 feet of you must make a Dexterity Saving Throw, being knocked Prone.

If a target is knocked Prone by the effect of this jutsu, select one target and make a single Melee Taijutsu Attack dealing your Unarmed Damage + 3d6.

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 C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

## EARLY SACRIFICE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when a melee attack misses you.

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu

**Description:** After dodging an enemy's melee attack, you leap on their shoulder and attempt to throw them 30 feet in a direction of your choice. The target must make a Strength Saving Throw, being thrown 30 feet in a straight line, in a direction of your choice.

A thrown target must make a Dexterity Saving Throw, landing Prone on a failed save. If the target hits a surface such as a wall, ceiling, or large or larger object they take damage as if they were falling.

## ELEMENTANIA

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant.

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a part of casting this jutsu, you can only target a creature whom you can target with a *Finisher* as a result of a Jutsu cast with the *Combo* keyword.

You bob and weave in and out of a creatures combat range, building up momentum, preparing yourself for a massive strike that takes the shape and visage of a roaring elemental storm.

Make a Melee Taijutsu Attack, dealing your Unarmed Damage + 4d12. Your attack gains the following benefits based on the elemental affinity you wished to imitate (Pick one when you cast this jutsu)

- **Earth:** The ground and earth around you shakes and upheaves. All creatures within 10 feet of the original target must make a Dexterity Saving Throw, taking 3d6 Bludgeoning Damage from the erupting earth.
- **Wind:** The wind whips and whistles as you forcefully move it out of your way. The target must make a Strength Saving Throw, being thrown back  $15 \times$  your Taijutsu ability modifier, feet on a failed save. If the target would hit a solid surface as a result of this knock back. They take 2d6 Bludgeoning Damage for every 15 feet that they were unable to be moved.
- **Fire:** Your attack creates such wind resistance that your striking limb ignites into flame on impact. Your attack instead deals Fire Damage and the target must make a Constitution Saving Throw, gaining 1 rank of the Burned condition on a failed save.
- **Water:** Your attack becomes graceful, like flowing water, allowing you to strike far more effectively. Reroll all 1's and 2's, taking the second result.
- **Lightning:** Your attack is swift, decisive and powerful, like lightning. When your attack hits the target, creatures up to 300 feet away can hear an audible boom erupt from the point of impact. All creatures, excluding you, within 30 of the target creature must make a Constitution Saving Throw, being Dazed.

## ERUPTING FALLING STOMP

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 15 Feet

**Duration:** Instant

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You pump chakra into your legs as you stomp, creating a shockwave of force from your Strength alone. Creatures in a 15-foot cube originating from you must make a Strength Saving Throw, taking 3d8 Bludgeoning Damage and gaining 1 rank of Bruised on a failed save or half as much on a success.

If this jutsu is used as a *Finisher*, your stomp upheaves the ground creating cracked surfaces and jutting terrain. The affected area becomes difficult terrain and all creatures who fail their Saving Throw instead take 5d8 Bludgeoning Damage and +1 rank of Bruised on a failed save or half as much on a success.

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

## EVENING HEAVENLY CRUSH

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction which you take when a target is forcefully moved more than 5 feet from you.

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu

**Description:** You dash to keep up with a thrown or knocked back creature who is moved further than 5 feet away from you. You take the dash action as a Reaction and must end your movement within 5 feet of the target creature.

As a part of the same Reaction, you also make an unarmed attack as if you are making an attack of opportunity against the target.

## FALCON DROP

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be used as a Taijutsu *Finisher*. As part of the activation of this jutsu, the target creature must be airborne or falling. Make a Melee Taijutsu Attack against falling creature. On a hit, you pile drive them into the ground dealing 5d12 Bludgeoning Damage, leaving them Prone, Weakened and Bruised.

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

## FIERCE SNAKE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu

**Description:** You rapidly strike a target with blinding speed, striking fast enough to leave after images of your attacks. The next time you take the Attack action before the end of the current turn, you make +1 additional attack.

**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 or higher, increase the number of additional attacks you make to +2.

## FIST SLAM

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a part of the activation of this taijutsu, you must target a Prone creature. Make a Melee Taijutsu Attack against the Prone target dealing 6d6 Bludgeoning Damage and creating a 15-foot-deep hole in the ground while leaving them Dazed.

If this jutsu is used as a *Finisher*, your strike drives home your Strength and ferocity. On a hit, you deal 9d6 Bludgeoning Damage.

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

## FLOWING WATER

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Components:** M

**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** You loosen your stance, allowing your body to become more fluid and adaptable to both incoming and outgoing attacks. Select two Taijutsu or Weapon stances that you know. You gain both of their benefits for the duration.

## FLOWING WATER: NO BEAT

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant.

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You move with the grace and ruthlessness of a raging tide, slipping past an enemy's weak points and washing them away as smoothly as running water.

Make two Melee Taijutsu Attacks against a single creature. On a hit your attacks do not deal damage, instead, at the conclusion of your attacks, the target must make a Constitution Saving Throw. For every attack that successfully hit after the first, the target suffers a -1 penalty to their Saving Throw.

On a failed save, the target suffers 2 ranks of Exhaustion until the end of their next turn.

If this jutsu is used as a *Finisher*, for every attack that successfully hit after the first, the target suffers a -2 penalty to their Saving Throw.

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

## FOURTH HEAVENLY BREATH: WHEEZE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Special

**Components:** CM

**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must have *Third Heavenly Breath: Breathe* currently active. You end your concentration on that jutsu and this one takes its place, maintaining the same duration limitation and Jutsu casting restrictions. You retain all of the effects and duration of that jutsu, stacking them with this jutsu's effects.

You increase your lungs capacity Sixteen-fold. Doing so increases your blood flow and you begin to glow with a yellow aura and your muscles and organs become far more resistant to damage. Increase your Taijutsu Attack Bonus by +2, taijutsu damage by 1d8 twice per turn, and you gain +15 Temporary Hit Points that stack with other Temporary Hit Points gained as a result of this jutsu.

At the end of this jutsu's duration you gain 1 rank of the Weakened condition until your next rest which cannot be removed by Jutsu of B-Rank or lower.

## FRICITION

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant.

**Components:** M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You move in to finish off your enemy with a powerful debilitating strike.

Make a Melee Taijutsu Attack. On a hit you deal your Unarmed Damage and the target must make a Constitution Saving Throw. On a failed save the target is stricken with a crippling affliction causing them to be unable to take the Dash, Dodge, Disengage, Help or Ready Action for the next minute.

If this jutsu is used as a *Finisher*, you make three Melee Taijutsu Attacks. If all three attacks are successful, then the target immediately fails their Saving Throw and the target cannot take the Dash, Dodge, Disengage, Help, Ready, Use an Object, or any Skill-Actions for the next minute.

An affected creature can make spend an action to make a Constitution ability check vs your Taijutsu Save DC to end this effect early.

## GRASS PALM

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform a series of martial attacks attempting to cripple and disable creatures surround you. Make a Melee Taijutsu Attack against each creature within 5 feet of you dealing your Unarmed Damage + 2d10. Targets you hit with this taijutsu must make a Strength Saving Throw being disarmed and gaining +1 rank of Weakened.

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 C-Rank increase the cost of this jutsu by 3 and the damage by +1d10.

## HEAVY JOLT

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant.

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Clash

**Description:** You take a low stance as you place all of your weight into your primary leg, before you perform a powerful sweeping kick, cracking their air from the weight of it.

All creatures within 5 feet of your choice must make a Dexterity Saving Throw. On a failed save, creatures take your Unarmed Damage + 4d8 and are Dazed. On a successful save they take half damage and no further effects.

If at least one creature fails the Saving Throw, you can choose to knock that creature back 30 feet. If you do, you immediately move up to 25 feet, following after them. Your movement does not provoke attacks of opportunity, but your targets movement does.

**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.

## INTERSECTION COUNTER

**Classification:** Taijutsu

**Rank:** C-Rank

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

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu

**Description:** You raise your knee and slam your elbow, into an incoming attack catching it in between them. As a Reaction, make a Melee Taijutsu Attack, on a hit you reduce the damage you take by your Unarmed Damage + 4d6.

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

## JOLTING LIGHTNING: STRUM

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Medical

**Description:** You can see tension in the muscles and body of your friends and can release that tension with a single pressure point press. This jutsu cannot have its cost reduced by any means.

Select one willing creature other than you, who you can reach as you press a pressure point on their back. When you do you release a buildup of pooled chakra within them. Affected creature can spend up to two chakra die, regaining a number of Chakra Points equal to the result.

Additionally, for the duration the affected creature gains an additional use of any 1 class feature with a use limitation or 1 additional spendable resource. If this additional resource isn't spent by the end of the duration

it is lost. (Ex. *Actualization Die, Hunter Exploit, Brave Order, Preserve or Take Life, Chakra Recovery or Superiority Die* etc.) A creature can only benefit from this effect of this jutsu once per short rest.

**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, you can target up to two creatures, instead of one. If this jutsu is Cast at A-Rank or higher, affected creatures instead regain 2 additional class features uses/resources.

## LAGGING

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant.

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu

**Description:** You open your hand and angle your fingers until your hand looks more like a claw as you attempt to slam your hand into the joints of your enemies to delay their actions.

Make a Melee Taijutsu Attack. On a hit, you deal your Unarmed Damage and the target must make a Strength Saving Throw. On a failed save, until the end of their next turn, If the affected creature attempts any activity that requires an action they must roll a d20. On a roll of 11 or more, their action is delayed until their next turn, in which they spend their next action to complete this original activity. Regardless of the result, this jutsu then immediately 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 B-Rank, reduce the die roll result to 9 or higher to delay the action. If this jutsu is cast at A-Rank, reduce the die roll result to 7 or higher to delay the action. If this jutsu is cast at S-Rank, reduce the die roll result to 5 or higher.

## LATE DEATH

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you or an allied creature within 5 feet of you would fall to 0 Hit Points.

**Range:** 5 feet

**Duration:** Instant.

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Medical

**Description:** You delay the death of a friend, by any means necessary. When a creature within 5 feet of you falls to 0 Hit Points you strike a series of pressure points in a desperate attempt to save them, if only for a moment. The target remains at 0 Hit Points, but stays conscious until the end of their next turn, after which they fall unconscious failing 1 death Saving Throws.

**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, the creatures instead fails 0 death Saving Throws. If this jutsu is cast at S-Rank, the creature remains at 1 Hit point.

## LEAF GREAT FLASH

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Clash

**Description:** You charge at your target and unleash a powerful lateral kick, aiming at their head, giving them a concussion. Make a taijutsu attack dealing your Unarmed Damage + 2d12 on a hit and forcing the target to make a Constitution Saving Throw. On a failed save they gain +1 rank of Concussed.

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

## LEAF HURRICANE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15 Foot radius Sphere)

**Duration:** Instant

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a powerful spinning backwards kick, fast enough to not be seen and powerful enough to create a strong whirlwind affecting creatures surrounding the user. Creatures in a 15 Foot radius centering on you must make a Dexterity Saving Throw taking your Unarmed Damage + 2d6 Bludgeoning Damage and are knocked Prone and pulled 10 feet towards you, ending this movement in a space that can hold them.

If this jutsu is used as a *Finisher*, you kick twice causing the whirlwind to manifest and then explode outward. Creatures in range must make a Dexterity Saving Throw, taking your Unarmed Damage + 2d8 and pulling them 10 feet closer towards you on a failed save. Immediately after the whirlwind expands pushing everyone away. All creatures in range must make a Strength Saving Throw, taking your Unarmed Damage + 2d8 and pushing them 30 feet away on a failed save. Creatures who pass either save, take half damage and suffer no further effects.

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

## LEAF SKY BREAKER

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you or an allied creature within 10 feet of you would take damage from a melee attack from a creature within range.

**Range:** 15 feet

**Duration:** Instant.

**Components:** M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Combo

**Description:** When you or an allied creature within range would take damage from a melee attack. You twist your body in a way that builds momentum and kinetic energy, before you kick skyward creating a powerful updraft, creating a barrier of air between the triggering creature and its target.

You create a wall of air and pure force. The triggering creature must make a Strength Saving Throw. On a failed

save they are thrown 30 feet upwards. Taking damage as if they fell at the end of the current turn.

You grant one ally within 15 feet of you an additional Reaction which they can only use to cast a Taijutsu with the Finisher Keyword that has a casting time of 1 Action

Until the end of the current turn, an allied creature within 15 feet of you, can target the triggering creature with a Taijutsu *Finisher* regardless of range, once per turn, using a Reaction.

## LIMIT RELEASE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Round

**Components:** CM, M

**Cost:** Special

**Keywords:** Taijutsu, Medical

**Description:** You press the pressure points of a willing creature you can reach. When you do, you inject a mass of chakra into them. Spend a number of chakra die up to a max of an amount equal to twice your proficiency bonus. The target must spend an equal number of chakra die, if they are unable this jutsu immediately ends.

Once both you and the target spend chakra die, depending on the amount of chakra die spent between the both of you, the target gains different Limiter releasing effects.

- **2 Chakra Die:** The target rolls spent chakra die, dealing additional damage equal to the amount rolled, on the first attack they make on their next turn. They are then overcome by lethargy as they gain 2 ranks of the Weakened condition until the end of your next turn.
- **4 Chakra Die:** The target rolls spent chakra die, adding half the result to their next attack roll and the full result to the damage of the same attack they make on their turn. They are then overcome by lethargy as they gain 2 ranks of Weakened condition until the end of your next turn.
- **8 Chakra Die:** The target gains 1 Additional action on their turn. At the end of their turn, they become Stunned until the beginning of their following turn.
- **16 Chakra Die:** The target gains 1 Additional Action on their turn and can use their Bonus action to complete an activity that requires 1 Action. At the end of their turn, they become Stunned for 1d4 rounds.
- **32 Chakra Die:** The target gains 1 Additional action on their turn and can use their Bonus Action and Reaction to complete an activity that requires 1 Action. At the end of their turn, they become Stunned for 1 Minute. This cannot be removed by any means.

## LIONS BARRAGE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** Select one creature you can see in range as you make two flying axe kicks attempting to disable it. Make two Melee Taijutsu Attacks. On a hit, you deal your Unarmed Damage + 1d6. If both attacks hit, the target is Dazed until the end of their next turn.

If this jutsu is used as a *Finisher*, it must be against a falling target. You make three falling, lateral axe kicks attempting to cripple the target. Make three Melee Taijutsu Attacks. On a hit, you deal your Unarmed Damage + 2d6. If all three of these attacks hit, the target gains 3 ranks of Bruised and lands Prone.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

## PRESSURE POINT BARRAGE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** You unleash a barrage of precise strikes into your targets pressure points crushing their form. Make a Melee Taijutsu Attack, dealing your Unarmed Damage + 3d4. The target must make a Constitution Saving Throw being Weakened and Slowed for 1 minute.

At the end of the targets turn, they can remake their Saving Throw to end either one of the inflicted conditions. They repeat the save until they the end of the duration or they remove all conditions.

## RAKSHASA'S PALM

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Clash, Finisher

**Description:** You build up chakra into the palm of your hand, until each time you flex your fingers the air crackles with thunderous booms.

Make a Melee Taijutsu Attack against a creature you can see within range, on a hit you deal your Unarmed Damage + 6d4 and the target must make a Constitution Saving Throw being Dazed on a failed save until the end of their next turn.

If this jutsu is used as a *Finisher*, you must instead double the cost to cast this jutsu. Make a Melee Taijutsu Attack. On a hit, you deal your Unarmed Damage + 10d4. If a structure, construct or separate creature would attempt to intercept this jutsu's damage, both the interposing structure and the original target takes the listed damage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 2d4.

## RAKSHASA'S SOLE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, Up to 1 minute.

**Components:** CM, M

**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** You build up chakra into the sole of your feet, until each step you take crushes the ground you walk on. You cannot lose concentration on this jutsu as a result of damage.

For the duration, you gain a special Reaction called *Rakshasa's Sole*, which you can take when you would make a Strength or Dexterity Saving Throw from a Ninjutsu or Taijutsu cast that has the shape of a Sphere, Cylinder, Cone or Line.

**Rakshasa's Sole.** When you take this Reaction, you perform a round house kick, striking the Jutsu initiating a Clash. You make this Clash check at advantage and can reroll 1's and 2's taking the second result. If you win the clash check, you deal damage equal to 3 times your Unarmed Damage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3. If you cast this jutsu at B-Rank if you win the clash check you instead deal 4 times your Unarmed Damage. If you Cast this jutsu at A-Rank, if you win the clash check, you instead deal 5 times your Unarmed Damage. If you cast this jutsu at S-Rank, if you win the clash check, you instead deal 6 times your Unarmed Damage.

## RISING FALCON

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you are falling or pushed at least 10 feet.

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 6 Chakra

**Keywords:** Taijutsu

**Description:** You kick the air or another creature with enough force to propel your entire body in a different direction.

If you choose to kick the air, you propel yourself up to 30 feet in any direction. This movement does not provoke attacks of opportunities and if you would end this movement within 5 feet of a hostile creature you can perform a powerful sweeping kick by making a single Melee Taijutsu Attack, dealing your Unarmed Damage + 4d6.

If you choose to kick another creature, you must pass through or by them as part of your fall or forced movement. Make a single Melee Taijutsu Attack. On a hit, you deal your Unarmed Damage + 4d6, and propel yourself up to 30 feet in any direction. This movement cannot provoke attacks of opportunity and if you would end this movement within 5 feet of another hostile creature, you can perform a power sweeping kick by making another Melee Taijutsu Attack targeting this creature, dealing your Unarmed Damage + 4d6.

**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 times you can propel yourself by striking a creature by +1.

## ROYAL FLUSH

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** 5 Feet

**Duration:** Concentration, Up to 1 minute

**Components:** CM, M

**Cost:** Special

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu you must currently be gaining the benefit of *Royal Guard*. After you reduce damage you take to 0, as a result of Royal Guard, you must end its effects, replacing them with this jutsu's effects.

At the end of your next turn, this jutsu then ends. You do not need to spend chakra to maintain concentration of this jutsu.

- You gain a number of Temporary Hit Points equal to the damage reduced as a result of *Royal Guard*.
- Your movement speed is increased by +20 feet.
- Your next Strength or Dexterity based check gains a +10 bonus. Once used you cannot gain this effect until this jutsu's next casting.
- The next time you would deal damage with a Taijutsu attack, you can choose to end this jutsu, dealing damage equal to the amount of Temporary Hit Points you gained as a result of this jutsu.

## SAFETY RELEASE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 1 Minute.

**Components:** CM, M

**Cost:** 8 Chakra

**Keywords:** Taijutsu, Medical

**Description:** An alternative version of the *Body Pathway Derangement*. Instead of mixing up a creatures brain signals, you temporarily increase their efficiency.

Select one creature, other than yourself that you can see and touch. The targets body experiences no direct changes, but their central nervous system carries signals significantly faster than previously gaining the following benefits;

- The creatures speed is increased by half of their current speed, rounded down to the nearest 5.
- +1 Bonus to AC.
- +1d4 bonus to Dexterity Saving Throws.
- So long as you can take an Action, you cannot lose the ability to or be prevented from making a Bonus Action or Reaction, so long as an activity fits the ability's Reaction trigger.

Only 1 creature can benefit from this jutsu at a time. If you cast this jutsu targeting another creature, the previous creature loses its benefits.

Additionally, if the creature ever falls under the *Shocked* condition, this jutsu, immediately ends.

## SCATTERING WAVE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot radius)

**Duration:** Instant

**Components:** CM, M

**Cost:** 8 Chakra

**Keywords:** Taijutsu, Clash

**Description:** You inject your fist or foot with a surge of chakra that you use to strike the ground, creating a shockwave of force.

All creatures within 15 feet of you must make a Strength Saving Throw. On a failed save they take your Unarmed Damage + 3d6 and are pushed back to the edge of this jutsu's radius, into a space that can hold them. If the creatures are stopped from moving by a wall or structure, they take 1d6 damage for every 10 feet of movement they had left (min 1d6)

**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 this jutsu's radius by +5 feet. If this jutsu is cast at B-Rank or higher, all creatures of your choice within 5 feet of you become immune to this jutsu's effects.

## SEIKUKEN

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, Special

**Components:** M

**Cost:** 8 Chakra

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently be under the effects of any *Taijutsu Stance*, or Stance granted by Clan Features such as the *Gentle Fist Stance* or the *Shikotsumyaku Stance*. If you are not benefiting from any of these stances, this jutsu immediately ends.

You stand calm and still, emptying your mind. You begin to control the entire radius within your arm's length, creating a metaphorical, spherical shield around you.

You do not need to spend chakra to maintain this jutsu, instead you cannot gain the benefit of a Bonus action, by any means.

For the duration, creatures who make a melee attacks targeting you suffer a 1d6 penalty to their attack rolls and you gain a 1d6 bonus to your Melee Taijutsu Attack rolls targeting a hostile creature within 5 feet of you.

## SHADOW DANCING LEAF

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction which you take after casting a taijutsu

**Range:** Full Movement

**Duration:** Instant

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu, Combo

**Description:** As part of the activation of this jutsu, you must have used a Taijutsu as a Standard or Bonus action prior to this Jutsu's activation. You immediately teleport up to your full movement speed behind a target within range.

Until the end of your turn, 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.

## THIRD HEAVENLY BREATH: BREATHE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Special

**Components:** CM

**Cost:** 9 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must have *Second Heavenly Breath: Panting* currently active. You end your concentration on that jutsu and this one takes its place, maintaining the same duration limitation and Jutsu casting restrictions. You retain all of the effects and duration of that jutsu, stacking them with this jutsu's effects.

You increase your lungs capacity eight-fold. Doing so increases your oxygen intake as your skin begin to turn red as your blood vessels swell as your muscles and organs begin to swell. Increase your Taijutsu Attack Bonus by +1, bonus damage by 1d8 twice per turn, and you gain 10 Temporary Hit Points that stack with Temporary Hit Points gained by other *Heavenly Breath* Taijutsu you cast.

Upon ending this jutsu, you gain 2 ranks of the Weakened condition until your next rest, which cannot be removed by jutsu of C-Rank or lower.

## TWIN HEAVENLY SWALLOW

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** Special (32 Chakra)

**Keywords:** Taijutsu, Combination

**Description:** This jutsu can only be cast if you have one other caster.

You and the second caster perform a series of well-orchestrated strikes in sequence with one another back and forth with you performing the final strike.

Each caster makes 2 Melee Taijutsu Attacks against the target creature, dealing their unarmed damage + 2d4 on a hit. If both casters successfully hit the target with 2 or more Melee Taijutsu Attacks, then both casters make one more Melee Taijutsu Attack. If both final attacks are successful, the target takes each casters unarmed damage + 3d8 and are launched 20 feet away, landing Prone.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: Both casters makes 1 additional initial Melee Taijutsu Attack.
- +4-5: Both casters makes 2 additional initial Melee Taijutsu Attacks.

## WELTER MOVE

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** Special

**Range:** Self

**Duration:** 1 Round

**Components:** M

**Cost:** 6 Chakra

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently be under the effects of any *Taijutsu Stance*, or Stance granted by Clan Features such as the *Gentle Fist Stance* or the *Shikotsumyaku Stance*. If you are not benefiting from any of these stances, this jutsu immediately ends.

When you would move 10 feet before making a melee attack, you can activate this jutsu, granting yourself a +1 Bonus to your attack rolls and Dexterity Saving Throws.

These bonuses last until the beginning of your next turn. You can activate this jutsu no more than three times per turn. Each time you activate this jutsu, you must move 10 feet and perform a melee attack targeting either the same or another creature.

Creatures who's attack result would be equal to your AC counts as a miss for the duration. If you would succeed a Dexterity Saving Throw while gaining the benefit of this jutsu you take no damage and suffer no effects while benefiting from this jutsu.

Finally, the first time you would be hit by an attack while gaining the benefit of this jutsu, you lose its benefits.

## WHIRLWIND DEATH DROP

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 9 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a spinning backwards kick followed by a devastating downward axe kick.

Make two Taijutsu attack On a hit, each attack deals your Unarmed Damage + 2d8.

If this jutsu is used as a *Finisher*, you make three spinning kicks. Make three Melee Taijutsu Attacks, dealing your Unarmed Damage + 2d8. If a creature is hit with at least two of your attacks, they must make a Constitution Saving Throw, being Stunned until the beginning of their next turn on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d8.

## WHIRLWIND SNAP

**Classification:** Taijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot Cone)

**Duration:** 1 Round

**Components:** M

**Cost:** 7 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You perform a reverse round house kick. All creatures in a 15-foot cone originating from you must make a Strength Saving Throw. On a failed save they take your Unarmed Damage + 2d6 and are pulled up to 10 feet closer to you into a space that can hold them and are Bruised until the beginning of their turns, or half as much on a successful save.

Until the end of the current turn, an allied creature within 15 feet of you, can target the triggering creature with a Taijutsu *Finisher* regardless of range, once per turn, using a Reaction.

**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 cone size by +5 feet.

## B-RANK:

### AFTER IMAGE TECHNIQUE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, when you are targeted by an attack that you can see, that is not a critical hit.

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu

**Description:** You move fast enough to leave behind a duplicate of yourself purely from your movement speed alone. Right before a creature hits you, you instantly teleport up to your full movement to another space leaving behind a copy of yourself that dissipates when hit by the initial attack.

## ASAKUJAKU: MORNING PEACOCK

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** Special (14 Chakra)

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be cast as a Taijutsu *Finisher* targeting an airborne or falling creature. As a part of casting this jutsu, you must be gaining the benefits of at least the *Gate of Tomon* from the 8-Inner Gates:

**Keimon** Taijutsu feat or **Keimon** or any 8 Inner gate granted by the 8-Inner Gates: *Shimon*. Once this jutsu is cast, you cannot cast it again until you spend at least 10 minutes recovering from the strain it places on your body.

You leap into the air in a distinctive stance and begin punching the enemy repeatedly, so quickly in fact that they are set ablaze by the sheer speed and friction which in turn, creates a peacock-like fan of flames around the target.

Make a number of Melee Taijutsu Attacks equal to your proficiency bonus dealing 1d6 damage on the first hit, then each successful hit after the first, increase damage die by +1. You cannot add your ability modifier to the damage dealt in any way. If you Score at least 5 hits this way, at the conclusion of this jutsu, the target is slammed back into the ground, taking falling damage as if they had fallen 50 feet and have to make a Constitution Saving Throw, being Stunned until the end of their next turn on a failed save.

## ASAKUJAKU: MORNING DOVE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** Special (14 Chakra)

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be cast as a Taijutsu *Finisher* targeting an airborne or falling creature. As a part of casting this jutsu, you must be gaining the benefits of at least the *Fifth Heavenly Breath: Respire* Taijutsu or any *Heavenly Breath* taijutsu of a higher rank. Once this jutsu is cast, you cannot cast it again until you spend at least 10 minutes recovering from the strain it places on your body.

You leap into the air in a distinctive stance as air fills your lungs and your muscles bulge from your blood pathways expansion. You begin to punch with enough force to imitate falling stars. Each punch create small sonic booms without enough force to be felt up to 100 feet away. You strike with enough consistency and technique to create the image of dove from the expansion of air surrounding you and your target.

Make a number of Melee Taijutsu Attacks equal to the number of *Heavenly Breaths* you are benefiting from dealing Bludgeoning Damage equal to 1d10 + Your taijutsu ability modifier on each hit. If you Score at least 5 hits this way, at the conclusion of this jutsu, the target is slammed back into the ground and have to make a Constitution Saving Throw, being Stunned until the end of their next turn on a failed save.

## BREAKER FIST

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu, Clash, Finisher

**Description:** You perform a full power strike, putting all of your weight and momentum behind this strike.

If this jutsu is cast targeting a creature who is gaining the benefits of Damage Reduction or Resistance, you ignore them for this jutsu's damage roll.

Make a Melee Taijutsu Attack dealing your Unarmed Damage + 5d8.

If this jutsu is used as a *Finisher*, on a hit, you instead deal your Unarmed Damage + 7d8, and the target must make a Constitution Saving Throw. On a failed save, they are shaken as they become Staggered until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## CHERRY BLOSSOM IMPACT

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Finisher, Clash

**Description:** You amass enough chakra on the tips of your knuckles to completely obliterate a small home, choosing to instead strike a single creature with this monstrous impact.

You store up chakra as you make a single, powerful strike releasing it on impact. Make a single Melee Taijutsu Attack against a target in range. On a hit, the target takes your Unarmed Damage + 4d12. The target also has to make a Constitution Saving Throw being Dazed and Bruised.

If this jutsu is used as a *Finisher*, if you successfully score a hit, all creatures, objects and structures touching the ground (excluding you) within 30 feet of the target, must make a Dexterity Saving Throw taking 6d6 Bludgeoning Damage and falling Prone on a failed save, or half as much on a successful one. The affected area becomes difficult terrain.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d12 and 2d6.

## COMBO BREAK

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage or fail a Saving Throw against a jutsu with the *Combo* keyword

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can be cast even if you cannot normally gain the benefits of a Reaction.

You raise your defenses in preparation of being the target of a *Finisher*. You treat all jutsu with the *Finisher* keyword as if it was not cast as a *Finisher* until the end of the current turn. If a jutsu can only be cast as a Finisher, you are no longer a valid target, and if there are no other valid targets, the jutsu casting is Interrupted and fails.

## DRAGON BREAK

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be cast as a Taijutsu *Finisher*. As a part of casting this jutsu, you must currently be under the effects of the *Dragon Stance*.

You interlock your hands and perform a powerful strike to the targets core while both hands are imitating the bottom and top half of a dragon's maw.

Make two Melee Taijutsu Attacks, dealing your Unarmed Damage + 3d8. For each successful hit the target must make a Strength Saving Throw. On each failed save, the target creature suffers a 1d4 penalty to their melee attacks, and Skill Checks that use Strength or Dexterity until the end of your next turn.

If this jutsu is used as a *Finisher*, you instead my three Melee Taijutsu Attacks.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## DRAGON CRUSH

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 10 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be cast as a *Finisher*. As a part of casting this jutsu, you must target a creature who is *Dazed*, *Prone* or *Stunned*.

Make a Melee Taijutsu Attack, dealing your Unarmed Damage + 8d10 and forcing the creature to make a Constitution Saving Throw. On a failed save, their condition persists, extending the duration of it by 1 round. If they are only Prone you instead deal an extra damage die and they gain 1 rank of Bruised.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d10.

## FIFTH HEAVENLY BREATH: RESPIRE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Special

**Components:** CM

**Cost:** 14 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must have *Fourth Heavenly Breath: Wheeze* currently active. You end your concentration on that jutsu and this one takes its place. You retain all of the effects and duration of that jutsu, stacking them with this jutsu's effects.

You increase your veins and arteries size and blood flow twenty-fold. The aura that surrounds you begins to glow far more intensely as it begins to spin. Your first two taijutsu attacks per turn are made at advantage, deal 1d8 bonus damage, and you gain 20 Temporary Hit Points which stack with other THP granted by *Heavenly Breath* taijutsu.

Upon ending this jutsu, you gain 1 rank of Weakened and Slowed condition until you finish a long rest. This cannot be removed or ended early except by a jutsu with the Medical keyword of A-Rank or higher.

## FORCE WAVE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot cone)

**Duration:** Instant

**Components:** M

**Cost:** Special (49 Chakra)

**Keywords:** Taijutsu, Combination

**Description:** This jutsu can only be cast if you have one other caster who is within 15 feet of you. The second caster as a part of their Reaction, moves to a space within 5 feet of you that they can occupy.

You and the second caster perform a cross strike switching places with each other while creating a shockwave of force that that expands outward. All creatures in a 30-foot cone originating from both casters in the same direction, must make a Strength Saving Throw vs whichever of the two casters has the higher Taijutsu Save DC.

Depending on the severity of the failure, the creature takes an escalating amount of damage and suffers additional penalties.

- **Failed by 1~4:** Bludgeoning Damage equal to both casters unarmed damage + 9d6 and are knocked Prone.
- **Failed by 5~9:** Bludgeoning Damage equal to both casters unarmed damage + 12d6, are knocked Prone and Dazed until the beginning of their next turn.
- **Failed by 10~14:** Bludgeoning Damage equal to both casters unarmed damage + 15d6, are knocked Prone and Dazed until the end of their next turn.
- **Failed by 15+:** Bludgeoning Damage equal to both casters unarmed damage + 18d6, are knocked Prone, Dazed until the end of their next turn, and are knocked back 30 feet. If their movement would be stopped by a solid surface less than 5 feet thick, they take an additional 2d6 Bludgeoning Damage and are forced through it. If their movement would be stopped by a solid surface 5 or more feet thick, then they take damage as if they fell 5 times their distance they had remaining to move, rounded up.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: Affected creatures suffer a -2 penalty to their Saving Throw.
- +4-5: Affected creatures suffer a 1d6+1 penalty to their Saving Throw.

## FULL HOUSE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action or Reaction, which you only take while airborne, falling, or jumping at minimum 30 feet.

**Range:** 30 feet

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** While falling you change trajectory to instead come down diagonally against a creature within range.

You come down aggressively with the force of a falling star. Move up to 30 feet towards a creature you can see within range, ending your movement within 5 feet of the target. Make a Melee Taijutsu Attack dealing your Unarmed Damage + 4d8.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage + 7d8 and all creatures within 10 feet of the target must make a Strength Saving Throw as the force of your kick cracks the air and creates an unprecedented shockwave. On a failed save the creatures are thrown 10 feet away into a pace that can hold them.

## GLIMMER DRAGON

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you would only take when a creature would score a critical hit against you.

**Range:** Self

**Duration:** 1 Round

**Components:** M

**Cost:** 11 Chakra

**Keywords:** Taijutsu

**Description:** When you would be hit by a critical hit, you reinforce your body with muscle, blood and chakra, cushioning the impact. The triggering critical hit and all subsequent critical hits are treated as a regular hit, until the beginning of your next turn.

## HEAVENLY FOOT OF PAIN

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** instant

**Components:** CM, M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You put an enormous amount of chakra into the heel of your foot as you make a single downward kick. Make a Taijutsu attack against a target in range. On a hit target takes 7d10 Bludgeoning Damage.

If this jutsu is used as a *Finisher*, additionally, all surrounding creatures, objects and structures (excluding you), within 30 feet of the target must make a Dexterity Saving Throw. On a failed save they fall Prone, are knocked into the air 30 feet, suffering falling damage and are Incapacitated until the end of the current turn.

**At Higher Ranks:** For each rank you cast this jutsu

above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

### HUNTER'S FEAST

**Classification:** Taijutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute  
**Components:** M  
**Cost:** 12 Chakra  
**Keywords:** Taijutsu

**Description:** You hone in on your adversaries physical form, looking for ways to strike them in their vital points. You do not need to spend chakra to maintain concentration on this jutsu.

Make a Taijutsu ability check vs a DC 13 + the targets rank (*E-Rank: 0, D-Rank: 1, C-Rank: 2, B-Rank: 3, A-Rank: 4, S-Rank: 5*). On a success, you find weak points in their form. This jutsu does not work against inorganic creatures such as constructs.

For the duration, while you can see the creature, the first two times each turn you deal your Unarmed Damage, you deal +2d8 Necrotic Damage to the target.

If the target would ever leave your line of sight this jutsu immediately ends.

### KING'S FANG

**Classification:** Taijutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** 5 feet  
**Duration:** Instant  
**Components:** M  
**Cost:** 11 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a part of casting this jutsu, you must currently be under the effects of the *Lion Stance*. This jutsu attacks count as unarmed attacks for the *Lion Fist Stance's* Bonus Action effect.

You ferociously attack a creature with the aggression and passion of a lion king.

Make two Melee Taijutsu Attacks targeting a creature you can see within range, dealing your Unarmed Damage + 2d6. On each successfully hit, the target must make a Constitution Saving Throw. On a failed save they gain the Bruised condition.

If this jutsu is used as a *Finisher*, you instead deal your Unarmed Damage +2d10 on each successful hit.

**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, increase the number of attacks you make by +1.

### INCUSION OF CLARITY

**Classification:** Taijutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Instant  
**Components:** M  
**Cost:** 13 Chakra  
**Keywords:** Taijutsu

**Description:** You release a surge of chakra throughout your body removing all impurities and assisting in recovering from physical debilitations. You can remove one of the following condition types currently affecting you *Physical* or *Sensory* and granting you advantage against the same condition for 1 minute.

### LEAF EARTH CRUSH

**Classification:** Taijutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** Self (30-Foot Cone)  
**Duration:** Instant  
**Components:** CM, M  
**Cost:** 13 Chakra  
**Keywords:** Taijutsu, Combo

**Description:** You slam your feet into the ground with the *Passion of Youth*™, fragmenting and shattering the earth.

All creature in in range must make a Dexterity Saving Throw to dodge and avoid the spears of stone, metal or whatever materials the ground is made of. On a failed save, creatures take 3d8 Piercing Damage and are knocked 25 feet into the air, becoming airborne until the end of the current turn.

The affected area becomes difficult terrain until cleared or restored.

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.

### LEAF GUST

**Classification:** Taijutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Self (30-foot Cone)  
**Duration:** Instant  
**Components:** M  
**Cost:** 14 Chakra  
**Keywords:** Taijutsu, Combo

**Description:** You swipe your leg with enough force to create a localized shockwave strong enough to bludgeon creatures and objects in range while also blowing them away.

Creatures and objects in a 30-foot cone originating from you must make a Strength Saving Throw, being knocked up 30 feet into the air on a failed save. An airborne creature cannot take a Reaction to jutsu you cast with the *Finisher* keyword before the end of the current turn.

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.

### LEAF HOT WIND

**Classification:** Taijutsu  
**Rank:** B-Rank  
**Casting Time:** 1 Action  
**Range:** Full Movement  
**Duration:** Instant  
**Components:** M, CM  
**Cost:** 14 Chakra  
**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be used as a Taijutsu *Finisher*. You begin to perform a series of roundhouse kicks with enough force to ignite the air around your legs turning them into flaming kicks as your tear through everything in your path.

Select a space within range that you can see and move to that location regardless of other creatures in your path. All creatures of your choice who you would pass through on your way to the location must make a Dexterity Saving Throw taking 3d6 Fire Damage and gaining 2 ranks of the Burned condition on a failed save

or only half damage and no further effects on a successful save.

If you end your movement within 5 feet of a hostile creature, make a Taijutsu Attack against a target, dealing your Unarmed Damage + 7d10 Fire Damage. The target must make a Strength Saving Throw gaining 3 ranks of Bruised 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 the damage of your targeted attack damage by 1d10.

### LEAF HURRICANE BULLET

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Instant

**Components:** M

**Cost:** 10 Chakra

**Keywords:** Taijutsu, Clash

**Description:** You strike with enough force to create a focused bullet of air pressure to strike at ranged targets. Make two Ranged Taijutsu Attack, dealing 5d8 Bludgeoning Damage.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the number of Ranged Taijutsu Attacks by +1.

### MACHINE GUN PUNCH!

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Clash

**Description:** You perform a series of insanely fast strikes so fast that your fists grow hot from the resistance of the air around them. You lock yourself in place, and cannot move from the space you cast this jutsu in. Make 5 Melee Taijutsu Attacks. On a hit, you deal Unarmed Damage.

The strain of this jutsu causes you to suffer blowback from each successful strike. You take 1d6+1 Necrotic Damage that cannot be reduced or resisted or reacted to for each successful attack you land.

### MAXIMUM ENTRY

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Instant

**Components:** M

**Cost:** 13 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You move at remarkable speeds vanishing like the wind. Choose up to 5 creatures you can see within range. Make a Melee Taijutsu Attack against each target. On a hit, a target takes your Unarmed Damage + 4d8 and inflict 1 rank of Bruised. You then teleport to an unoccupied space you can see within 5 feet of one of your targets you hit or missed.

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 B-Rank, increase the cost of this jutsu by 3 and the number of creatures you can target by +1.

### ONE MAN FRONT LOTUD

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As part of the requirements of this jutsu, you must have at least the “*First Heavenly Breath: Inhale*” or any of the Heavenly breaths thereafter active or any of the *8 Inner Gates* class feature active.

You leap into the air before beginning to spin turning yourself into a drill with enough force to create spiraling wind and dust that trails you as you come crashing down into a target of your choice that you can see within range. Make a Melee Taijutsu Attack against the target, dealing your Unarmed Damage + 5d6. All creatures within 10 feet of the target must make a Strength Saving Throw to avoid being thrown back 10 feet from the force.

If this jutsu is used as a *Finisher*, you instead make a Melee Taijutsu Attack against the target, dealing your Unarmed Damage + 5d12. Additionally, all creatures within 10 feet of the target must make a Strength Saving Throw, being knocked back 20 feet from the force, becoming Incapacitated from the force and falling Prone.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

### OWL DROP

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu

**Description:** As a part of the activation of this jutsu, you must be hidden from the target of this taijutsu. You leap downward over your target as you wrap your legs around their neck. You squeeze and twist, attempting to knock them out instantly. Make a Melee Taijutsu Attack against the target to grapple them. On a success the target must make a Constitution Saving Throw falling unconscious on a failed save.

An unconscious creature remains unconscious for 10 minutes, or until they are moved, touched, take damage or are in the area of a Jutsu's effect.

## PACK AGGRESSION

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a part of casting this jutsu, you must currently be under the effects of the *Wolf's Stance*.

You ferociously attack a creature with the aggression and ferocity of a pack of wolves. Make two Melee Taijutsu Attacks targeting a creature you can see within range dealing your Unarmed Damage + 2d6. On each successful hit, increase your next attacks critical threat range by +1 for this jutsu's duration.

If this jutsu is used as a *Finisher*, you instead make three Melee Taijutsu Attacks.

**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 1d6.

## PASSIONATE DANCING LEAF

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (45-foot cone)

**Duration:** Instant

**Components:** CM, M

**Cost:** 13 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You are filled to the brim with the *Passion of Youth*™, and you let it guide your movements.

All creature in a 45-foot cone originating from you must make a Dexterity Saving Throw to dodge and avoid the plethora of punches and kicks you throw out as you dance across the battlefield, before returning back to place in an instant. On a failed save, creatures take 5d6 Bludgeoning Damage and are 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 B-Rank increase the cost of this jutsu by 3, the damage by 1d6.

## PISTON FIST

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Clash, Finisher

**Description:** You make a basic strike against a target within range. As a part of the activation of this jutsu, make a taijutsu attack. On a hit you deal your Unarmed Damage + 6d4 as a surge of chakra erupts from your joint forcing the attack deeper.

If this jutsu is used as a *Finisher*, you instead make a Melee Taijutsu Attack with a +2 bonus to your critical threat range, dealing your Unarmed Damage + 9d4. If you score a critical with this Taijutsu Finisher, you do not double your Unarmed Damage die, you instead deal your Unarmed Damage + 25d4.

**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 +1d4.

## PREDATORS FANG

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 13 Chakra

**Keywords:** Taijutsu

**Description:** This jutsu can only be cast as a Taijutsu Finisher. As a part of casting this jutsu, you must currently be under the effects of the *Serpent Fist Stance*.

You take both of your hands and shape them into a serpents open maw with its fangs showing before you perform a series of strikes meant to break an enemy down.

Make three Melee Taijutsu Attacks, dealing your Unarmed Damage + 2d8. For each successful hit the target must make a Strength Saving Throw. On each failed save, the target creature suffers a -1 penalty to their Strength or Dexterity ability scores for the next minute.

A creature whose ability score is penalized in this way can spend a full-turn-action to readjust themselves, restoring their ability scores back to normal.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the number of attacks by +1.

## QUAKING LEG

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You make a basic strike against a target within range. As a part of the activation of this jutsu, make a taijutsu attack. On a hit, the target take your Unarmed Damage and gains 2 ranks of Weakened.

Additionally, the affected creature is unable to take Reactions until the end of the current turn.

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.

## RABBIT BOSS STOMP

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Clash, Finisher

**Description:** As a part of casting this jutsu, you must currently be under the effects of the *Rabbit Fist Stance*.

You kick with the force of 10,000 rabbits stomping someone to death.

Make one Melee Taijutsu Attacks targeting a creature you can see within range dealing your Unarmed Damage + 6d8 and all creatures in a 30-foot cone originating from the target creature must make a Strength Saving Throw suffering the residual shockwave taking 6d8 Bludgeoning Damage on a failed save or half as much on a success.

The affected area behind the original target creatures becomes difficult terrain as the ground shatters and collapses from your kick.

If this jutsu is used as a *Finisher*, the damage die becomes a d12.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3, the damage by 1d8 or 1d12.

## REVERSE GUARD

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, being damaged by a melee attack.

**Range:** Self

**Duration:** Instant

**Components:** M

**Cost:** Special (14 Chakra)

**Keywords:** Taijutsu

**Description:** As a Reaction to being hit by a melee attack, Make a Martial Arts Check. Your roll becomes your AC until the end of this turn and against the triggering attack. If a melee attack would miss you this turn, you can reverse the attack on to the target, and the attack now instead targets the triggering creature. If they would miss your AC by 10, you gain an additional Reaction which you can use to cast a Taijutsu with the casting time of 1 Action.

## ROYAL REVENGE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** Special

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** Special

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently be under the effects of the *Royal Guard* Taijutsu.

You release the pent-up kinetic energy you've absorbed into a single potent blow with unwasted movements.

Make a single Melee Taijutsu Attack, targeting a creature you can see within range. On a hit, you deal Bludgeoning Damage equal to 1.5 times the amount of damage you've reduced to 0, as a result of *Royal Guard*. Regardless of a hit or miss, immediately after the Melee Taijutsu Attack made as a result of this jutsu, *Royal Guard* immediately ends.

## STAR SHOWER

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action, which you can only take while airborne, falling, or jumping at minimum 30 feet.

**Range:** 60 feet (20-foot cube)

**Duration:** Instant

**Components:** M

**Cost:** 13 Chakra

**Keywords:** Taijutsu

**Description:** While falling you strike the air, creating pockets of force that strike like bullets, pelting the ground.

Select a space you can see in range. All creatures in a 20-foot cube originating from this space must make a Dexterity Saving Throw taking your Unarmed Damage + 6d8 Bludgeoning Damage and falling Prone on a failed save. The area affected by this jutsu becomes cracked and riddled with fist sized craters and imprints becoming Difficult Terrain.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3, the damage by 1d8, and the size of the cube by 5-feet

## STEEL

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Special

**Components:** CM, M

**Cost:** Special

**Keywords:** Taijutsu

**Description:** You release chakra throughout your body, enhancing your physicality temporarily. This self enhancement reinforces your hands and feet allowing you to break previously inconceivable structures and materials with strikes alone.

When this jutsu is cast, you must spend 10 chakra, then an additional +5 chakra for every additional round you want this jutsu active beyond the first, up to a maximum of 10 rounds (1 minute).

While gaining the benefits of this jutsu, you gain +7 DR (Damage reduction) vs B/P/S, +2d6 bonus to melee unarmed/weapon, Taijutsu & Bukijutsu damage rolls twice per turn & deal double damage to objects, structures and constructs.

## STEEL KNUCKLE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a requirement to activate this jutsu, you must currently be in the *Iron Fist Stance* and this Jutsu can only be cast as a *Finisher*.

You perform a series of high-powered strikes with full intention to cause harm, break bones and crush your enemies. Make a two Melee Taijutsu Attacks. On a hit, you deal your Unarmed Damage + 3d12 and force the target to make a Strength Saving Throw. On a failed save, you knock them back a number of feet equal to 10 x your Strength ability modifier.

If you knock a creature away from you with any attack granted by this jutsu, you gain bonus movement speed up to the number of feet you knocked the target away, which you can only use to move to a space within 5 feet of the target that can hold you. If they strike a solid surface that's less than 5 feet thick, they tear through it if they have at least 10 or more feet remaining to be knocked back, taking 4d6 Bludgeoning Damage for each surface they go through.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3, the damage by 1d12 and 1d6

## STILL EARTH: REVERB

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** 10 Minutes

**Components:** CM, M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Medical

**Description:** You can see stiffness in the joints of your friends and can release that tension with a single joint adjustment. This jutsu cannot have its cost reduced by any means.

Select one willing creature other than you, who you can reach as you press their bodies joints into place with firm but gentle motions. When you do release a buildup of tension and stress within them. Affected creatures experience a bliss of resistance free movement for the duration granting them a bonus +10 to movement speed and +1 to AC, Strength and Dexterity Saving Throws.

Additionally, for the duration the affected creature gains an additional use of any 1 clan feature with a use limitation or 1 additional spendable resource. If this additional resource isn't spent by the end of the duration it is lost. (Ex. *Speed Dice*, *Sharingan use limit* etc.) A creature can only benefit from this jutsu once per long rest.

Finally, if this creature is ever under the effects of the Weakened condition, this jutsu immediately ends.

**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 A-Rank or higher, you can target up to two creatures, instead of one.

## TRIPLE DOUBLE

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 14 Chakra

**Keywords:** Taijutsu, Combo

**Description:** You support your allies by breaking your mutual enemies defenses, setting them up for a brutal finisher.

Make a single Melee Taijutsu Attack against a creature within range. On a hit, you deal your unarmed damage.

You grant two allies within 15 feet of you an additional Reaction, which they can only use to cast a Taijutsu or Bukijutsu with the Finisher keyword that has a casting time of 1 Action.

Until the end of the current turn, up to two allied creatures within 15 feet of you, can target the triggering creature with a Taijutsu or Bukijutsu *Finisher* regardless of range, one per turn each, using a Reaction.

## TWIN FRONT LOTUS

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M, W (Battle Wire)

**Cost:** Special (49 Chakra)

**Keywords:** Taijutsu, Combination, Finisher

**Description:** This jutsu can only be cast if you have one other caster who is within 15 feet of you. The second caster as a part of their Reaction moves to a space within 5 feet of you that they can occupy.

As part of the requirements of this jutsu, both you and the second caster must have at least the *First Heavenly Breath: Inhale* or any of the *Heavenly Breaths* thereafter active or any of the *8 Inner Gates* class feature active the target must be airborne or falling.

You and the second caster leap into action grabbing and wrapping the target in you and the second casters battle wire as you begin to spin creating a 3-person drill creating dust trails as the three of you come crashing down into the ground with the force of a meteor.

Each caster makes a Melee Taijutsu Attack each dealing their unarmed damage + 5d8.

If this jutsu is used as a *Finisher*, you both instead make a Melee Taijutsu Attack against the target, dealing the attacking creatures unarmed damage + 5d12. Additionally, all creatures within 30 feet of the target must make a Strength Saving Throw, being knocked back 20 feet from the force and falling Prone.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: Affected creatures must make a Constitution Saving Throw vs whichever of the two casters has the higher Taijutsu Save DC, becoming Incapacitated for 1d4 rounds on a failed save.



- +4-5: Affected creatures must make a Constitution Saving Throw vs whichever of the two casters has the higher Taijutsu Save DC, becoming Stunned for 1d4 turns on a failed save.

## UNPREDICTABLE BLOWS

**Classification:** Taijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 12 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Drunken Fist Stance*.

You sway in and out of combat, dancing around your opponent in a drunken stupor throwing them off, while also making it difficult to pin you down into any single space.

While you are engaged with at least 2 hostile creatures, make one Melee Taijutsu Attack against each hostile creature you are currently engaged with. On a hit you deal your Unarmed Damage + 3d8.

Each time you successfully hit a creature using this jutsu, you increase your AC by +1 until the beginning of your next turn, and that creature cannot make an opportunity attack against you until the beginning of their next turn.

Additionally, you gain a +1 bonus to Saving Throws to resist being *Physical* conditions and a +10 bonus to movement speed until the end of the current turn.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## A-RANK:

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### AMPHIBIOUS GOUT

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self (15-feet)

**Duration:** 1 Round

**Components:** M

**Cost:** 15 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Frog Fist Stance*.

You enter a highly mobile stance designed to allow you to assist all allies in martial combat.

Until the beginning of your next turn, allied creatures (including yourself) who would attempt to make a Melee Taijutsu Attack targeting a creature while both creatures are within 15 feet of you, you may add 1 die to their next attack roll, equal to the die size of your Unarmed Damage dice, as you support them and yourself, by bouncing around in the 15-foot radius supporting each strike and reinforcing each hit with one of your own.

Additionally, until the beginning of your next turn, hostile creatures who would attempt to make a melee or range attack targeting any allied creatures (including yourself) within 15 feet of you, reduces any damage they do by twice your Unarmed Damage.

## COMBO EXTENDER

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, Special

**Components:** M

**Cost:** 20 Chakra

**Keywords:** Taijutsu

**Description:** As part of the requirements of this jutsu, you must have at least the “*Fifth Heavenly Breath: Breathe*” or any of the Heavenly breaths thereafter active and you cannot lose concentration of this jutsu as a result of damage.

For the Duration of your Heavenly breath’s, you gain a special action called *Combo Extension*.

**Combo Extension.** This special action is regained for the duration of this jutsu, at the beginning of each of your turns. For the duration, this special action can be cast a Taijutsu with a Casting time of either an Action or Bonus Action or take the Dash action.

## DEATH BLOSSOM

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 20 Chakra

**Keywords:** Taijutsu, Finisher, Kinjutsu

**Description:** You strike a downed creature in the chest, in an attempt to stop their beating heart with a single strike. This jutsu can only be used against a creature who is Dazed, Prone and who is not a construct.

Make a Melee Taijutsu Attack. On a hit, the target must make a Constitution Saving Throw. On a failed save, they take 10d6 in Necrotic Damage which cannot be reduced by any means or half as much on a success.

If this jutsu is used as a *Finisher*, on a failed save, the target instead takes 10d6 Necrotic Damage and suffers 5 ranks of Lacerated.

If a creature has its Hit Points reduced to 0 as a result of this jutsu or Laceration cause by this jutsu, their heart explodes.

## DISABLING BLOW

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** Instant

**Components:** M

**Cost:** 15 Chakra

**Keywords:** Taijutsu

**Description:** You strike at your target’s joints attempting to disable them for an extended period of time. Make a taijutsu attack against each target within 5 feet of you, of your choice. Each target takes twice your Unarmed Damage and have their movement speed reduced by half and forcing them to make a Constitution Saving Throw.

On a failed save, they gain +2 ranks of Weakened and become unable to take Reactions against you. An affected creature can remake their Saving Throw at the end of each of their turns to gain the ability to take Reactions.

## DRACONIC DRIVE

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 15 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 18 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a part of the requirements of this jutsu you must have at least the *Third Heavenly Breath: Breathe* or any **Heavenly Breaths** thereafter active or at least *Seimon* from the 8 *Inner Gates: Seimon* Taijutsu Feat.

You leap backwards into the sky as you release chakra from your spine creating jets of chakra that keep you in the air before propelling you downward towards a creature you can see in range. Make a Melee Taijutsu Attack dealing your Unarmed Damage +6d6. Regardless of a hit or miss, you create a shockwave originating from the same space of the original target emanating out in a 20-foot radius sphere. All creatures in this radius, excluding you, must make a Dexterity Saving Throw. On a failed save they take 6d6 Bludgeoning Damage and becoming Dazed for 1 minute or half as much damage on a successful save.

## FINAL LOTUS

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** CM, M

**Cost:** 18 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** This jutsu can only be cast as a Taijutsu *Finisher*. As part of the requirements of this jutsu, you must have at least the *"Fifth Heavenly Breath: Respire"* or any of the Heavenly breaths thereafter active or at least *Tomon* from the 8 *Inner Gates: Keimon* Taijutsu Feat.

The target of this jutsu must be Restrained or Grappled. Make five taijutsu attacks against the target. On a Hit, Target creature takes Unarmed damage +1d6. If all five attacks hit, you make a 6th attack. On a hit with the 6th attack, you deal 10d6 Bludgeoning Damage and knock the target Prone. (*This Jutsu cannot score a critical hit*)

After this jutsu, you immediately end either your **Heavenly Breaths** or **8 Inner Gates**.

## HEAVEN KILLER

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** CM, M

**Cost:** Special (70 Chakra)

**Keywords:** Taijutsu, Combination

**Description:** This jutsu can only be cast if you have one other caster who is within 15 feet of you. The second caster as a part of their Reaction moves to a space within 5 feet of you that they can occupy.

Both casters leap in to strike the target creature using each other as leverage while juggling the target in between their strikes. Make a combined number of Melee Taijutsu Attacks equal to their combined Taijutsu ability modifier (Max 10), with each caster attacking one after the other with no caster attacking twice in a row. On a hit, the attacker deals their Unarmed Damage +2d6.

If at least seven attacks were successful, both casters make one final Melee Taijutsu Attack, but only the attack with the highest result is counted. Based on the degree of success over the target AC, this attack deals increased damage.

- **Succeeds by 1~4:** Both casters Unarmed Damage + 4d6.
- **Succeeds by 5~9:** Both casters Unarmed Damage + 6d6.
- **Succeeds by 10~14:** Both casters Unarmed Damage +8d6.
- **Succeeds by 15+:** Both casters Unarmed Damage + 10d6.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: Increase damage die by one step (D6>D8>D10>D12).
- +4-5: Increase damage die by two steps (D6>D8>D10>D12).

## IRON GUARD

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage.

**Range:** Self

**Duration:** 1 Round.

**Components:** M

**Cost:** 15 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement for this jutsu you must currently be gaining the benefit of any *Taijutsu Stance*.

As a Reaction to taking damage, add your Taijutsu ability modifier to your DR (damage reduction). Immediately after you reduce the triggering damage, you gain a thin armor of chakra armor, represented as Temporary Hit Points which total to an amount equal to twice your Taijutsu Save DC. These Temporary Hit Points vanish at the beginning of your next turn.

## LANDSLIDE

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Special

**Components:** M

**Cost:** 20 Chakra

**Keywords:** Taijutsu

**Description:** As a part of the requires to cast this jutsu, you must currently be standing on an incline or slope style terrain.

You take a solid stance and stomp the ground sending out light but effective shockwaves throughout the surrounding terrain. All delicate structures, environment, creatures and materials excluding you, within 120 feet, that is not anchored into the ground at least 1 to 5 feet deep or holding on to something that is anchored into the ground, begin to aggressively slide down the incline or slope.

Once cast, this inclined or sloped surface counts as difficult terrain. All stone, mud, snow, trees, debris, structures and creatures that begin to slide down this incline or slope must make a Dexterity Saving Throw at the beginning of each of their turns to avoid being struck by other falling debris sliding down the slope with them.

Things falling or sliding down this slope or incline do not stop falling or sliding until they reach solid, flat ground. All objects, environment, structures and constructs fall 60 feet per round, while creatures fall 45 feet per round.

Creatures who fail their Saving Throws are struck with a solid surface or object, structure or creature sliding as a result of this jutsu and suffer  $4d6$  Bludgeoning Damage per object, structure or creature within 5 feet of them while sliding.

A creature can spend their Reaction on another creature's turn to attempt a Strength (Athletics) check to slow their decent by half (round down) at the beginning of their next turn.

A creature no longer standing on the inclined or sloped surface at the beginning of their turn does not need to make any Athletics Checks or Saving Throws due to this jutsu.

This landslides duration is entirely DM's discretion based on the total height of the actual incline or slope and the volume of things that fall in its totality. This jutsu can strip a large section of a mountain side or begin a city threatening avalanche on a snowcapped mountain.

## MAGNUM KNUCKLE

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** CM, M

**Cost:** 15 Chakra

**Keywords:** Taijutsu

**Description:** You enrich your arms and legs with chakra that increases combat prowess. For the duration, you have advantage on attack of opportunities, and twice per turn, your unarmed attacks deal an additional die of damage. Also, up to twice per turn, when you make an unarmed attack, target creatures must make a Constitution Saving Throw or reduce their movement speed by 10 until the end of their next turn.

## PHANTOM MOBILITY

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** M

**Cost:** 15 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Silent Fist Stance*.

If you cast this jutsu while you are currently gaining the benefits of the *Silent Movement* taijutsu, reduce this jutsu's cost by half (rounded down), and you immediately end concentration on the *Silent Movement* taijutsu, while still retaining its benefits for this jutsu's duration.

While you are gaining this jutsu's benefits; You can move through a creature's space while suffering no movement penalties and requiring no Skill Checks. When you take the dash action, you can do so as a Bonus Action and ignore difficult terrain. When water or wall walking, you move at your full speed and finally, unarmed attacks you make deal half their damage to creatures of your choice who are adjacent to your attacks original target.

## REAL IMPACT

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 20 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a requirement to cast this jutsu, you can only target creatures who are both *Dazed* and *Slowed*. This jutsu can only be cast as a *Finisher*.

You reel back preparing to perform a rising uppercut with enough chakra to distort the area around you from the force of your attack alone.

Make a Melee Taijutsu Attack, on a hit you deal your Unarmed Damage +  $10d8$  and all creatures, including the original target who are adjacent to you must make a Strength Saving Throw. On a failed save they are thrown 30 feet into the air, becoming airborne.

All other creatures excluding your original target, until the end of the current turn, can be targeted by your allies within 30 feet of you with a taijutsu or bukijutsu *Finisher* regardless of range, once per turn, using their Reaction, ignoring its listed casting time.



## SAVAGE ROAR

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** M

**Cost:** Special (70 Chakra)

**Keywords:** Taijutsu, Combination

**Description:** This jutsu can only be cast if you have one other caster who is within 15 feet of you. The second caster as a part of their Reaction moves to a space within 5 feet of you that they can occupy.

You and the second caster perform a symbiotic fighting stance, roaring and working in consistent tandem, never acting independently. For the duration of this jutsu, you do not need to spend chakra to maintain concentration on this jutsu.

When you or the second caster would spend their Action or Bonus Action to cast a Taijutsu, both casters of this jutsu perform the same jutsu, spending its cost, and gaining its benefits simultaneously.

When a jutsu is cast in this fashion both casters do not need to know the jutsu, but must be able to fulfill the conditions of and cast the jutsu to gain its benefits. If they cannot, this jutsu immediately ends. (Ex. A caster who cannot cast a specific Hijutsu cannot cast the same jutsu as another caster who can cast that Hijutsu)

Regardless of the Taijutsu cast, if it would normally force the other caster to make a Saving Throw, they are immune to its offensive effects.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: Both casters gain a +2 bonus to their taijutsu attack rolls.
- +4-5: Both casters gain a  $1d4+1$  bonus to their taijutsu attack rolls and a +1 bonus to their Taijutsu Save DC.

## SEIDOU GOITSU

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Special

**Components:** M

**Cost:** 20 Chakra

**Keywords:** Taijutsu

**Description:** An advanced and dangerous technique that's a part of an ancient martial arts made by combining the opposing chakra of Yin and Yang. This jutsu works by having your Yin chakra first becomes focused inward, while your Yang chakra explodes outward resulting in an explosive boost in the user's physical abilities.

At the beginning of each of your turns, you can choose to attempt to maintain this jutsu or end it. If you attempt to maintain it, make a Martial Arts Check vs a DC 20. On a success, you maintain this jutsu. Each time after the first, when you make this jutsu while this jutsu is active, increase the DC by +2. On a failed check this jutsu immediately ends. If you end this jutsu instead of attempting to maintain it, this jutsu ends with no further effect.

While gaining the benefits of this jutsu, unarmed attacks and taijutsu attacks you make are all made at advantage. Additionally, you deal bonus damage equal to

your level, twice per turn, with unarmed and taijutsu attacks.

If this jutsu ends as a result of failing the check to maintain it, you gain a number of ranks of the **Weakened** condition, for a number of minutes equal to the number of rounds this jutsu remained active.

## SIXTH HEAVENLY BREATH: GASP

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Special

**Components:** CM

**Cost:** 19 Chakra

**Keywords:** Taijutsu

**Description:** As a requirement to activate this jutsu, you must have *Fifth Heavenly Breath: Respire* currently active. You end your concentration on that jutsu and this one takes its place. You retain all of the effects and duration of that jutsu, stacking them with this jutsu's effects.

You increase your heart and lung size two-fold. Doing so increases your body's ability to filter poisons and provide nutrition throughout. The aura that surrounds you begins to glow far more intensely as it begins to coalesce into a storm like formation. Your first two taijutsu deal 2d8 bonus damage, and you gain 30 Temporary Hit Points which stack with other Temporary Hit Points granted by *Heavenly Breath* taijutsu.

Upon ending this jutsu, you gain 2 ranks of the **Weakened** condition and 1 rank of the **Slowed** condition until you finish a long rest. This cannot be removed or ended early except by a jutsu with the **Medical** keyword or S-Rank.

## SUPREME PACIFICATION

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Special

**Components:** M

**Cost:** 18 Chakra

**Keywords:** Taijutsu

**Description:** An advanced pacification technique meant to completely remove a creature from combat or prevent them from entering combat all together.

As a part of the activation of this jutsu, you must target a single creature putting all of your focus upon them. Make a single Melee Taijutsu Attack. On a hit, you immediately grapple and restrain the target. The target can spend their Reaction to make an opposed Strength (Athletics) check to break free immediately ending this jutsu, remaining Grappled and Restrained on a failed check.

On an affected creatures turn; they must spend an action to attempt to escape by making a Strength Saving Throw. While a creature is Grappled and Restrained this way, they cannot form hand seals (HS), perform the help action, or make any Strength of Dexterity Skill Checks.

Additionally, they cannot speak or make verbal sounds as you have their mouth covered as well.

After 5 rounds, a creature Restrained in this way, must begin to make Constitution Saving Throws at beginning of each of their turns. On a failed save, they fall unconscious. While you are grappling a creature in this way, your movement speed is reduced by half, you cannot take the dash action, you cannot form HS, and you cannot concentrate on ninjutsu or genjutsu.

## SUPREME VIOLENCE

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM, M

**Cost:** 19 Chakra

**Keywords:** Taijutsu

**Description:** You pump chakra through your body until you can puppet your body with your chakra alone allowing you to react with but a thought. As a part of the activation of this jutsu you cannot concentrate on any Ninjutsu or Genjutsu for the duration of this Taijutsu.

For the duration you gain a bonus to your AC equal to half of your proficiency bonus and you gain a special Reaction call *Violent Reprisal*.

**Violent Reprisal.** When a creature would make a melee attack with you as their target, you can spend your Reaction to cast a Taijutsu with the casting time of 1 Action that makes no more than two attacks against the triggering creature

## TENEBOUS CLAW

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** M

**Cost:** 18 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You perform a series of blows with enough speed, Strength, and striking power to generate sparks of electricity with each blow.

Make three Melee Taijutsu Attacks against one creature you can see within range, dealing your Unarmed Damage + 2d8.

If this jutsu is used as a *Finisher*, you deal your Unarmed Damage + 3d8 and a creature who is hit with at least one of these attacks, must make a Strength Saving Throw. On a failed save, they gain 3 ranks of the Bruised condition.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

## TIGER LILY

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 Feet

**Duration:** Concentration, up to 1 minute

**Components:** CM, M

**Cost:** 18 Chakra

**Keywords:** Taijutsu, Sensory

**Description:** You enter a state of serenity and gain impenetrable clarity of the world around you. For the duration you gain 60 feet of blind sight.

## TRUE RAKSHASA'S PALM

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM, M

**Cost:** 20 Chakra

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently have both *Rakshasa's Palm* and *Rakshasa's Sole* on your known jutsu list.

You combine both techniques forming a perfect fusion of both, managing a balance. For the duration of this jutsu, you cannot lose concentration of this jutsu as a result of Damage or failing a concentration check.

While you are gaining the benefits of this jutsu, you cannot cast or maintain concentration on *Rakshasa's Palm* or *Rakshasa's Sole*.

You gain the following benefits for the duration;

- Twice per turn, Taijutsu you cast deal an additional 2d6 Damage on a hit.
- When you score a successful hit with a Taijutsu attack, once per turn, you may force a target to make a Strength Saving Throw, gaining 2 ranks of Bruised on a failed save.
- You deal the maximum possible damage to structures and constructs.
- As a Reaction, which you can take when you would make a Strength or Dexterity Saving Throw from a ninjutsu or taijutsu cast that has the shape of a sphere, cylinder, cone, or line, you can perform a round house kick, striking the jutsu while also initiating a clash.
- When you would make a Strength (Martial arts) check for the clash, you make it at advantage and reroll 1's and 2's.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the damage by 1d6. If you cast this jutsu at S-Rank, when you win a clash check with this jutsu's Reaction, you deal 7 times your Unarmed Damage.

## VIOLENT LEAF ADAMANTINE-STRENGTH WHIRLWIND

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** Special

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 18 Chakra

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently have at least the *Fourth Heavenly Breath: Wheeze* or any of the *Heavenly Breaths* thereafter active or at least the *Seimon* from the *8 Inner Gates: Seimon* Taijutsu Feat.

When you first enter any of the listed breathes or inner gates you may activate this jutsu once. When you do, you may immediately move up to 30 feet towards any hostile creature you can see. If you end your movement within 5 feet of the them, you can immediately make a single powerful roundhouse kick.

Make a Melee Taijutsu Attack. On a hit you deal 6 times your Unarmed Damage and the target must make a Strength Saving Throw. On a failed save they are thrown back a number of feet equal to your Strength modifier times 20. If they strike a solid surface that's less than 5 feet thick, they tear through it if they have at least 10 or more feet remaining to be knocked back, taking 6d6 Bludgeoning Damage for each surface they go through.

## VIOLENT STRANGLING

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** 19 Chakra

**Keywords:** Taijutsu

**Description:** With a sudden movement you grip a targets throat with such speed most don't get a chance to react. Make a Melee Taijutsu Attack against the target. On a hit, the target is Grappled and Restrained. The target also cannot make hand seals as you hold one of their hands. The target also gains 2 ranks of Exhaustion. At the end of each of the targets turns they gain 2 ranks of Exhaustion. As an Action, on each of the targets turns, they can make a Strength Saving Throw to escape your grip on a success. When a creature would escape this jutsu they lose all ranks of Exhaustion gained from this Jutsu

## WORLD BREAKER

**Classification:** Taijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (65-foot Cube)

**Duration:** Instant

**Components:** CM, M

**Cost:** 19 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** You strike the ground with such force that you destroy the surrounding area with little concern. All creatures in a 65-foot cube originating from you must make a Dexterity Saving Throw taking 10d10 Bludgeoning Damage as the surface is destroyed and pieces of the ground shoot out in random directions.

The affected area is counted as difficult terrain and creatures that are greater than 10 feet from each other are heavily obscured from one another.

If this jutsu is used as a *Finisher*, all creatures who fail their Saving Throw gain 3 ranks of Bruised.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

## S-RANK:

### BLACK NERIUM

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** 1 Minute

**Components:** CM, M

**Cost:** 30 Chakra

**Keywords:** Taijutsu, Medical, Kinjutsu

**Description:** You attempt to press a point on the base of a hostile creatures neck. When you do, you reverse their bodies blood flow completely throwing their heart off and causing blood vessels to explode.

Make a Melee Taijutsu Attack. On a hit, the target must make a Constitution Saving Throw at the beginning of each of their turns for the next minute. Each time they would fail their Saving Throw, they suffer a -1 penalty to their Strength, Dexterity and Constitution ability checks, Skill Checks, attack rolls and Saving Throws for the duration and suffer 5d6 Necrotic Damage which cannot be reduced or resisted by any means.

A creature who would fail all 10 Saving Throws, dies. As every blood vessel in their body collapses. A creature who is targeted with a Jutsu with the medical keyword that would end conditions or restore Hit Points cast at S-Rank, has this jutsu's effect immediately end.

### BLUE ROSE

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM, M

**Cost:** 26 Chakra

**Keywords:** Taijutsu

**Description:** You enter a state of absolute passion and ambition. You gain two additional Bonus Actions for the duration. While gaining the benefit of this jutsu, you cannot gain the benefit of Ninjutsu, Genjutsu, Taijutsu or Bukijutsu that would provide you with additional special actions.

### CRIMSON SKIES

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (45-foot cylinder)

**Duration:** Instant

**Components:** CM, M

**Cost:** 25 Chakra

**Keywords:** Taijutsu

**Description:** You punch skyward with enough force to ignite the air around you, sparking flames and cinder to erupt. This creates an updraft of flames made by pure kinetic friction. This in turn turns the sky red for any creature who is within 1 mile of you.

This sudden change in atmospheric pressure creates a sudden shift in air pressure creating a massive cyclone that lasts for but a moment.

All creatures (excluding you) within 45 feet of you must make a Strength Saving Throw. On a failed save, they take 10d8 Fire Damage from the spark of flames or half as much on a success.

Immediately after, all creatures in the same area must remake their Saving Throw. Creatures who failed their first Saving Throw makes this second Saving Throw at

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disadvantage. On a failed second Saving Throw, creatures are thrown 120 feet in a random direction taking 10d8 Bludgeoning Damage as they strike the ground or a solid surface. On a successful save, they take half damage and are instead thrown only 60 feet in a random direction.

### DAYTIME TIGER

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** M

**Cost:** 20 Chakra

**Keywords:** Taijutsu, Finisher, Clash

**Description:** This jutsu can only be cast as a Taijutsu *Finisher*. As part of the requirements of this jutsu, you must have at least the “*Sixth Heavenly Breath: Gasp*” or the 7<sup>th</sup> *Gate of Wonder* of the 8 *Inner Gates* class feature active.

You take your palm and tap it with a closed fist creating a vortex of air pressure. Make a range Taijutsu attack. On a hit the target takes 10d12 bludgeoning and 10d12 Force Damage. Each creature within 30 feet around the target creature must make a Dexterity Saving Throw. A target takes 10d10 Force Damage on a failed save, or half on a successful one.

### DREADNAUGHT GUARD

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Special

**Components:** CM, M

**Cost:** Special (35 Chakra)

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently have both the *Royal Guard* and *Royal Revenge* Taijutsu on your known jutsu list.

You take everything learned from both of the aforementioned jutsu and apply it to yourself in the most literal fashion. You generate a hazy, but dense aura of chakra around yourself designed to protect you from basically all forms of damage.

For the duration this jutsu adjusts your physicality in the following ways. Once you use this jutsu, you cannot gain its benefits until you complete a long or full rest.

- Your speed is reduced by 15 feet.
- You cannot cast or maintain Ninjutsu or Genjutsu.
- You gain a number of Temporary Hit Points equal to 10 times your Taijutsu Save DC.
  - This jutsu lasts for 10 minutes or until the Temporary Hit Points granted by this jutsu is reduced to 0.
- For the duration of this Jutsu, you spend half as much chakra to reduce damage with *Royal Guard*.

### EVENING ELEPHANT

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet Line

**Duration:** Instant

**Components:** M

**Cost:** 21 Chakra

**Keywords:** Taijutsu, Finisher, Clash

**Description:** This jutsu can only be cast as a Taijutsu *Finisher*. This is the ultimate culmination of offensive taijutsu. As a part of the activation of this jutsu, you must currently be under the effects of at least either *Sixth Heavenly Breath: Gasp* Taijutsu or 7<sup>th</sup> *Gate of Wonder* or higher.

Make 5 Taijutsu attacks against a target. Each attack you make is treated as a shockwave that affects all creatures in a 15-foot-wide, 60 feet long line behind your initial target. On a hit, the target creature takes 5d10 Bludgeoning Damage. All creatures behind the target creature must make a Dexterity Saving Throw taking 5d8 Force Damage on a failed save or half as much on a successful one. (*This Jutsu cannot score a critical hit*)

### FINAL FURY

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** CM, M

**Cost:** Special (88 Chakra)

**Keywords:** Taijutsu, Combination

**Description:** This jutsu can only be cast if you have one other caster who is within 15 feet of you. The second caster as a part of their Reaction moves to a space within 5 feet of you that they can occupy.

You and the second caster perform a joint combined series of strikes attacking vital points across a targets body.

Each caster make three Melee Taijutsu Attacks, dealing their unarmed damage + 5d8 on a hit. If both casters successfully hit their target with all of their attacks the target must make a Constitution Saving Throw vs the Taijutsu Save DC of the caster with the highest DC. On a failed save the target gains 5 stacks of the Weakened condition for the next 24 hours.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: Both casters gain a +2 bonus to their taijutsu attack rolls.
- +4-5: Both casters gain a +2 bonus to their taijutsu attack rolls, +1d4 bonus to damage rolls and a +1 bonus to their Taijutsu Save DC.



## HELL ON EARTH

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot sphere)

**Duration:** Instant

**Components:** CM, M

**Cost:** 35 Chakra

**Keywords:** Taijutsu, Finisher

**Description:** As a requirement of casting this jutsu you must target a Prone creature. This jutsu can only be cast as a *Finisher*.

You raise your hand to the sky, beckoning the heavens and projecting your essence of self into your hand. You then attempt to create a direct fissure through the Prone target into the underworld with a single blow. When you strike the target, you also create a 60-foot radius sphere of destruction powered by your essence alone.

Make a single Melee Taijutsu Attack. On a hit, you deal  $10d12 + 80$  Bludgeoning Damage.

Regardless of a hit or miss, all creatures, excluding you and the original target, must make a Dexterity Saving Throw taking  $10d8 + 80$  Bludgeoning Damage on a failed save, or half as much on a success.

After using this jutsu, you cannot use it again until you complete a rest. If you attempt to use this jutsu a second time before you complete a rest, you must also spend 5 Hit dice in addition to the chakra cost.

## LEAF DRAGON GOD

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** M

**Cost:** 28 Chakra

**Keywords:** Taijutsu, Finisher, Clash

**Description:** An Ultimate taijutsu created by a legendary master. You perform an upward spin kick which quickly becomes a pressurized tornado that shapes itself into a dragon with long whiskers. Move yourself up to 120 feet in any direction even turning corners and up walls. All creatures who you pass within 5 feet of, must make a Strength Saving Throw being pulled into the tornado and thrown to the end of it landing 5 feet in front of where ever you end your movement, taking  $12d8$  Bludgeoning Damage and taking additional damage as if they were falling. On a successful save they only take half damage. Creatures take twice the amount of falling damage as a result of this jutsu.

Creatures who fail the Strength Saving Throw must also succeed a Constitution Saving Throw being slashed by the debris this taijutsu picks up taking  $6d8$  Slashing Damage on a failed save or half as much on a successful save.

## NIGHT GUY

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Instant

**Components:** CM, M

**Cost:** Special (1 Chakra)

**Keywords:** Taijutsu

**Description:** As a part of casting this jutsu, you must currently have at least the *Seventh Heavenly Breath: Exhale* or the *8<sup>th</sup> Gate of Death* from the *8 Inner Gates* Taijutsu Specialist, Passionate Youth class feature active.

You begin to emit an enormous amount of red steam, known as the 'Steam of Blood', and your chakra manifests into a red burning beast of your description around your body. You then shout an activation word of your choice, before dashing forward with such force that space in front of you becomes distorted.

You may select any creature or space you can see or within 120 feet of you. You move in as straight a line as possible. You move through all structures, environmental obstructions and anything similar as if you could phase through them. You ignore summoned constructs and structures created by Jutsu, features or traits.

Additionally, the target cannot gain the benefits of any Reaction they use until the beginning of their next turn.

You then kick, with the force required to distort time and space. Make a Melee Taijutsu Attack, at advantage, rerolling any result that's less than 8 on the die. On a hit, the target must succeed a Strength Saving Throw. On a failure, they are reduced to 0 Hit Points and their body is atomized, becoming unable to be revived by any means.

On a success you instead deal  $Xd12 + 100$  Bludgeoning Damage, where  $X =$  the casters level + Proficiency + Taijutsu ability modifier.

At the conclusion of this attack, all of the blood in the users body is boiled out of them, forcing the end of their *Heavenly breaths* and/or *8 Inner Gates*, they then begin to turn to ash, crumbling into dust over the course of the next minute.

## RED LOTUS

**Classification:** Taijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM, M

**Cost:** 26 Chakra

**Keywords:** Taijutsu

**Description:** You enter a state of absolute instinct and focus. You gain 2 additional Reactions for the duration. While gaining the benefit of this jutsu, you cannot gain the benefit of Ninjutsu, Genjutsu, Taijutsu or Bukijutsu that would provide you with additional special actions.

## SEVENTH HEAVENLY BREATH: EXHALE

**Classification:** Taijutsu  
**Rank:** S-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Concentration, up to 10 Minutes  
**Components:** CM  
**Cost:** 20 Chakra

**Keywords:** Taijutsu, Kinjutsu

**Description:** As a requirement to activate this jutsu, you must have *Sixth Heavenly Breath: Gasp* currently active. You end your concentration on that jutsu and this one takes its place. You retain all of the effects and duration of that jutsu, stacking them with this jutsu's effects.

You turn off your heart's limiters allowing it to pump an unquantifiable amount of oxygen through your body. The aura that surrounds you begins to glow far more intensely as it begins to take a shape of your choice such as a skull, eyes, or a demon. Your first two taijutsu attacks per turn gain a +5 bonus to hit, deal 7d8 bonus damage, and you gain 40 Temporary Hit Points which stack with other Temporary Hit Points granted by *Heavenly Breath* taijutsu.

Upon ending this jutsu, you gain 7 ranks of the Weakened condition and 7 ranks of the Slowed condition until you finish a one week of downtime. This cannot be removed or ended early by any means.

## STYLISH COMPLIMENTS

**Classification:** Taijutsu  
**Rank:** S-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Special, up to 1 minute  
**Components:** CM, M  
**Cost:** Special (30 Chakra)

**Keywords:** Taijutsu

**Description:** You begin to perform a series of extremely disrespectful movements designed to not only show how absolutely amazing you are, but how woefully unprepared your enemies are to deal with someone of your caliber.

While you are under the effects of this jutsu you gain the following;

- For the next minute, each time you would score two successful hits on a creature you gain a +1 bonus to your AC and Saving Throws until the beginning of your next turn, to a maximum of +5.
- For the duration, you cannot suffer penalties to your AC, attack rolls or Saving Throws.
- When you would succeed a Saving Throw that would inflict a condition or deal damage, you instead suffer no effects or damage.
- When a creature would miss you with an attack, you may take the Attack Action targeting the triggering creature.
- The first time you would take damage, or suffer any hostile creatures effect, this jutsu immediately ends.

## THE LAST WALTZ

**Classification:** Taijutsu  
**Rank:** S-Rank  
**Casting Time:** 1 Action  
**Range:** Self (5 feet)  
**Duration:** Concentration, up to 1 minute  
**Components:** M  
**Cost:** 26 Chakra

**Keywords:** Taijutsu

**Description:** You can only cast this jutsu while you are adjacent to at least one hostile creature. The hostile creature(s) you are adjacent to must make a contested Strength or Dexterity (Martial Arts) check vs your Strength or Dexterity (Martial Arts) check. If the adjacent creatures fail the contested check, for the duration, when they would move or teleport away from you, you may move up to your movement speed to become adjacent to them again. (*This does not spend any movement if you move on another creature's turn.*) Different dimensions count as an infinite distance away. When you move up to someone, you may take the Attack Action targeting them.

On a hit, they cannot target any other creature with a melee or ranged attack except for you until the end of the current turn.

Additionally, when you would take the Attack Action, you can take one Attack Action targeting each creature adjacent to you individually.

## WHITE LILY

**Classification:** Taijutsu  
**Rank:** S-Rank  
**Casting Time:** 1 Action  
**Range:** Touch  
**Duration:** Concentration, up to 1 minute  
**Components:** CM, M  
**Cost:** Special (25 Chakra)

**Keywords:** Taijutsu, Medical

**Description:** You press a point on the base of a willing ally's spine. When you do, you release their bodies limited synapse response time, enhancing it, allowing an allied creature to move at the speed of thought.

For the duration, the target gains an additional Bonus Action and Reaction. The target of this jutsu cannot concentrate on any other jutsu for the duration.

After one minute their body slows down, becoming Weakened for 1 hour.

You cannot target yourself with this jutsu. If a creature benefiting from this jutsu gains 2 or more ranks of Shocked, they become Stunned until the end of their next turn.

A creature cannot gain the benefits of this jutsu more than once per rest.

# BUKIJUTSU

Bukijutsu (Literally meaning: sword hidden in the hand techniques) pertains to techniques that entail the throwing of shuriken, Kunai, Senbon, or any other number of hand-held weapons. Bukijutsu can be used in combination with Taijutsu, ninjutsu, and/or chakra flow in order to create more devastating techniques

**Special Effect: Chain.** Jutsu with this keyword are a link in the dance of steel, and as such have steps: 1, 2, and 3. Jutsu with the Chain X keyword have different effects when cast in a chain. The first jutsu you cast with the Chain keyword is considered Chain 1. The next is considered Chain 2, and then Chain 3. Once you cast a Chain 3, your chain resets to 0. You cannot cast a Jutsu with this keyword that has the same name, more than once per chain. Your Chain value cannot be raised outside your turn, and casting a Jutsu without the chain keyword interrupts your chain, resetting it to 0.

## D-RANK:

### 1 -SHOT CRUSHING BLOW

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a rising strike with your weapon striking and crushing the target from below. Make a Melee Taijutsu Attack using your weapon, dealing your Weapon's Damage + 2d6. On a hit, the target must also succeed a Strength Saving Throw, reducing their AC by 1d4 until the start of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

### 1-STRIKE SLASH

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a wide arcing slash with your weapon, slicing into them with little wasted movement.

Make a Melee Taijutsu Attack using your weapon, dealing your Weapon's Damage + 2d6. On a hit, the target must also succeed a Constitution Saving Throw gaining 1 ranks of Bleeding 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 1d6.

### 2-CROSS STRIKE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a double striking slash with your weapon, attacking two different angles forming an "X" at the intersections of the attack. Make two Melee Taijutsu Attacks using your weapon dealing your Weapon's Damage. On each hit, the target must also succeed a Constitution Saving Throw, gaining 1 rank of Bruised 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 target suffers a -1 penalty on their save.

### 2-POINT PENETRATE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a double strike attacking at your opponent's shoulders or legs in an attempt to destabilize them. Make two Melee Taijutsu Attacks using your weapon, dealing your Weapon's Damage. If a target is hit at least once, it must also succeed a Constitution Saving Throw gaining reducing the targets speed by 10 feet, for each successful attack, until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the target suffers a -1 penalty on their save.



## 36 PSI AIR CANNON

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You use the air itself to slash the target from a distance. As you swing your sword you launch an air-compressed projectile spiraling towards the target. Make a Ranged Taijutsu Attack against a target creature in range. On a hit, you deal your Weapon's Damage+1d12. The creature must make a Dexterity Saving Throw, gaining 1 rank of Slowed on a failed save. A Slowed creature remakes their saving throw at the end of each of their turns.

If this jutsu is cast as a **Chain 2**, this jutsu deals an additional 2d12 damage. If this jutsu is cast as a **Chain 3** the target creatures gets an additional rank of Slowed.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage die by +1.

## 3-LATERAL SLASH

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a triple strike attacking your opponent's joints in an attempt to disarm and disable them. Make three Melee Taijutsu Attacks using your weapon, dealing your Weapon's Damage, do not add your ability modifier to the damage dealt. Once, if you would deal damage with this jutsu, the target must also succeed a Constitution Saving Throw dropping any weapon they have, as it is then knocked 10 feet away from them, and being Dazed until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the target suffers a -1 penalty on their save.



## 3-POINT PIERCE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a 3-point strike in multiple points made to penetrate the target's defense. Make three Melee Taijutsu Attacks with your weapon, dealing your Weapon's Damage, do not add your ability modifier to damage dealt. The target must also make a Constitution Saving Throw. On a failed save they gain one rank of Weakened until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the target suffers a -1 penalty on their save.

## ACHILLES HEEL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 feet

**Duration:** 1 Minute

**Components:** W (Melee Piercing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You aim to cripple your target by aiming at the weak point in their armor. Target one creature in range that is wearing armor. Make a Martial Arts Check vs their AC. If you roll higher than their AC, you have noticed their weak spots in their armor. For the duration you ignore any DR from their Armor and their AC is reduced by 1. This jutsu ends early if you lose sight of them.

## ARROW NOTCH SLASH

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You slice into a creature in an instant slash, leaving no room for interference. Only the target creature can react to this jutsu. Make a Melee Taijutsu Attack against a target creature in range. On a hit, you deal your Weapon's Damage+2d4 and you can choose to move 10 feet away from the creature before the damage is rolled.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 2d4.

## BIDING FURY STANCE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** W (Any Power), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You enter a stance to absorb the damage you take to prepare to dish out even more. Every time you are hit or would react to an attack to make it miss you gain 1 Fury. You can hold a number of Fury equal to your level at a time. This Fury can be spent on other jutsu with the "Binding Fury-" Prefix.

## BIDING FURY: DRAGON FLURRY

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** weapons range

**Duration:** 1 Minute

**Components:** W (Any Power), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** (Must be under the effects of a Binding Fury Stance to cast) You perform a rapid combo of attacks to break down your enemy. Make two Melee Taijutsu Attacks,

dealing your Weapon's Damage + 1d4 on a hit. If you land both attacks, you can spend 2 or more Fury to make an additional attack per Fury spent, up to 4 attacks.

## BIDING FURY: HORIZONTAL BLOCK

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction to taking damage

**Range:** weapons range

**Duration:** 1 Minute

**Components:** W (Any Power), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** (Must be under the effects of a Binding Fury Stance to cast) When you would be hit with an attack, you

can spend 2 or more Fury to try and parry the damage. Roll your Weapon's Damage Dice a number of times equal to the amount of Fury Spent and reduce the damage taken by the rolled amount. If you would reduce this damage to 0, make a number of attacks per every 2 Fury spent, dealing your Weapon's Damage Dice on a hit.

## BLADE OF SIN: SLOTH

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You seek to emulate the power of one of the Seven Deadly Sins of Humanity in your blade, imbuing the Sin of Sloth inside the edge. Make a Melee Taijutsu Attack against a creature in range. On a hit you deal your Weapon's Damage + 1d8. The target creature must make a Constitution Saving Throw. On a failure, they move down the initiative tracker as they lose the motivation to act as fast as before.

If this jutsu is cast as a **Chain 2**, it deals an additional 2d8 damage. If this jutsu is cast as a **Chain 3** has disadvantage on its Constitution Saving Throw.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d12. Starting at A-rank, if the target is the last in initiative when they would fail their Saving Throw, they instead cannot move or act until the end of their next turn.

## BLUNT STRIKE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Bludgeoning), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You ready your weapon before you bludgeon the weapon with your chakra and aim for your target's core striking at the center of their chest.

Make a Ranged Taijutsu Attack using your weapon, dealing your Weapon's Damage + 2d4 but as Bludgeoning Damage. On a hit, the target must succeed a Constitution Saving Throw. On a failed save, the target is Dazed and if they would make a concentration check to maintain a Genjutsu or Ninjutsu, they roll an additional 1d8, reducing their check by the result.

**At Higher Ranks:** For each rank, you cast this jutsu above D-Rank increasing the cost of this jutsu by 3 and the damage by 2d4.

## BOUNCE CHAIN RICOCHET

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You make your attack with the aim that it hits as many people as possible. Make a Ranged Taijutsu Attack against a creature in range. On a hit, you deal your Weapon's Damage + 1d8. On a hit, you can make a second Ranged Taijutsu Attack against another creature in range with a -2 penalty to the attack roll. If this second attack hits, you can make a third attack against a creature in range, this time with an additional -2 penalty.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d8.



## BREATH OF ASH: SCORCH

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** CM, W (Any Ranged), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Fire Release

**Description:** You begin to collect and manifest fire release chakra until it laces the striking portion of your weapon. The fire release chakra begins to transform into gouts of ash that emanate off of your weapon with a menacing haze.

Select a creature you can see in range and make a single Ranged Taijutsu Attack, with a +1 bonus to your critical threat range. On a hit, you deal your Weapon's Damage + 2d6 Fire Damage and the target is overwhelmed by the ash causing them to be Blinded until the beginning of their next turn, or the first time they are targeted by an attacked before their 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 1d6. If this jutsu is cast at B-Rank, you can target a second creature with this jutsu. If this jutsu is cast at S-Rank, you can target a third creature with this jutsu.

## BREATH OF BEASTS: FANG

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** CM, W (Any Melee), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to collect and manifest chakra until it laces the striking portion of your weapon. The chakra begins to manifest in the form of any beast of your choice in any color that can be seen plainly by others.

You begin to swing wildly and unpredictably, fueled by instinct and primal urges. Make two Melee Taijutsu Attacks, dealing your Weapon's Damage + 1d6, you do not add your ability modifier to the damage rolled.

**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 1d6. If this jutsu is cast at B-Rank increase the number of attacks by +1. If this jutsu is cast at S-Rank increase the number of attacks by +2.

## BREATH OF DUST: SOKUSEI

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** CM, W (Any Ranged), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Earth Release

**Description:** You begin to collect and manifest earth release chakra until it laces the striking portion of your weapon. The earth release chakra begins to magnify the weight and striking power of your attacks allowing you tear through anything in your path is little difficulty.

Make a single Ranged Taijutsu Attack against one creature you can see within range, this jutsu cannot score a critical hit. On a hit, you deal your Weapon's Damage + 1d12 Earth Damage and the target is pushed back 5 feet.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 1d12.

## BREATH OF EARTH: SMASH

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self (10 feet radius)  
**Duration:** Instant  
**Components:** CM, W (Any Melee), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Earth Release

**Description:** You begin to collect and manifest earth release chakra until it laces the striking portion of your weapon. The earth release chakra begins to magnify the weight and striking power of your attacks allowing you crush anything in your path is little difficulty. You fool your opponent(s) into thinking you are striking and suddenly shift your attack into another angle.

All creatures within range who's Taijutsu ability score, is lower than your own suffers a 1d4 penalty to this jutsu's Saving Throw.

All creatures of your choice must make a Dexterity Saving Throw. On a failed save they take your Weapon's Damage + 2d6 Earth Damage and are Knocked Prone and Bruised on a failed save, or half as much and no further effects 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 1d6 and the radius by 5 feet. If this jutsu is cast at B-Rank, creatures would instead suffer a 1d6 penalty to this jutsu's Saving Throw. If this jutsu is cast at S-Rank, creatures would instead suffer a 1d8 penalty to this jutsu's Saving Throw.

## BREATH OF ECHO: REVERB

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** CM, W (Any Range), NT (Any explosive tool), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to collect and manifest chakra until it manifest into the shape of a sound note of your choice, hovering over the striking portion of your weapon. This note can be seen plainly by any other creature who can manipulate chakra.

You fire two powerful shots creating an explosion of sound able to disorient your foes on contact. Make two Ranged Taijutsu Attacks, dealing your Weapon's Damage. On each hit, the target and all creatures within 5 feet of them, must make a Wisdom Saving Throw, being Dazzled on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by  $1d4$ . If this jutsu is cast at C-Rank or higher, increase the number of attacks by +1. If this jutsu is cast at B-Rank or higher, the target is also Dazed on a failed save.

## BREATH OF ENOKI: INFEST

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action.

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** CM, W (Any Ranged), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Medical

**Description:** You begin to collect and manifest medical chakra until it laces the striking portion of your weapon. The medical chakra begins to cause your weapon to glow with a soft pink hue.

For the duration when you would deal damage with a weapon attack or Taijutsu attack using this weapon, once per turn the target must make a Constitution Saving Throw, reducing their AC by 1 for the duration. A creature can only have their AC reduced by this jutsu twice.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the AC reduction limit increases by 1.



## BREATH OF FLAME: UNKNOWING

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Instant

**Components:** CM, W (Any Melee), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Fire Release

**Description:** You begin to collect and manifest fire release chakra until it laces the striking portion of your weapon. The fire release chakra begins to transform into gouts of flame that erupt off of your weapon with a glorious flickering. You then dash towards your target and perform a single powerful swipe attempting to decapitate them in one strike.

Select a creature you can see that you could reach using your full movement. Move into a space adjacent to the target creature within your movement range.

Make a single Melee Taijutsu Attack against one creature you can see, with a +1 bonus to your critical threat range. On a hit, you deal your Weapon's Damage +  $2d6+2$  Fire Damage. If this jutsu scores a critical hit, the target gains 1 rank of Burned.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and your critical threat range by +1. If this jutsu is cast at B-Rank, increase your damage by  $1d6+1$ . If this jutsu is cast at S-Rank, when you score a critical hit with this jutsu, you instead quadruple the Fire Damage of this jutsu.

## BREATH OF RAIN: CUMULOUS

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons range

**Duration:** Instant

**Components:** CM, W (Any Range), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Water Release

**Description:** You begin to collect and manifest water release chakra until it laces the striking portion of your weapon. The water release chakra begins to transform into streams of water, capable of being seen and felt as you release your weapon and it follows and flows around it with an enhanced strike.

Make a single Ranged Taijutsu Attack against one creature you can see. On a hit, you deal twice your Weapon's Damage Dice + your Taijutsu ability modifier Cold Damage and the target must make a Constitution Saving Throw being Dazed on a failed save. This jutsu's attack roll cannot be made at disadvantage or with any penalties to hit as a result of a condition or hostile creatures Jutsu's, traits or features.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and your Weapon's Damage Dice by +1. If this jutsu is cast at C-Rank or higher, if the target of your attack is Prone or Dazed, you gain a  $+1d4$  bonus to hit. If this jutsu is cast at B-Rank or higher, and the target of your attack is Prone, Weakened or Dazed, you instead gain a  $1d6$  bonus to hit. If this jutsu is cast at S-Rank, this jutsu's attack roll is also made at advantage, regardless of circumstance.

## BREATH OF ROSES: PLUM

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you take damage, excluding from a Genjutsu.

**Range:** Self (5 Feet)

**Duration:** Instant

**Components:** CM, W (Any Melee), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Medical

**Description:** You begin to collect and manifest medical chakra until it laces the striking portion of your weapon. The medical chakra begins to cause your weapon to glow with a soft pink hue.

When you would take damage you begin to make a series of rotating strikes to deflect as much damage as possible. Reduce the damage you would take by your Weapon's Damage + 2d8.

Additionally, all hostile creatures adjacent to you must make a Dexterity Saving Throw, taking Poison Damage equal the amount of damage you reduced as a result of this jutsu or half as much on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage reduced by 1d8. If this jutsu is cast at C-Rank or higher, increase the range hostile creature can take damage from this jutsu to 10 feet. If this jutsu is cast at B-Rank or higher, increase the Damage Reduction die size to a d10. If this jutsu is cast at S-Rank, creatures who fail their Saving Throw as a result of this jutsu takes double damage.

## BREATH OF SKIES: CLOUD FALL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** CM, W (Any Ranged), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Wind Release

**Description:** You begin to collect and manifest wind release chakra until it laces the striking portion of your weapon. The wind release chakra begins to spiral around the users weapon creating whipping torrents of wind. This wind propels backs up your ability to propel this weapon with the force needed to cut through a cloud and pierce the sky.

Make a two Ranged Taijutsu Attacks against one creature you can see within range. On a hit, you deal your Weapon's Damage Dice, in Wind Damage, inflicting a rank of Bleeding on a hit. You do not add your ability modifier to the damage rolls of this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the number of attacks by +1.

## BREATH OF SOUND: ROAR

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot radius sphere)

**Duration:** Instant

**Components:** CM, W (Any Melee), NT (Any explosive tool), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Sensory

**Description:** You begin to collect and manifest chakra until it manifest into the shape of a sound note of your choice, hovering over the striking portion of your weapon. As your chakra manifests, all surrounding sound becomes muffles and you enter a deep state of focus.

You attach the explosive tool to your weapon and perform a symphony of swings as the tag readies to detonate. All creatures, excluding yourself, must make a Wisdom Saving Throw, taking your Weapon's Damage + 1d12 and becoming Dazzled and Blinded on a failed save, until the beginning of their next turn. For each rank of quality your explosive tool is above its base quality, creatures suffer a -1d4 to their Saving Throw.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage of this jutsu by 1d12. If this jutsu is cast at B-Rank or higher, they are instead Blinded until the end of their next turn.

## BREATH OF SPARKS: JOLT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** CM, W (Any Ranged), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Lightning Release

**Description:** You begin to collect and manifest lightning release chakra until it laces the striking portion of your weapon. The lightning release chakra begins to collect and spark off of your weapon with violent jolts. You prepare for multiple powerful shots.

Roll 1d4, recording the result. Select a number of creatures you can see within range equal to the result, as you fire off a volley of lightning charged shots to each.

Make a Ranged Taijutsu Attack against each target creature, dealing twice your Weapon's Damage Dice + 1d8 Lightning Damage. You do not add your ability modifier to the damage dealt.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the initial die used to determine the number of target creatures by 1 step ( $D4 > D6 > D8 > D10 > D12$ ). 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 your Weapon's Damage Dice by 1. If this jutsu is cast at A-Rank or higher, increase the damage by 1d8. If this jutsu is cast at S-Rank, increase your Weapon's Damage Dice by 1.

## BREATH OF THUNDER: FLASH

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Special  
**Duration:** Instant  
**Components:** CM, W (Any Melee), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Lightning Release

**Description:** You begin to collect and manifest lightning release chakra until it laces the striking portion of your weapon. The lightning release chakra begins to collect and spark off of your weapon with violent jolts. You prepare for a single powerful strike.

Select a creature you can see that you could reach using your full movement. Move into a space adjacent to the target creature within your movement range.

Make a single Melee Taijutsu Attack against the target creature. On a hit, you deal your Weapon's Damage + 2d10 Lightning Damage and if the target is benefiting from Temporary Hit Points, you deal damage to the creatures Hit Points and Temporary Hit Points simultaneously. You do not add your ability modifier to the damage dealt.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 1d10. If this jutsu is cast at C-Rank, you can select a second creature within 30 feet of your original target and move into a space adjacent to them making a second attack. If this jutsu is cast at B-Rank, select a third creature within 30 feet of the second target and move into a space adjacent to them making a third attack. If this jutsu is cast at A-Rank or higher, select a fourth creature within 30 feet of the third target and move into a space adjacent to them making a fourth attack.

## BREATH OF WATER: SURFACE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons range  
**Duration:** Instant  
**Components:** CM, W (Any Melee), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Water Release

**Description:** You begin to collect and manifest water release chakra until it laces the striking portion of your weapon. The water release chakra begins to transform into streams of water, capable of being seen and felt as you then move to strike with a powerful concentrated attack.

Make a single Melee Taijutsu Attack against one creature you can see. On a hit, you deal your Weapon's Damage + 1d10 Cold Damage and the target must make a Strength Saving Throw being Dazed on a failed save. This jutsu's attack roll cannot be made at disadvantage or with any penalties to hit as a result of a condition or hostile creatures Jutsu's, traits or features.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 1d10. If this jutsu is cast at C-Rank or higher, if the target of your attack is Prone or Dazed, you gain a +1d4 bonus to hit. If this jutsu is cast at B-Rank or higher, and the target of your attack is Prone, Weakened or Dazed, you instead gain a 1d6 bonus to hit. If this jutsu is cast at S-Rank, this jutsu's attack roll is also made at advantage, regardless of circumstance.

## BREATH OF WIND: CUTTER

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** CM, W (Any Melee), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Wind Release

**Description:** You begin to collect and manifest wind release chakra until it laces the striking portion of your weapon. The wind release chakra begins to spiral around the users weapon creating whipping torrents of wind. You use this enhanced field of wind to propel you towards your enemy.

Make a three Melee Taijutsu Attacks against one creature you can see within range. On a hit, you deal your Weapon's Damage Dice, in Wind Damage, but you do not add your ability modifier to your Weapon's Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the number of attacks by +1.

## BURST FIRE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self (45-foot cone)  
**Duration:** Instant  
**Components:** W (Any Ranged), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You ready several attacks before unleashing all of them out in front of you. All creatures in a 30-foot cone originating from you, must make a Dexterity Saving Throw. On a failed save you deal your Weapon's Damage + 1d6. or half as much on a success. If you have to roll your weapons ammunition die, roll twice, taking the lower result.

If this jutsu is cast as a **Chain 2**, it deals an additional 1d6 damage. If this jutsu is cast as a **Chain 3** the additional damage becomes 2d8

**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.

## BURSTING FLING

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 90 Feet  
**Duration:** Instant  
**Components:** W (Any Thrown), M, CM  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You imbue your weapon with chakra, turning it into a hazard even after it lands. Make a Ranged Taijutsu Attack, on a hit you deal your Weapon's Damage +1d6. Regardless of the result, the weapon shatters and its pieces create a minefield in a 10ft radius around the target, that last until the start of your next turn. The first time a creature would move within this radius, it takes 2d4 Slashing Damage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and both damages by 1d6.

## CARPET OF STEEL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 45 Feet (20-Foot Cube)

**Duration:** Instant

**Components:** W (Any Ammunition), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You ready a stack of your weapons and scatter them across the ground in up to 45 feet away in a 20-foot cube. The area becomes difficult terrain and creatures that move while inside the area suffer 1d4 Piercing Damage for every 5 feet they move within the area. Spaces that have already been traversed are no longer difficult terrain and no longer deal damage if moved through again.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the radius of the jutsu by 5 feet.

## CHAIN PULL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 3 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapon wrapping it around a target and pulling towards yourself. The target must succeed a Strength Saving Throw. On a failed save they are moved 10 feet closer to you in a straight line, cannot make handsigns until the beginning of their next turn, and also become Restrained by you. At the end of the target creatures' turns, they can make a Strength Saving Throw to escape the restrain.

If this jutsu is cast as a **Chain 2**, you can target an additional creature in range. If this jutsu is cast as a **Chain 3**, target creatures have disadvantage on the initial Saving Throw.

## CHAKRA TOUCHED AMMUNITION

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

**Components:** W (Any Ammunition), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You lace all of your ammunition with chakra, enhancing both its lethality and efficiency.

For the duration, whenever you would deal damage with the affected weapon with the ammunition property, you add an additional 1d4 damage of the weapon's type, twice per turn.

Additionally, when you would roll your ammunition die, roll an additional ammunition die, taking the higher result.

Finally, if you would cast a jutsu that spend a whole ammunition die, you can choose to instead end this jutsu, and not spend the die.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank, increase the damage to 2d4. If this jutsu is cast at A-Rank or higher, increase the damage to 3d4.

## CRIPPLING STRIKE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You focus your weapons attack on crippling your enemy, to make them far less effective than they are currently.

Make a melee or Ranged Taijutsu Attack based on the weapon used for this jutsu, dealing your Weapon's Damage. On a hit, the target must make a Strength Saving Throw. On a failed save they are Dazed and Weakened, and are also knocked Prone.

Additionally, if you score a critical hit with this jutsu, they make their Saving Throw at disadvantage.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the Weapon's Damage Dice by 1.

## CURVED SLASH

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Slashing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a single throw that curves and slashes with frightening accuracy. Make a Ranged Taijutsu Attack against a creature you can see within range dealing your Weapon's Damage + 2d8. On a hit the creature must make a Constitution Saving Throw or be Blinded until the end of their next turn on a failed save. If they fail by 5 or more, they are instead Blinded until the end of your 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.

## CUTTING VIBRATIONS

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Concentration, 1 minute  
**Components:** W (Melee Slashing), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu,  
**Description:** You focus your chakra into your weapon so that it vibrates at supersonic speeds, enhancing its cutting capabilities. For the duration when you deal Slashing Damage with your weapon to a target wearing armor, you reduce the Armor bonus of the target creature by 1. This can only occur once per round. If this reduces their armor bonus to 0, you instead deal an extra die of Weapon's Damage.

## DANCE PERFORMANCE: NEUTRAL STANCE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Self  
**Duration:** 1 Round  
**Components:** W (Any), M  
**Cost:** 4 Chakra

**Keywords:** Bukijutsu  
**Description:** You draw your weapon, taking on a light stance, like that of a dancer's. For the duration of this jutsu, any Bukijutsu you cast with *Dance Performance* in its name has an increased critical threat range. Increase the critical threat range of Taijutsu Attack rolls of the aforementioned jutsu by +1.

If the jutsu instead forces a Saving Throw, a creature that rolls a 1 or 2 on the d20 for their save takes double damage if they fail.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3. If this jutsu is cast at C-Rank, increase the critical threat range by +1. If this jutsu is cast at A-Rank, increase the critical threat range by +2 and if the creature would roll a 5 or lower on the d20 for the Saving Throw, they are considered vulnerable

## DANCING FOOL'S DANCE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Any Flail), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu  
**Description:** You swing your weapon in a wide arc striking all creatures in the arc.

Make a Melee Taijutsu Attack. All creatures of your choice, within your weapons range originating from you become the target of this attack, comparing your attack result to their AC as if you attacked each one individually. On a hit, you deal your Weapon's Damage + 2d4 and each creature must succeed a Dexterity Saving Throw. On a failed save they are knocked Prone.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 2d4.

## DANCING FOOL'S WHIP

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** 15 feet  
**Duration:** Instant  
**Components:** W (Any Flail), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu  
**Description:** You violently whip your weapon with enough force to crack the ground from the impact. Creatures in a 15-foot cube originating from you must succeed a Dexterity Saving Throw, being whipped repeatedly by your weapon. On a failed save, the target takes your Weapon's Damage + 2d4 and gains the Bleeding condition. On a successful save they only take half damage and no additional effects.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d4.

## DANGER ZONE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Double your Weapon's range  
**Duration:** Instant  
**Components:** W (Melee Slashing), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu,  
**Description:** You quickly spin your weapon around you, using chakra to extend its range further. All creatures within range must make a Dexterity Saving Throw. On Failure they take 3d6 Slashing Damage and gain a 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 by 2d6. If this jutsu is cast at A-Rank target creatures take half on a success.

## DEBILITATING SHOT

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** 1 Round  
**Components:** W (Any Thrown) M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu  
**Description:** You begin to throw weapons rapidly targeting your enemies pressure point to puncture them. Make a Ranged Taijutsu Attack dealing your Weapon's Damage + 4d4. The target must also make a Constitution Saving Throw, gaining 1 rank of Weakened on a failed save as your senbons lodge themselves into their joints, or half as much damage on a successful save.

A creature Weakened by this jutsu can, as an action make a Wisdom (Survival) check vs your Taijutsu Save DC to remove the lodged senbons 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 number of creatures you can target by +1.



## DEMONIC DANCE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You spin around with your weapon, a dance-like attack that bewilders enemies. Make a Melee Taijutsu Attack against all creatures in range. On a hit, you deal your Weapon's Damage, this damage increases by 1d4 for each creature hit.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the range of this jutsu by 5 feet. If this jutsu is cast at A-Rank, the range instead becomes your Current movement speed.

## DEVILS GAMBIT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** W (Any), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You take a bet fit for a devil. At the cost of enhancing your weapons lethality and accuracy you throw caution to the wind.

Until the beginning of your next turn, the first weapon or Taijutsu attack made as a result of a Bukijutsu you cast, is at advantage and you increase your Weapon's Damage Dice by 1.

But in exchange for this bet, all creatures first attack made targeting you is at disadvantage.

**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 your Weapon's Damage Dice by 3. If this weapon is cast at S-Rank, increase your Weapon's Damage Dice by 5.

## DOUBLE SHOT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** W (Any Ranged), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You prep two separate attacks to go off in a single attack.

Before the end of your current turn, the next time you would make a Ranged Weapon Attack, you make an additional one as a part of the same action, that must target another creature. Additionally, this additional attack benefits from any effects that would normally only affect the first or one weapon attack.

**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 number of additional attacks to two. If this jutsu is cast at S-Rank, increase the number of additional attacks to three.

## DOUBLE TROUBLE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Bludgeoning), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a swift burst of 2 shots that leave the enemy staggering. Make two Ranged Taijutsu Attacks using your weapon, dealing your Weapon's Damage +1d6. If a target is hit at least once, it must also succeed a Strength Saving Throw reducing the targets speed by 10 feet, for each successful attack, until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the target suffers a -1 penalty on their save.

## DRAGON FLY DASH

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** W (Any), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You launch your weapon towards an allied creature you can see in range, ordering them to strike with it in your place.

Select one willing creature you can see in range and you throw your chosen weapon to them. Until the end of the current turn, the weapon thrown retains all bonuses and effects as if you were wielding it.

The target creature can spend their Reaction to make one Melee Taijutsu Attack, targeting a creature in their range, dealing the Weapon's Damage + your ability modifier.

As a part of the same Reaction, the allied creature can choose to throw your weapon back to you.

**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 they make by +1.

## DRAGON SLAYER THRUST

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** 15 feet  
**Duration:** Instant  
**Components:** W (Any Polearm), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu, Chain X

**Description:** You charge a thrusting attack before lashing at with precise timing to deal a lethal blow to your enemy. Make a Martial Arts Check versus a target creature in range's AC. If you roll higher, this jutsu gains advantage on the attack roll. Move up to the target creature and make a Melee Taijutsu Attack. This movement cannot provoke an attack of opportunity. On a hit, you deal your Weapon's Damage and the creature must make a Constitution Saving Throw. On a failed save they cannot react until the end of the current turn.

If this jutsu is cast as a **Chain 2**, you gain advantage on your Martial Arts Check. If this jutsu is cast as a **Chain 3** you deal twice your weapons damage on a hit.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d8.

## DRAGON'S FAR-REACHING FIST

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** W (Any Ranged Bludgeoning), M  
**Cost:** 4 Chakra  
**Keywords:** Bukijutsu

**Description:** You perform a 2 quick shots that disorient and debilitate the enemy. Make two Ranged Taijutsu Attacks against a creature you can see within range dealing your Weapon's Damage. On each hit, the target must also succeed on a Constitution Saving Throw, becoming 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 target suffers a -1 penalty on their save.

## DRAGONFLY LANDING

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Melee Piercing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu

**Description:** You jump up and then stab down with an uncounterable amount of thrusts. Make 3 Melee Taijutsu Attacks against a target creature in range. On a hit you deal your Weapon's Damage Dice. If you hit a creature with at least 3 attacks, they are knocked Prone as you land on top of them.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the number of attacks by 1.

## ECHO-THRUST

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon's range  
**Duration:** Concentration, 1 Minute  
**Components:** W (Melee Piercing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu,

**Description:** You pour chakra into your forearm so that you can thrust twice in one motion. The first time you would hit a creature with a weapon attack on each of your turns, you can deal damage to a second creature, that is within 5ft of both you and the original target.

## ENHANCED BLOCKING

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  
**Components:** W (Any Polearm), M  
**Cost:** 4 Chakra  
**Keywords:** Bukijutsu

**Description:** You brace your weapon and enter a more guarded stance. You cannot lose concentration of this jutsu as a result of damage.

For the duration, while you are wielding a Polearm type weapon, you gain an additional +1 bonus to AC.

Additionally, any bonuses to AC you have as a result of the blocking property or weapon seals, you add that bonus to the first Strength or Dexterity Saving Throw you would make each round.

Also, for the duration of this jutsu, you can spend your Reaction when you would take damage, to reduce the damage you take by twice your Weapon's Damage Dice. If you reduce the damage to 0, you gain an additional Reaction until the start of your next turn that can only be used to cast this jutsu again.

**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 reduce by 1 Weapon's Damage Dice.

## ETERNAL EDGE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** 1 Minute  
**Components:** W (Any), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu

**Description:** You line your weapon with a chakra thin edge, protecting it from any damage. Your weapon cannot suffer any penalties from any trait, feature, or jutsu of equal rank or lower that would destroy or damage the weapon, or reduce their attack rolls.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3. Starting at C-Rank, the duration becomes 10 minutes. Starting at B-rank, the duration becomes 1 hour, starting at A-rank, the duration becomes 8 hours. Starting at S-rank, the duration becomes 24 hours.

## EXTERMINATE

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon's range  
**Duration:** Instant  
**Components:** W (Melee Slashing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu,

**Description:** You strike twice in a X-shape in an attempt to hamper your opponent's ability to attack back. Make Two Melee Taijutsu Attacks. On a hit you deal your Weapon's Damage Dice +1d12. If both attacks are successful, your opponent must make a Constitution Saving Throw. On a failure they have a -2 to all attack rolls until the end of their next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the damage by 1d12, and the Attack roll penalty by 1.

## FAR-REACHING FANG

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Double your Weapons Range  
**Duration:** Instant  
**Components:** W (Ranged Piercing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu,

**Description:** Your weapon is just an extension of yourself, it is your fang to defend what needs defending. You flood your weapon with chakra to enhance its ability to fly far and it's damage power. Make a Ranged Taijutsu Attack against a creature in range. On a hit you deal your Weapon's Damage +2d10 and the target creature must make a Strength Saving Throw or be knockback 15 feet. If they hit a structure or construct, they are pinned to it, being Grappled to the wall until they use an action to free themselves

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d8. If cast at B-rank, they are knocked back an additional 15 feet. If cast at S-rank, they are knocked back an additional 15 feet.

## FLASHING STREAKS

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self (60 feet)  
**Duration:** Instant  
**Components:** W (Ranged Slashing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu,

**Description:** You ready yourself to throw your weapons at high speeds, making streaks of light in the air. Make a Ranged Taijutsu Attack against a number of creatures in range equal to your Taijutsu ability modifier. On a hit you deal your Weapon's Damage +2d4 Slashing Damage and the target creature must make a Dexterity Saving Throw or gain 2 ranks of Bleeding

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d4.

## FLYING SWALLOW: CROSS CUT

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** W (Any Melee dual wield), M  
**Cost:** 4 Chakra  
**Keywords:** Bukijutsu

**Description:** As a part of the activation of this jutsu, you must have a weapon in both hands that meet this bukijutsu component requirements. You make two swinging cuts in a single stoke by swinging both of your weapons inward.

Make a two Taijutsu attacks against up to two enemies within 5 feet of you, dealing the Weapon's Damage + 1d4, and the target must make a Strength Saving Throw to avoid being disarmed of their weapon or item they are holding.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage by 1d4.

## FLYING SWALLOW: SPINNING TOP

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** W (Any Melee dual wield), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu

**Description:** As a part of the activation of this jutsu, you must have a weapon in both hands that meet this bukijutsu's component requirements.

You spin like a top striking all creatures in your immediate vicinity. All creatures within your weapons range, must make a Dexterity Saving Throw. On a failed save they take your Weapon's Damage + 2d6 or half as much on a success.

Depending on the damage type of the chosen weapons creatures who fail their Saving Throws suffer additional effects.

- **Bludgeoning:** Affected creatures are knocked Prone.
- **Piercing:** Affected creatures gain 1 ranks of Weakened until the end of their next turn.
- **Slashing:** Affected creatures gain 1 rank of the Bleeding condition.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## FLYING SWALLOW: STRAIGHT LINE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot line)

**Duration:** Instant

**Components:** W (Any Melee dual wield), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** As a part of the activation of this jutsu, you must have a weapon in both hands that meet this bukijutsu's component requirements.

You dash in a straight line, up to 30 feet, moving through any hostile creatures space you come across, ending your movement in a space up to 30 feet away from you, in a straight line.

Make two Melee Taijutsu Attacks. All creatures, of your choice, whose space you passed through as a result of this jutsu count as targets for these two Melee Taijutsu Attacks, comparing their results to each creatures AC.

On a hit, you deal either of your Weapon's Damage + 1d4 and the damaged creatures must make a Strength Saving Throw, being knocked Prone on a failed save, or no further effects 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 1d4.

## GRASS-CUTTING STRIKE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon's range

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You swing your weapon low, in an attempt to hobble the enemy. Make a Melee Taijutsu Attack targeting one creature in range. On a hit you deal your Weapon's Damage +2d4 and lower your opponents speed by half until the end of your next turn as you cut at their ankles.

If this jutsu is cast as a **Chain 2**, it deals an additional 3d4 damage. If this jutsu is cast as a **Chain 3** the damage die of this jutsu becomes d8.

**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.

## GREAT DRAGON SHOCKWAVE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You quickly raise and slice down with your blade with such force that it creates a shockwave. Make a Melee Taijutsu Attack against a target creature in range. On a hit, you deal your Weapon's Damage +1d8. All creatures within range other than the target must make a Strength Saving Throw or be knocked back 15 feet.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d8.

## HEAVENLY UPROAR

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** weapons range

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You swing upwards with a rising force to the heavens before swinging back down to bring your opponent crashing to the earth. Make a Melee Taijutsu Attack against a creature in range. On a hit, you deal your Weapon's Damage and the creature must make a Strength Saving Throw. On a fail, you make a second Melee Taijutsu Attack that deals your Weapon's Damage +1d12 on a hit. On a success, you make the attack but at disadvantage, and you cannot gain an advantage on this attack by any means.

## HIDDEN SHADOW SHOT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any 2 Thrown), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapon however hiding in its Shadow is the true attack. Make a Ranged Taijutsu Attack against a creature in range. The target creature must make a Perception Check versus a DC of 10+your Sleight of Hand. On a fail, this attack gains advantage and they cannot react. On a hit, you deal your Weapon's Damage.

If this jutsu is cast as a **Chain 2**, it deals an additional 2d6 damage. If this jutsu is cast as a **Chain 3** the additional damage becomes 2d8

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3. If this jutsu is cast at B-Rank increase the number of attacks by 1. At S-Rank this jutsu gains an additional attack.



## HIDDEN WEAPON

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** W (Any Hidden), M  
**Cost:** 3 Chakra  
**Keywords:** Bukijutsu

**Description:** You are able to quickly draw and stow your weapon in such a fashion that it's almost impossible to track or react to.

Until the end of the next turn the first time you would make a weapon or Taijutsu attack using a weapon that fits this jutsu's component requirement, you make such an attack at advantage, with an +1 bonus to the attacks critical threat range.

Once you deal damage to a creature with a weapon that's gaining the benefit of this jutsu, as a part of the same action used to attack, you can make a Sleight of Hand Check vs the targets Passive perception. On a success, you are able to hide the weapon before they are able to realize what they were attacked with. If you fail the check, weapons you use cannot gain the benefit of this jutsu while targeting that creature until you complete a rest of any type.

**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 critical threat range bonus to +2. If this jutsu is cast at S-Rank, increase the critical threat range bonus to +3.

## HOLES OF DESPAIR

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon's range  
**Duration:** Instant  
**Components:** W (Melee Piercing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu, Chain X

**Description:** (*This jutsu cannot crit*) You thrust your weapon out from different angles as you seek to riddle your opponent with holes. Make three Melee Taijutsu Attacks dealing your Weapon's Damage Dice on hit. If at least two attacks are successful, the target creature gains a rank of Bleeding.

If this jutsu is cast as a **Chain 2**, increase the rank of Bleeding by 1. If this jutsu is cast as a **Chain 3** make an additional attack.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 the ranks of Bleeding by 1. If this jutsu is cast at A-rank or higher it can regain the ability to score a critical hit.

## IAIJUTSU: LION'S SONG

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Melee Slashing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu, Clash

**Description:** Placing a single, sheathed sword upright and listening to the "breath" of your opponent, you rapidly unsheathe, attack while passing by your target, and then resheathe your sword. Make a Melee Taijutsu Attack against a creature in range. On a hit, you deal your Weapon's Damage +1d10. If you beat your opponent's AC by 10 they cannot react to this jutsu.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d10. If this jutsu is cast at B-Rank, you only need to beat the AC by 5 to make the attack unable to be reacted to. If this is cast at S-Rank, you gain advantage on the roll. If you already have advantage this jutsu's casting cannot be reacted to.

## IMPALER STAB

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon's range  
**Duration:** Instant  
**Components:** W (Melee Piercing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu,

**Description:** You thrust your weapon into your enemy, and keep it there. Make a Melee Taijutsu Attack. On a hit deal your Weapon's Damage. You then can choose to keep it there. Doing so means you cannot attack with that weapon while it is Impaled, however the target creature becomes Grappled by your weapon. While they are Grappled you can use your Bonus Action to twist the weapon, dealing your Weapon's Damage Dice. You also can add your Weapon's Damage Dice to all rolls to maintain the grapple. A creature can choose to instead forcibly remove themselves from the weapon as an action, automatically escaping the grapple but gaining 2 ranks of Bleeding.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage die by 1. If this jutsu is cast at B-Rank you have advantage on checks to maintain the grapple. If this jutsu is cast at S-Rank, they instead gain two tanks of Lacerated for forcible ending the grapple.

## IRON WEB DEFLECTION

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Reaction, which you take when you take damage.  
**Range:** Self  
**Duration:** 1 Round  
**Components:** W (Any Flail)  
**Cost:** 4 Chakra  
**Keywords:** Bukijutsu

**Description:** You quickly wrap yourself in the chain or wire from your weapon to soften the blow of an attack before it actually strikes. Roll your Weapon's Damage Dice twice, then add your ability modifier. Reduce the triggering damage 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 roll your Weapon's Damage Dice two more times.

## KISS OF THE MOON

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (All Ranged), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu,

**Description:** You send out your attack in a high arc that disappears from your opponent's eyes and falls as if from the moon itself. Make a Ranged Taijutsu Attack against a creature in range. They must make a Wisdom Saving Throw equal to your Taijutsu Save DC. On a failed save this attack gains advantage as they lose sight of the attack as it rises up and falls back down. On a success it gains disadvantage as they keep track of it. On a hit you deal your Weapon's Damage +2d6.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the number of creatures you can target by one.

## KNEE BREAKER

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** A series of low jabs at an opponent's lower body with the intent to ruin their legs. Make 2 Melee Taijutsu Attacks at a target creature in range. On a hit, you deal your Weapon's Damage. If you hit a creature twice with this jutsu, they are knocked Prone. A creature knocked Prone from this jutsu must spend its full movement to stand up.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the range of this jutsu by 5 feet. If this jutsu is cast at B-Rank, increase the number of attacks by 1. If this jutsu is cast at S-Rank, increase the number of attacks by 1.

## LINEAR DRIVE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Double your remaining movement speed.

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu,

**Description:** You take a wide stance with your weapon before dashing to deliver a single thrust at the enemy at a great speed, with the intent to ram them through. Make a weapon attack against a target creature in range. You gain a +1 to your attack roll for every 30 feet you moved, to a max of +5. On a hit you deal your Weapon's Damage and + 1d10 for every 30 feet you moved to strike them, to a max of 3d10. If you deal 20 damage or more with this jutsu, the target creature also gains a rank of Bleeding and Slowed until the end of your next turn.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and your movement speed by 30 feet.

## MANIPULATED TOOLS: BINDING METEOR

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 25 feet

**Duration:** Instant

**Components:** W (Weapon Scroll), M

**Cost:** 3 Chakra

**Keywords:** Bukijutsu

**Description:** You summon forth a weighted chain from your weapon scroll and use it to restrain multiple targets you can see within range. Make a Melee Taijutsu Attack against up to three targets, who are within 25 feet of one another. On a hit you grapple them and chain them to each other. Creatures chained together cannot move more than 25 feet from one another.

Additionally, creatures chained together can, as an action, make a Acrobatics or Sleight of Hand Check vs your Taijutsu Save DC, escaping the chains on a success. A creature who fails this check makes it harder to escape for other chained creatures. All other chained creatures who attempt to escape after another creature has failed, suffers a -2 penalty to their check, until the end of their next turn. This penalty stacks.

**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.

## MANIPULATED TOOLS: BLADE KICK

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 45 feet

**Duration:** Instant

**Components:** W (Weapon Scroll), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You summon forth series of swords, knives and spears that you kick and launch towards a creature to impale them. Roll 1d4, record the result. Make a range Taijutsu attack dealing  $Xd4$  Piercing Damage and inflicting 2 ranks of Bleeding on a hit. ( $X$ = the result)

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the die rolled by 1 step. ( $1d4 > 1d6 > 1d8 > 1d10 > 1d12$ .)



## MANIPULATED TOOLS: BLADE RAIN

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 60 feet (15-foot radius sphere)

**Duration:** Instant

**Components:** W (Weapon Scroll), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You unravel your weapon scroll in the air, and reflexively summon forth a series of swords, knives and spears that rain down bombarding a space you can see within range.

All creatures in a 15-foot radius sphere originating from a point you can see within range, must make a Dexterity Saving Throw. On a failed save, they take  $3d6 + \text{your Taijutsu ability modifier}$  Piercing Damage or half as much on a success. Additionally, the affected area becomes difficult terrain until after creature moves through it. The first time a creature would walk through any affected space would take  $1d4$  damage from the scattered bladed weaponry left behind protruding from the ground.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by  $1d6$ .

## MANIPULATED TOOLS: BLADE WALL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (10-foot radius)

**Duration:** Instant

**Components:** W (Weapon Scroll), M

**Cost:** 3 Chakra

**Keywords:** Bukijutsu

**Description:** You unravel your weapon scroll in a 10-foot circle around you as you simultaneously summon a series of bladed weapons from it. All creatures in a 10-foot radius centering on you must make a Dexterity Saving Throw. On a failed save they take  $3d8$  Piercing Damage and they cannot upcast jutsu they cast until the end of their next turn on a failed save and gaining the Bleeding condition or half damage on a successful save and no further effect.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3, the radius by 5 feet and the damage by  $1d8$ .

## MONKEY KING'S STANCE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** Special (When you deal damage with a bludgeoning weapon)

**Range:** Self

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You channel the energy from the strike into your weapon and hold that energy in a passive state as it builds up, much like the Monkey King himself. You can cast this jutsu when you deal damage with your weapon to take the stance, and its effects change depending on the circumstances you release the jutsu. You can only hold this jutsu until the end of your next turn, then it ends. While this jutsu is active you cannot cast another jutsu besides this one.

**Action:** You leap up and bring your weapon down on the head of your enemy. Make a Melee Taijutsu Attack against a creature in your weapons range. On a hit, you deal your Weapon's Damage  $+2d8$  and the target creature must make a Constitution Saving Throw, becoming Concussed on a failed save.

**Bonus Action:** You dash to the side and make a wide strike at the legs of your opponent. Make a Melee Taijutsu Attack against a target creature within 10 feet of you. On a hit, you deal your Weapon's Damage  $+2d4$  and the target creature must make a Strength Saving Throw, being knocked Prone on a failure.

**Reaction:** You strike out with a fast blow to the side of your opponent that shatters guards. Make a Melee Taijutsu Attack against a target creature within 5 feet of you. On a hit, you deal your Weapon's Damage. If your opponent has a bonus to AC or from a jutsu, feature, or trait this attack breaks through it and uses that energy as an extra force. This jutsu deals an additional  $2d6$  damage and ignores bonus that bonus AC. On a successful hit you gain that bonus AC until the end of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and the damage die of the jutsu by 1.

## MONKEY KINGS 10,000 HAIRS

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 10 minute

**Components:** W (Melee Bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You bathe your weapon in chakra until the chakra around it forms and shapes itself to resemble the famed Ruyi Jingu Bang. A legendary staff used by the fabled monkey king, Son Wukong. You cannot lose concentration as a result of damage.

For the duration, when you would take the attack action or cast a Bukijutsu with the *Monkey Kings* prefix with your weapon, you can choose to give it the Reach X property, where X equals your Taijutsu ability modifier and twice per turn when you would deal damage with a weapon attack, or Taijutsu attack you deal bonus damage equal to  $1d6$ .

**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 bonus damage to  $2d6$ . If this jutsu is cast at S-Rank, increase the bonus damage to  $3d6$ .

## MONKEY KINGS FANG

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You spin your weapon above your head before swinging it at a target, at a downward angle and following with the butt end of the weapon. Make two Melee Taijutsu Attacks dealing your Weapon's Damage + 1d6. You do not add your ability modifier to the damage dealt.

If two attacks successfully strike a target, it must make a Strength Saving Throw 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 number of attacks made by +1.

## MONKEY KINGS TAIL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You swing your weapon around your body before locking it behind your back using both of your hands and performing a sideways spin, slamming it into all creatures in front of you.

Make a Melee Taijutsu Attack against a creature you can see within range dealing your Weapon's Damage + 2d6 and forcing the target to make a Constitution Saving Throw being Dazed on a failed save.

Additionally, depending on how long your weapon is, it may reach beyond striking one creature and instead striking multiple creatures in a 5-foot-wide line, with the length of it being determined by however many ranks of Reach it has. For every rank of Reach your weapon has, it extends 5 feet in a straight line. All creatures, excluding your original target, who is in this extended range, must make a Dexterity Saving Throw, taking your Weapon's Damage on a failed save or no damage on a success.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2. If this jutsu is cast as a **Chain 3** make an additional attack

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## MONKEY KINGS WEIGHT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Melee Bludgeoning), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You fill your weapon with enough chakra to multiply its weight well over 10 times its normal weight. You cannot lose concentration on this jutsu as a result of damage.

For the duration of this jutsu, you multiply the weight of your bludgeoning weapon just before impact, while resetting its weight back to normal after impact. Each time you would deal damage with a Melee Taijutsu Attack under the effects of this jutsu, increase its Weapon's Damage Dice by 1 step. (D4>D6>D8>D10>D12).

**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 die by 2 steps. If this jutsu is cast at S-Rank, increase the damage die by 3 steps.

## MULTIPOINT STRIKE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant.

**Components:** W (Simple Multiattack), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** You lash out with a flurry of attacks meant to completely overwhelm your enemy in the blink of an eye.

You make a series of pinpoint strikes and multiple parts of your targets body. Make a single melee or Ranged Taijutsu Attack that multiplies in effectiveness as you repeat the same motion over and over. On a hit, you deal your Weapon's Damage +2 additional damage die.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the bonus damage die by +1.



## NOBUNAGA'S COURAGE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot radius sphere)

**Duration:** 1 Minute

**Components:** W (Any Polearm), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You unleash a monstrous roar, filled with contempt and rage, while wielding your polearm weapon. This fills you with such animosity and anger that you become far more courageous and begin to imitate the look of the famed warrior, Oda Nobunaga causing great fear to your enemies and instilling great honor in your allies.

All allies who are within range that can hear you, the first time that they would gain any ranks of the following conditions for the next minute; Charmed, Daze, Fear. They do not, instead becoming immune to the jutsu, feature, trait or effect that affected them, until the end of that turn.

All hostile creatures who are within range that can hear you, must succeed a Charisma Saving Throw. On a failed save, the first time they would take damage from any weapon attacks you make using your Polearm weapon, they gain 1 rank of any of the following (Your choice), for the next minute, or until they spend an Action to remake their Saving Throw to end this effect on them;

- Dazed
- Fear
- Weakened

## OFFENSIVE DODGE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction when you are targeted by a melee attack

**Range:** Weapon's range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu,

**Description:** You take a reverse grip on your weapon and attempt to strike before you are struck. Make a melee attack against the triggering creature. On a hit you deal your Weapon's Damage Dice + Taijutsu ability modifier. and raise your AC against the triggering attack by the base weapon damage die rolled as you drag your weapon along the attack, trying to throw it off target

## PAIN ASSAULT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot cone)

**Duration:** Instant

**Components:** W (Any Ammunition), M

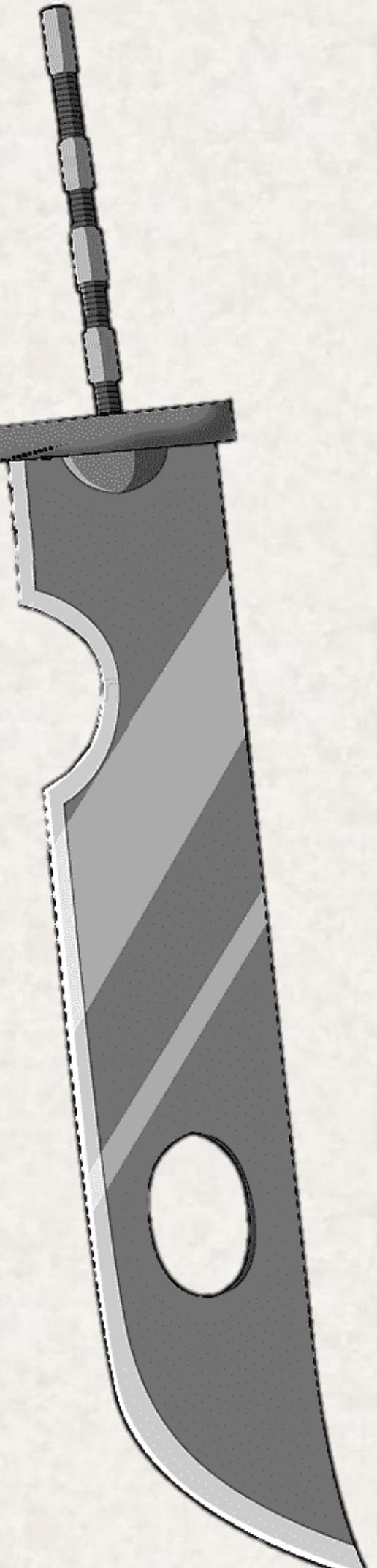
**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You spend a full ammunition die to overwhelm your enemy with a wall of arrows, darts, bolts, shuriken, kunai or Senbon.

All creatures in a 30-foot cone originating from you, must succeed a Dexterity Saving Throw. On a failed save, they take  $Xd4$  damage of your chosen weapons type, where X equals the size of the die spent. ( $D4=4$ ,  $D6=6$ ,  $D8=8$ ,  $D10=10$ , etc.)

**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. ( $D4>D6>D8>D10>D12$ )



## PAIN BARRAGE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (30-Foot radius Sphere)

**Duration:** Instant

**Components:** W (Any Ammunition), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You leap in the air and spin while striking all targets in the area. Choose up to 10 creatures you can see within range. Roll your ammunition stack twice, taking the higher result. All selected creatures must succeed a Dexterity Saving Throw. On a failed save select creatures takes  $Xd4 + \text{Taijutsu ability modifier}$  of your chosen Weapon's Damage type. (X = The result of your ammunition stack.) Or half as much on a successful save.

You then land in an unoccupied space you can see within the range of this jutsu.

This jutsu spends the ammunition stack entirely.

**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  $2d4$

## PAIN DANCE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot radius Sphere)

**Duration:** Instant

**Components:** W (Any Ammo), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You launch a burst of your choice of weapons around yourself, attempting to hit all creatures surrounding you. All Creatures in a 20-foot radius sphere centered on you must succeed a Dexterity Saving Throw, taking your Weapon's Damage +  $2d8$ , and are Dazed on a failed save, and half as much damage and no additional effects on a successful one. After casting this jutsu, you lower your ammo die by 2.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3 and Damage by  $1d8$

## PAPER BOMB BARRAGE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instant

**Components:** NT (1 Paper Bomb)

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You prepare a cluster of paper bombs which are consumed in the casting of this jutsu, in between your fingers on both hands and launch them at a single Target covering them in the prepared Bombs.

A target you can see within range, makes a Dexterity Saving Throw, taking  $7d4$  Fire Damage on a failed save or half as much on a successful one.

Creatures within 10ft of the target creature, excluding the target creature, also make the Dexterity Save, taking  $5d4$  Fire Damage on a failed save or half as much on a successful one.

For every quality of item used above the basic item quality, you increase this jutsu's damage by  $4d4$ .

## PINNING SHOT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Special

**Components:** W (Any Ranged Piercing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You make a series of ranged attacks designed to pin your enemy in place in a way of your choosing.

Make a Ranged Taijutsu Attack, using your weapon of choice dealing your Weapon's Damage +  $1d10$  and forcing the target creature to make a Strength Saving Throw, being Restrained on a failed save.

A creature Restrained in this way, or another creature within 5 feet of the Restrained creature can spend an action to make a Strength (Athletics) check vs your save DC, 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 number of creatures you can target by +1. If this jutsu is cast at B-Rank, increase the damage by  $2d10$ . If this jutsu is cast at S-Rank, increase the damage by  $4d10$

## PREPARED SHOT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** Reaction to being targeted with a melee attack.

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Ranged Piercing), M

**Cost:** 4 Chakra,

**Keywords:** Bukijutsu

**Description:** You react to being attacked in close quarters combat. You leap back 5 feet, if possible, and immediately attack the triggering creature, piercing them indiscriminately attempting to halt their attack. Make a Ranged Taijutsu Attack dealing your Weapon's Damage +  $3d4$  Piercing Damage on a hit. Affected creature must make a Constitution Saving Throw, being Stunned until the end of their current turn on a failure. On a success they step forward 5 feet, if possible, and complete the attack. None of this movement triggers 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 Damage by  $2d4$ .

## PUSH SHOT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a triplet of attacks, the force behind them enough to blow them away. Make three Ranged Taijutsu Attacks using your weapon, dealing your Weapon's Damage, do not add your ability modifier to the damage dealt. If a target is hit at least once, it must also succeed a Strength Saving Throw knocking them back 10 feet, for each successful attack.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the target suffers a -1 penalty on their save.

## RANGE EXTENDER

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Self  
**Duration:** Concentration, up to 1 Minute  
**Components:** W (Any Range), M  
**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You focus chakra into your iris's, increasing your perceptive range, and allowing you to work with a much farther range.

For the duration, the first time you would make a ranged Taijutsu or weapon attack per turn, you double the range of the attack.

## REBOUND SWING

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Bonus Action, when you miss with a Melee attack with a Bludgeoning weapon  
**Range:** Weapon's range  
**Duration:** Instant  
**Components:** W (Melee Bludgeoning), M  
**Cost:** 4 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You quickly try to recover after your miss by pumping chakra into your arms to rebound the opposite way. You can remake the same attack at disadvantage targeting the same creature.

**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, you instead make the attack normally. If it is cast at S-Rank you make it advantage.

## SHADOWED SHOT

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Self (90 feet)  
**Duration:** Instant  
**Components:** W (Ranged Slashing), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu,

**Description:** You throw your weapon as if it was a single shot, but in its shadow hides another. Select a creature in range and make a Ranged Taijutsu Attack. The target creature must make a Perception Check against your attack roll. On a failure they fail to see the second weapon, and take an amount of Slashing Damage equal to your Weapon's Damage Dice, regardless of hit or miss. On a hit you deal your Weapon's Damage.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by die on a failed Perception Check by one die.

## SHATTER SHOT

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Double your Weapons Range  
**Duration:** Instant  
**Components:** W (All Ranged), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu,

**Description:** You pour chakra into your weapon as it fires, so much that it shatters as it flies, dealing damage over a wide area. Select a 20-foot radius area. Hostile Creatures in that area must make a Dexterity Saving Throw. On a failed save they take 4d6 damage of your weapons type and gain a rank of Dazzled as the explosion throws them off balance.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage of both attack and save by 1d8.

## SHOOTING STAR

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** weapons range  
**Duration:** Instant  
**Components:** W (Any Thrown), M  
**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You throw your weapon with a focus of speed over power. Make a Ranged Taijutsu Attack against a creature in range. On a hit you deal your Weapon's Damage Dice. If you would target a creature within your weapon's normal range, this attack has advantage. If it is targeting a creature in your long range, you make the attack with disadvantage and cannot gain advantage, however, this attack deals an additional 2d10 damage.

## SHOT PUT CRASH

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon Range  
**Duration:** Instant  
**Components:** W (Any Ranged Bludgeoning), M  
**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a single shot meant to pierce through defenses. Make a Ranged Taijutsu Attack against a creature you can see within range dealing your Weapon's Damage + 2d6 but as Bludgeoning Damage. This jutsu ignores half cover and deals double damage to constructs and structures.

**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.

## SOARING DRAGON

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You swing as hard as you can upward while also jumping yourself, aiming to slice your opponent into the air with you. Make a Melee Taijutsu Attack against a creature in range. On a hit, you deal your Weapon's Damage +2d4 and they rise into the air with you 30 feet.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** make an additional attack

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 2d4.

## SOUL HUNT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Ranged Piercing), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** This jutsu does not cost chakra to maintain concentration on it. You begin to lace your weapons with chakra before firing. The first Ranged Weapon Attack made with a Ranged Piercing weapon each turn, has a bonus to its critical threat ranged equal to +1.

**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 increase the critical threat range by +1. If this jutsu is cast at S-Rank, increase the critical threat range by +1.

## SOUL MARK

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** 120 Feet

**Duration:** 1 Minute

**Components:** W (Any), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** You fire off every receptor in your mind and eyes locking onto one creature you can see within range.

For the duration, select one creature to soul mark. The selected creature cannot benefit from three fourths or half cover. When you would deal damage with a weapon attack, you deal an additional 1d10 damage of your Weapon's Damage type.

A creature remains marked until it reaches 0 Hit Points or you can no longer see it. Once a creature is no longer marked, you must recast this jutsu to soul mark them again.

While this jutsu has a target, any time you would make a weapon attack targeting another creature not soul marked, you reduce damage dealt by 1d6.

**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 mark by +1.

## SOUL REND

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon's range

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You aim your weapon to cut at the very soul of your opponent. You wind up your strike and then unleash it in one flurry. Make a Melee Taijutsu Attack at disadvantage against a creature in range. On a hit, you deal 4d6 Slashing Damage and the target creature gains a rank of Bleeding.

If this jutsu is cast as a **Chain 2**, the target creature gains an additional rank of Bleeding. If this jutsu is cast as a **Chain 3** the damage becomes 6d12.

## SOUL STEAL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Any), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You learn to aim at a targets spirit, instead of their body, allowing your attacks to strike true and deep.

The first time each turn a weapon attack you make scores a critical hit, doubles your ability modifier damage and also ignore Temporary Hit Points.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the number of critical threat range of the first Ranged Weapon Attack you make each turn by +1.

## STILL POND, RACING RIVER

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self(15 foot radius sphere)

**Duration:** Instant

**Components:** W (Any), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You hold your weapon in a perfect perpendicular stance as you wait for the moment to strike. When a creature would make a weapon or Taijutsu Attack while in your weapon's range until the start of your next turn, you strike out, drawing it to yourself. Make a Taijutsu Attack against the triggering creature. On a hit you deal your Weapon's Damage and you become the new target for the attack.



## STONE FORM

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction to a creature reacting to your Bukijutsu

**Range:** self

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** Special

**Keywords:** Bukijutsu

**Description:** You quickly cancel out your Bukijutsu and use that energy to prepare for another. You cancel your last jutsu before its effects can take place and take a cross guard. If the creature would make an attack as a Reaction you are hit regardless of the roll. If you would take damage from the creature's Reaction you reduce the damage by the damage of the Bukijutsu that was canceled. If you would reduce this damage to 0, the next Bukijutsu you cast is automatically upcast by 1 rank.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage by 1d8.

## STORM OF STEEL

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any), M

**Cost:** Special (28 Chakra)

**Keywords:** Bukijutsu, Combination

**Description:** You and any ally within 30 feet of the target creature prepare to unleash a maelstrom of iron and steel on to your enemy. All participating creatures make a Taijutsu Attack against the creature in question, one at a time. On a hit they deal their Weapon's Damage +3d8. After every creature has attacked the listed effects take place:

If **Bludgeoning Damage**, they must make a Strength Saving Throw with a -1 penalty for every hit with a weapon of said type against the highest Taijutsu Save DC. On a fail they gain 1 rank of Bruised as they are beaten around.

If **Slashing Damage**, they must make a Dexterity Saving Throw with a -1 penalty for every hit with a weapon of said type against the highest Taijutsu Save DC. On a fail, they gain 1 rank of Bleeding as they are sliced to ribbons.

If **Piercing Damage**, they must make a Constitution Saving Throw with a -1 penalty for every hit with a weapon of said type against the highest Taijutsu Save DC. On a fail, they gain 1 rank of Slowed as their joints are punctured.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change

- +2-3: The damage die of the jutsu increases to a d10

- +4-5: The damage die of the jutsu increases to a d12

## SUNDERING SPEAR

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** Your stab your spear forward, flooded with chakra meant to either harm flesh or sunder steel. Make a Melee Taijutsu Attack against a creature in range. On a hit, you can either deal your Weapon's Damage, or reduce their Damage Reduction by an amount equal to your damage until the beginning of your next turn.

If this jutsu is cast as a **Chain 2**, you can do both without having to choose. If this jutsu is cast as a **Chain 3** make an additional attack.

## SWORD AURA: RED

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** W (Any Blade), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to unlock the ability to create a Sword Aura, a path only master swordsmen could even hope to follow. You send a controlled flood of chakra into your sword, the striking portion flaring red from the chakra. Your blade pierces 4 dr for the duration. When you would deal damage to a creature with this weapon, once per turn you can force them to make a Strength Saving Throw. On a failed save they take 1d10 Fire Damage and are knocked Prone as your blade explodes with force.

## TOADS WHIPPING TONGUE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Any Flail), M

**Cost:** 4 Chakra

**Keywords:** Bukijutsu

**Description:** This jutsu does not cost chakra to maintain concentration on it. You enhance your weapon with chakra to control its trajectory mid attack. For the duration, weapon attacks you make with a Flail Weapon have a +1 to attack and damage rolls, an additional application of reach, and has a +2 bonus on Trip and Grapple attempts.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank, increase the cost of this jutsu by 3. If cast at C-Rank or higher, the weapon instead has a +2 to attack and damage rolls. If cast at B-rank or higher, the weapon gains an addition application of reach. If cast at A-Rank of higher, the weapon has a +3 bonus to attack and damage rolls. If cast at S-Rank, the weapon has a +10 bonus to trip and grapple attempts.

## TYGER CLAWS

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Ranged Slashing), M  
**Cost:** 5 Chakra  
**Keywords:** Bukijutsu,

**Description:** You throw your weapon so that it strikes at a diagonal, slicing down your enemy with precision. Make a Ranged Taijutsu Attack against a creature in range. On a hit you deal your Weapon's Damage +1d8 and the target creature must make a Constitution Saving Throw. On a failure they are cut deeply along their chest and take an extra 2d8 Slashing Damage.

**At Higher Ranks:** For every rank you cast this jutsu above D-Rank, increase the cost by 3 and the damage of both attack and save by 1d8.

## WEAPON BREAK

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you take damage from a melee attack.

**Range:** Self

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu

**Description:** You quickly react to being hit by using your weapon to catch the attacking weapon at a vulnerable angle. The creature who triggered this Reaction must succeed a Dexterity Saving Throw, having their weapon break on a failed save. If the triggering creatures weapon has a bonus to attack and/or damage rolls or a weapon enhancement seal, it can only be broken by a weapon which has an equal or greater bonus to attack and/or damage rolls or an equal or greater ranked weapon enhancement seal.

## WEAPON DEFLECT

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Reaction, which you take when you are targeted by a Melee Weapon Attack that you can see.

**Range:** Self

**Duration:** 1 round

**Components:** W (Any Weapon), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu Chain X

**Description:** You enter a defensive stance with your weapon, parrying any incoming attack. You gain a +2 bonus to your AC until the beginning of your next turn. Until the end of your next turn, the next Bukijutsu you cast with the **Chain** keyword, increases its damage by +2 damage dice.

**At Higher Ranks:** For each rank you cast this jutsu above D-rank, increase the cost of the jutsu by 3. If this jutsu is cast at B-rank, increase the AC bonus by +1 and the damage bonus by +1 damage die. If this jutsu is cast at S-Rank, increase the AC bonus by +2 and the damage bonus by +2 damage dice.

## WIRE TRAP

**Classification:** Bukijutsu  
**Rank:** D-Rank  
**Casting Time:** 10 Minutes  
**Range:** 10ft Cube  
**Duration:** Instant  
**Components:** NT (Battle wire & Trappers Kit)  
**Cost:** 3 Chakra  
**Keywords:** Bukijutsu

**Description:** You set a trap in a target Location. This Trap has a triggering area the size of a 15-foot cube centering on the trap. Creatures who enter this area trigger the trap. Once triggered, the triggering creature must make a Dexterity Saving Throw, being Restrained on a failed save. Restrained creatures make a Strength Saving Throw at the beginning of each of their turns. On a success, they break the wire, ending the Restrained condition on themselves.

## WOUNDING SLICE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Weapon's range

**Duration:** Instant

**Components:** W (Melee Slashing, M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu,

**Description:** You coat your weapon in a cloak of jagged chakra before slicing down with the intent to severely maim. Make a Melee Taijutsu Attack at disadvantage against a target creature in range. On a hit you deal your Weapon's Damage +2d10 and inflict 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 ranks of Bleeding by 1.

## YOSAKU STRIKE

**Classification:** Bukijutsu

**Rank:** D-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot cone)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 5 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You swing your weapon with enough force to create a lateral wave of cutting force. Creatures in a 15-foot cone in front of you must make a Dexterity Saving Throw. On a failed save you deal your Weapon's Damage + 3d4 on a failed save or half as much on a successful one. You do not add your ability modifier to the damage. Creatures who are within 5 feet of you when you cast this jutsu make their save at disadvantage.

If this jutsu is cast as a **Chain 2**, you can add your ability modifier to the damage roll. If this jutsu is cast as a **Chain 3** 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 and range of this jutsu by 5 feet.

## C-RANK:

### 1080 PSI AIR CANNON

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (90 feet long, 5-foot-wide line)

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You use the air itself to slash all who stand before you. As you swing your sword you launch an air-compressed cross slash, spiraling forward. All creatures in the area of effect must make a Constitution Saving Throw, taking twice your Weapon's Damage on a failure, and gaining 1 rank of Bleeding, or half as much damage on a success.

If this jutsu is cast as a **Chain 2**, increase the rank of Bleeding by 1. If this jutsu is cast as a **Chain 3** creatures gain disadvantage on their Saving Throw.

### AFFLIGAM

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** instant

**Components:** W (Any Flail), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You whip your weapon to build up momentum to prepare for an all-out attack. The next Bukijutsu you cast with this weapon rolls its Weapon's Damage Dice twice instead of once. If the next jutsu you cast requires a Flail Weapon, the Bukijutsu also increases the damage die of the jutsu by 1 step.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If this jutsu is cast at A-Rank, you instead increase the damage die of a Flail Bukijutsu by 2 steps. If this is cast at S-Rank, you instead roll your Weapon's Damage Dice 3 times.

### AFTERGLOW

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 30 Feet.

**Duration:** Instant

**Components:** W (Melee Any), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You take a reverse grip with your weapon and prepare to cut down everyone in your way. Select a space within range. You dash through at blinding speeds to that select location. This movement does not provoke attacks of opportunity. All creatures whom you pass through while on the way to the select location are the targets of your attacks. Make a Melee Taijutsu Attack for each creature you pass through while moving, dealing your Weapon's Damage on a hit. You end your movement in the selected space.

### AUGMENTED LETHALITY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Any Deadly), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu

**Description:** You focus on the lethality of your chosen weapon and attempt to enhance how deadly it can truly be while in your hands.

For the duration, weapons you have with the **Deadly** trait, instead adds two additional damage die on a critical hit. You cannot lose concentration on this jutsu as a result of damage.

### BIDING FURY: LIVER BLOW

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** X-Foot Cone

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** (Must be under the effects of a Binding Fury Stance to cast) You aim a strong blow right at your enemies liver, looking to make them lose the will to fight, if only for a moment. Make a Melee Taijutsu Attack, dealing your Weapon's Damage +2d10 on a hit. On a hit, the target creature must also make a Constitution Saving Throw. On a failed save their focus is shattered, ending any concentration jutsu cast at a lower rank than this jutsu and gaining a rank of Bruised. You can spend a Fury when casting this jutsu to increase the save DC by 1, per Fury Spent, up to a max of 5 Fury.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1. If this jutsu is cast as a **Chain 3** make an additional attack

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d12, and the max Fury that can be spent by 2.

### BIDING FURY: TIGER BARRAGE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Special (Cone)

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** (Must be under the effects of a Binding Fury Stance to cast) You lash out with your weapon with the ferocity of a tiger, aiming to turn a foe into mincemeat. Make 2 Melee Taijutsu Attacks, comparing the results to all creatures in a X-Foot Cone in front of you, where X equals the ranks of Reach your weapon has, times 15ft. On a hit you deal your Weapon's Damage +1d12. You can spend 2 Fury to make an extra Melee Taijutsu Attack. You can spend up to 6 Fury in this way.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +1

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d12, and the max Fury that can be spent by

## BITE OF THE VIPER

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Slashing), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu, Medical

**Description:** You perform 3 strikes that devastate your opponent. Make three Ranged Taijutsu Attacks using your weapon, dealing your Weapon's Damage +1d8 Poison Damage, do not add your ability modifier to the damage dealt. On a hit a creature must make a Constitution Saving Throw, gaining 1 rank of Envenomed on a failed save, a creature can make this save once per casting.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the target suffers a -1 penalty on their saves.

## BLADE OF SIN: GREED

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, Up to 1 Minute

**Components:** W (Any Blade), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You seek to emulate the power of one of the Seven Deadly Sins of Humanity in your blade, imbuing the Sin of Greed inside the edge. For the next minute, when you would deal damage with a weapon attack or Bukijutsu, you also reduce the targets Maximum Health by half of the damage taken. A creature can restore the lost Maximum with a jutsu that removes conditions of an equal or higher rank then this jutsu was cast at.

**At Higher Ranks:** For each rank this jutsu is cast above C-Rank, increase the cost by 3. If this jutsu is cast at A-Rank you instead reduce the targets Maximum Health by the full amount.

## BLUNT FORCE CONNECTION

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range (10ft radius Sphere)

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You take a stance that allows you to place all of your weight behind your attack. Make a Melee Taijutsu Attack against a target creature. On a hit, you deal your Weapon's Damage + 3d8 and the target falls Prone. A 15-foot cube originating from you becomes difficult terrain. All creatures in this cube must make a Strength Saving Throw, 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 1d8.

## BOLTING SAKURA

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, 1 minute

**Components:** W (Any Power), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You close your defenses as you guard your body with your weapon. You do not need to spend Chakra to maintain concentration on this jutsu. When you activate this jutsu, you enter this **guarded form** until the start of your next turn, you can reenter this form by spend an action on your turn. While in guarded form, increase your AC by half of your Taijutsu Attack Bonus (Rounded down).

## BOUNDING BLOSSOM

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Long Jump Range (20 feet radius sphere)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** (you must move at least 10 feet before casting this jutsu, and you must jump in the same direction you moved) You leap into the air and strike down with the butt of your polearm, scattering your foes and leveling the ground. After landing from your leap, all creatures within a 20-foot radius sphere from you must make a Strength Saving Throw, taking 4d10 damage and being Knocked Prone on a failed save, and half as much and no further effects on a successful save. If you land in the same space a creature is occupying then they make their save at disadvantage and you can add your Weapon's Damage to the damage of this jutsu.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +2

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and damage by 1d10. If this jutsu is cast at A-Rank, creatures who fail also become Staggered.



## BOWLING SPARE SHOT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Ranged Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapon at an angle to bounce and make an impossible shot possible. Make a Ranged Taijutsu Attack against a creature in range. On a hit you deal your Weapon's Damage +2d8 and then you can target another creature that you can draw a straight line to from the first target creature, no longer than your weapon's range, as if it originated from the first target creature. Make a second Ranged Taijutsu Attack, dealing Weapon's Damage +2d6 on a hit. Any creature between the two target creatures must make a Dexterity Saving Throw, taking Weapon's Damage +2d4 on a failed save, and no damage on a successful one.

If this jutsu is cast as a **Chain 2**, increase all the damage die by 1. If this jutsu is cast as a **Chain 3** increase all the damage die of this jutsu by 1 step.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d12.

## BOWLING STRIKE SHOT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Ranged Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You throw your weapon with the power to knock foes off their feet, forgoing accuracy for more power. Make a Ranged Taijutsu Attack against a creature in range at disadvantage. On a hit you deal your Weapon's Damage +2d12 and the target creature is knocked Prone. If one of the die from this jutsu rolls the maximum, they also gain a rank of Concussed 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 1d12.



## BREATH OF ASH: CHIMNEY CLEARING

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot cylinder)

**Duration:** Instant

**Components:** CM, W (Any Ranged), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Fire Release

**Description:** You begin to collect and manifest fire release chakra until it laces the striking portion of your weapon. The fire release chakra begins to transform into gouts of ash that emanates from your weapon. You then choose to fire directly into the sky.

When you do, your weapon releases a funnel of flame that erupts from you as you manifest a 30-foot high, 10-foot-wide funnel of flame. All creatures excluding you must make a Dexterity Saving Throw. Depending on the severity of their failure they suffer additional effects. On a successful save, they take half of the following damage.

- **Failed by 1~4:** Weapon's Damage + 5d6 Fire Damage.
- **Failed by 5~9:** Weapon's Damage + 7d6 Fire Damage and 1 rank of Burned.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d6. If this jutsu is cast at B-Rank, increase the radius of this jutsu by 5 feet. If this jutsu is cast at S-Rank, increase the radius of this jutsu by 10 feet.

## BREATH OF BEASTS: DEVOUR

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** CM, W (Any Melee), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to collect and manifest chakra until it laces the striking portion of your weapon. The chakra begins to manifest in the form of any beast of your choice in any color that can be seen plainly by others.

You begin to swing wildly and unpredictably, fueled by instinct and primal urges. Make two Melee Taijutsu Attack. On a hit, you deal your Weapon's Damage + 2d6. When you deal damage with this jutsu, you impose an effect based on the damage type of the weapon used.

- **Bludgeoning:** Target creature makes a Strength Saving Throw, becoming Bruised and gaining 1 rank of the Weakened condition until the end of their next turn on a failed save.
- **Piercing:** The creature must make a Constitution Saving Throw, becoming Dazed and having their movement speed reduced by -15, until the end of their next turn on a failed save.
- **Slashing:** The creature must make a Dexterity Saving Throw, gaining 2 ranks of Bleeding on a failed save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## BREATH OF DUST: INSTABILITY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu, Earth Release

**Description:** You begin to collect and manifest earth release chakra until it laces the striking portion of your weapon. The earth release chakra begins to magnify the weight and striking power of your attacks allowing you blow through anything in your path with little difficulty.

Make a single Taijutsu Attack against one creature you can see within range. Whether these attacks are Ranged or Melee is determined by the weapon being used. On a hit, you deal your Weapon's Damage Dice + 2d6 Earth Damage.

If the attack is 5 or higher than the AC of your target, make a second Taijutsu Attack against the same creature, dealing 3d6 Earth Damage and inflicting the Bruised condition.

If the second attack is 5 or higher than the AC of your target, make a third attack against the same creature, dealing 3d6 Earth Damage and inflicting the Bruised condition.

If you cast this Jutsu using a ranged weapon, both the initial 2d6 damage and additional attacks' damage is reduced to d4's.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage of the first attack by 1d6/1d4.



## BREATH OF ECHO: ROAR

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** CM, W (Any Ranged), NT (Any explosive tool), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to collect and manifest chakra until it manifest into the shape of a sound note of your choice, hovering over the striking portion of your weapon. This note can be seen plainly by any other creature who can manipulate chakra.

You throw two explosive tools towards your enemy, then release one powerful shot, cutting through them to strike your enemy, causing a slight delay before they explode with a thunderous sound. Make one Ranged Taijutsu Attacks, dealing your Weapon's Damage. Regardless of a hit or not, the target and all creatures within 10 feet of them must make a Dexterity Saving Throw. If the target was successfully hit, they make their save with a 1d4 penalty.

On a failed save, creatures take 8d6 Force Damage and are knocked Prone and Deafened until the end of your next turn or half as much damage and no additional effects on a success.

**At Higher Ranks:** For each rank you cast this jutsu above D-Rank increase the cost of this jutsu by 3 and the damage by 1d6 and the size of the area by 5 feet.

## BREATH OF ENOKI: INVASIVE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Weapon's Range

**Duration:** Instant

**Components:** CM, W (Any), NT (Poison Kit), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Medical

**Description:** You begin to collect and manifest medical chakra until it laces the striking portion of your weapon. The medical chakra begins to cause your weapon to glow with a soft pink hue.

You make a single attack, either directly injecting poison into a target, or into the ground, releasing a burst of poisonous fumes.

If you cast this Jutsu using a melee weapon, you make a single Melee Taijutsu Attack targeting a creature within range. Depending on the accuracy of your attack, the poison is increasingly more effective.

- **Beat AC by 1~4:** Weapon's Damage + 2d6 Poison Damage and 1 rank of Corroded.
- **Beat AC by 5+:** Weapon's Damage + 4d6 Poison Damage and 1 rank of Corroded.

If you cast this Jutsu using a ranged weapon, select a space you can see within range. All creatures within 10 feet of the chosen space, must make a Constitution Saving Throw. Depending on the severity of their failure, the poison is increasingly more effective.

- **Failed by 1~4:** 5d6 Poison Damage and 1 rank of Envenomed.
- **Failed by 5+:** 6d6 Poison Damage and 1 rank of Envenomed.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## BREATH OF FLAME: UNDULATION

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (10 feet)

**Duration:** Instant

**Components:** CM, W (Any Melee), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Fire Release

**Description:** You begin to collect and manifest fire release chakra until it laces the striking portion of your weapon. The fire release chakra begins to transform into gouts of flame that erupt off of your weapon with a glorious flickering. You then choose to either spin your weapon in a circular fashion, striking multiple enemies at once, attempting to decapitate them.

All creatures of your choice must make a Dexterity Saving Throw. Depending on the severity of their failure they suffer additional effects. On a successful save, they take half of the following damage:

- **Failed by 1~4:** Weapon's Damage + 3d6 Fire Damage.
- **Failed by 5~9:** Weapon's Damage + 4d6 Fire Damage and 1 rank of Burned.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## BREATH OF FOG: SMOG

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15 feet)

**Duration:** Concentration, up to 1 minute.

**Components:** CM, W (Any), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Genjutsu

**Description:** You begin to collect and manifest illusionary chakra until it radiates off of your weapon similar to that of a thick smog, of a color of your choosing. The chakra begins to take the same consistency as a thick gas that makes it difficult to see through.

You generate this smog centered on you that expands outward up to 15 feet and goes around corners. This smog follows you and cannot be blown away by strong winds.

If you cast this Jutsu using a melee weapon, select one hostile you can see. That creature cannot see through this smog regardless of if they are inside or outside of it.

If you cast this jutsu using a ranged weapon, creatures outside of this smog cannot see you inside it. Creatures that are inside of the smog can see you as if it was not there.

Once per turn, when you make a Weapon or Taijutsu Attack targeting a creature that is unable to see you due to this Jutsu, increase your Critical Threat Range by +1.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the number of creatures you can target with this jutsu when casting it with a melee weapon by +1.



## BREATH OF RAIN: DRIZZLE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Water Release

**Description:** You begin to collect and manifest water release chakra until it laces the striking portion of your weapon. The water release chakra begins to transform into streams of water, capable of being seen and felt.

Make a single Taijutsu Attack against one creature you can see within range. Whether this attack is Ranged or Melee is determined by the weapon being used. On a hit you deal your Weapon's Damage + 5d6 Cold Damage and the target creature gains 1 rank of Chilled.

If you cast this jutsu using a melee weapon, all creatures within your weapon's range must make a Dexterity Saving Throw, taking your Weapon's Damage + 4d6 on a failure, or half as much on a success.

If you cast this jutsu using a ranged weapon, all creatures in a straight line between you and your target make the saving throw instead, and the attack's damage is reduced by 1d6.

Regardless of the weapon type, you gain a 1d4 bonus to hit when you target creatures that are either Dazed or Chilled with this jutsu, and they suffer a 1d4 penalty to saving throws made against 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 1d6.

## BREATH OF SKIES: STORM

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu, Wind Release

**Description:** You begin to collect and manifest wind release chakra until it laces the striking portion of your weapon. The wind release chakra begins to spiral around the user's weapon creating whipping torrents of wind. When you attack with your weapon, it creates a torrenting spiral of wind, enough to imitate a storming tornado.

Make three Taijutsu Attacks against a target within range. Whether these attacks are Ranged or Melee is determined by the weapon being used. On a hit you deal your Weapon's Damage Dice +1d6 in Wind Damage.

If a creature is hit by all three attacks you manifest a shockwave of wind that tear through the ground knocking the target Prone and inflicting 1 rank of Lacerated.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the 1d6 damage by 1 step.

## BREATH OF SOUND: SCORE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM, W (Any Melee), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu, Sensory

**Description:** You begin to collect and manifest chakra until it manifests into the shape of a sound note of your choice, hovering over your eyes as you begin to listen to all of the sounds created as a result of battle.

For the duration you do not spend chakra to maintain this jutsu, instead you must spend a Bonus Action to maintain it. Choose one of the following tempos when you cast this jutsu. You can the benefit of this tempo until the beginning of your next turn. At the beginning of each of your turns thereafter, you can select a different tempo if you would like.

- **Moderato:** You strike with great force to the strum of the battle. The first time each turn you would deal damage with a melee weapon or Taijutsu attack you make with a Bukijutsu with the *Breath of Sound* prefix, you add your level to the damage dealt.
- **Allegretto:** *Breath of Sound* Bukijutsu you cast has their save DC increased by +1d4.
- **Vivacissimo:** You speed yourself up to strike at the right time, when they are at the most vulnerable. You have advantage on the first melee weapon or Taijutsu attack you make with a Bukijutsu with the *Breath of Sound* prefix, each turn.
- **Andante:** You match your pace to your opponents to defend and parry perfectly against their every move. You gain a special Reaction which can only be used when you would take damage from an attack, or make a Strength or Dexterity Saving Throw. If used against an attack, make a contested Melee Taijutsu Attack. If your attack is higher than theirs, their attack misses. If used against a Saving Throw, you add your Weapon's Damage to the first Saving Throw made, each turn.

## BREATH OF SPARKS: SWARM

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Lightning Release

**Description:** You begin to collect and manifest lightning release chakra until it laces the striking portion of your weapon. The lightning release chakra begins to collect and spark off of your weapon with violent jolts. You prepare for a volley of attacks as you attack multiple times, enhanced by lightning.

Make two Taijutsu Attacks using, dealing your Weapon's Damage Dice + 3d6 Lightning Damage. Whether these attacks are Ranged or Melee is determined by the weapon being used. If the target any ranks of the **Shocked** condition, you make your attacks at advantage.

If you cast this Jutsu using a ranged weapon, the additional 3d6 damage is reduced to d4's.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage dealt by 1d6/1d4.

## BRUTAL BLOCK

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Round

**Components:** W (Any Power), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You raise your weapon to block incoming damage at its source. When you would take damage you raise your weapon's in a cross-guard fashion. You reduce the first instance of incoming damage each turn by your Weapon's Damage + 3d6. When you do, you reinforce your next attack with the force sent towards you. Until the end of your next turn, each time you reduce an incoming attacks damage by any amount, you increase your next attacks critical threat range by +1.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage reduced by 1d6.

## BUZZSAW BLITZ

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot radius Sphere)

**Duration:** Concentration, 1 minute

**Components:** W (Any Thrown), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You toss your weapon with enough force to spin around you like a lethal buzzsaw. For the duration of this jutsu, you cannot make attacks using the weapon used to cast this jutsu. For the duration, creatures who start their turn within 15 feet of you must make a Constitution Saving Throw or take your Weapon's Damage + 2d4 and gain 1 rank of Bleeding. Creatures who start their turn exactly 15 feet away from you have disadvantage on their save.

**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 Bleeding by 1.

## CENTIPEDE DANCE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a series of brutal and efficient strikes with your weapon in an attempt to cripple and debilitate the target. Make two Melee Taijutsu Attacks against a creature you can see within range, with your weapon. On a hit you deal your Weapon's Damage + 2d6, you do not add your ability modifier to the damage dealt. If you hit with at least one of your attacks the affected target must succeed a Strength Saving Throw. If you successfully hit a creature more than once with this jutsu, they suffer a -1 penalty to their save for each additional hit after the first. On a failed save, the target is Weakened for the next minute as you dislocate multiple bones in the target's body. A Weakened creature can spend an action to relocate their bones pushing them back into place.

## CHAIN KILL

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Movement Speed

**Duration:** instant

**Components:** W (Any Flail), M

**Cost:** 10 Chakra

**Keywords:** Bukijutsu, Chan X

**Description:** You whip your weapon into a frenzy, ready to strike down your foes in rapid succession. Make a Melee Taijutsu Attack against the closest enemy within range, dealing twice your Weapon's Damage on a hit. If there are multiple close enemies, select one.

If you reduce a creature to 0 Hit Points using this jutsu, you can move to the next closest enemy and make another Melee Taijutsu Attack. This cycle can repeat multiple times until you run out of movement, miss, or fail to reduce a creature to 0 Hit Points. Each time you make a Melee Taijutsu Attack after the first, you suffer a -3 penalty to the next attack you make with this jutsu.

## CHAKRA SABRE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** W (Any), CM

**Cost:** 6 Chakra

**Keywords:** Bukijutsu

**Description:** You manifest a sheath of chakra around your weapon. This sheath reinforces the weapon enhancing it beyond its normal limitations.

For the duration, you cannot lose concentration of this jutsu as a result of damage, and twice per turn, when you would deal damage with a weapon or Taijutsu attack, you increase your Weapon's Damage Dice by +1.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3. If this jutsu is cast at A-Rank, you instead increase your Weapon's Damage Dice by +2.



## CHAKRA-SEEKING ROUNDS

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapons Range

**Duration:** 1 Minute

**Components:** W (Any Ammo), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** (You must cast this jutsu after damaging a target with an Ammunition weapon) You attuned your ammunition to your opponent's chakra signature, helping guide your weapons to their intended recipients. Make a contested Chakra Control Check using your Taijutsu ability modifier versus the target creature. On a success, you gain the following benefits for the duration of this jutsu;

- The creature has disadvantage on Stealth Checks against you and your allies
- Once per round, when you miss a ranged weapon or Taijutsu attack against the target creature with a weapon with the Ammunition property, you can reroll the attack with half of your usual attack bonus. This reroll cannot crit.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. At B-Rank, the duration becomes 10 minutes and you can reroll a missed attack once per turn. At S-Rank the duration becomes 1 hour and you can reroll a missed attack twice per turn.

## COILING STRIKE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action or Reaction after casting a Bukijutsu that targeted another creature.

**Range:** Twice Weapons Range

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** Using the force from your previous attack, you coil around your weapon, compounding the force into another powerful strike. You can move to any unoccupied space within twice your weapons range and then make a Melee Taijutsu Attack targeting a creature you can reach, dealing your Weapon's Damage  $+xd4$ , where X is the base damage dice of the previous jutsu and inflict 2 ranks of Bleeding. If the creature has taken Piercing Damage from a Bukijutsu you have cast this turn, you have advantage on this attack and increase the damage die by 1 step.

## COIN TOSS

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 15 feet

**Duration:** Instant

**Components:** W (Any Ammunition), M, NT (50 Ryo)

**Cost:** 6 Chakra

**Keywords:** Bukijutsu

**Description:** You toss a 50 Ryo coin into the air within 15 feet of you to augment the trajectory of your next attack, improving its effectiveness with style. After casting this jutsu, your next ranged weapon or Ranged Taijutsu Attack (as part of a Bukijutsu) is aimed at the coin, bouncing off of it before being redirected to your intended target, causing the attack roll to be made at advantage, gains a +1 bonus to critical threat range, and ignores up to three-quarters cover. Using this jutsu destroys the 50 Ryo coin.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. If cast to B-Rank or higher, increase the bonus to critical threat range to +2 and on a critical hit the target gains 1 rank of Lacerated. If cast to S-Rank or higher, increase the bonus to critical threat range to +3 and on a critical hit the target gains 2 ranks of Lacerated.

## COLLATERAL POINT STRIKES

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** W (Ranged Piercing), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** By forcing your chakra into an arrow at the moment of release, you can splinter the arrow into multiple parts. Choose a number of creatures up to your Taijutsu modifier, make a Ranged Taijutsu Attack against each target, on a hit, you deal your weapon's damage  $+1d4$ , increasing the dice by  $1d4$  for each successful hit against each unique target (up to a max of  $3d4$ )

**At Higher Ranks:** For each rank you cast this jutsu above C-rank increase the cost by 3 and the damage by  $1d4$  and max by  $1d4$ .

## CRESCENT MOON BEHEADING

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You switch your weapon into a two-handed grip to the best of your abilities. You attack with your weapon with the ferocity to behead your enemy. Make a single Melee Taijutsu Attack dealing your Weapon's Damage  $+2d10$ .

If you roll 4 or more 10's on a d10, with this jutsu's damage die, the creature is immediately beheaded.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by  $1d10$ .

## CRESCENT MOON CRIPPLING

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You switch your weapon into a two-handed grip to the best of your abilities. You spin with enough force to pick up dust and slightly heat the attacking end of your weapon. Make a single Melee Taijutsu Attack dealing your Weapon's Damage + 3d8.

If you roll 5 or more 8's on a d8, with this Jutsu's damage die, the target creature is permanently crippled becoming Dazed and Weakened until targeted by a Jutsu with the Medical Keyword of B-Rank or Higher, that removed conditions.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d8.

## CRESCENT MOON IMPACT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged or Thrown), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You take your bow as you rapidly fire a swarm of shots into directly into your target with enough force to tear holes in steel and concrete. Make a single Ranged Taijutsu Attack, dealing your Weapon's Damage + 6d4.

If you roll 6 or more 4's on a d4, with this Jutsu's damage die, you tear through the targets body, leaving them with a gaping wound. Affected creature gains 5 ranks of Lacerated. The Medicine Check DC to remove Lacerated is increased to 30.

**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.

## CRESCENT MOON PENETRATION

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You grip your weapon with two-hands to the best of your abilities. You attack with your weapon with the ferocity to pierce straight through their heart. Make a single Melee Taijutsu Attack dealing your Weapon's Damage + 4d6.

If you roll 6 or more 6's with the this jutsu's damage die, the target creature is immediately killed as you pierce straight through their heart.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d6

## CRIMSON MASK

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons

**Duration:** Instant

**Components:** W (Ranged Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapon to cut right above your target's eyes, blinding them with a crimson mask of their blood. Make a Ranged Taijutsu Attack against a target creature in range. On a hit you deal your Weapon's Damage + 1d6. The target creature then must make a Constitution Saving Throw, gaining a rank of Bleeding on a failure. While they have this rank of Bleeding they also suffer from the Blinded condition.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** increase the damage die by 1 step.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and increase the number of creatures you can target by +1.

## CRUSHING THOUGHTS

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** 1 Minute

**Components:** W (Melee Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Crushing Stance*.

You begin to focus on ways to crush your opponent using the power of blunt strikes.

For the duration of this jutsu, you gain pierce (6) against heavy armor, and pierce (4) against medium armor.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3. At A-rank increase the ranks of pierce by +2 and +1 (8 and 4 respectively). At S-rank, increase the ranks of pierce by +4 and +2 (10 and 5 respectively).

## CYPRESS IMPACT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range (20-foot radius sphere)

**Duration:** Instant

**Components:** W (Any Bow), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu

**Description:** You take your bow as you rapidly fire a swarm of shots into the sky before they begin to rain down up to your weapons range away, in a 15-foot radius sphere centered on a point of your choice. Each bolt or arrow is tethered to you as your chakra is used as a binding chain.

Creatures in the radius of this jutsu must make a Dexterity Saving Throw taking your Weapon's Damage + 3d8, being Restrained by the bolts or arrows pinning them to the ground on a failed save until the beginning of their next turn or only half as much damage on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the number of spaces you can select by +1.

## DANCE PERFORMANCE: GAMBIT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Any)

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You enter a focused but extremely passive stance with a looser grip on your weapon and more chakra around the edge and the soles of your feet, letting gravity and speed take the wheel. You do not spend chakra to maintain concentration on this jutsu. You can only drop concentration of this jutsu as a Bonus Action on your turn. For the duration, if you move more than 20 feet before making an attack with your weapon, you increase your critical threat range by +1 and Your Weapon's Damage Dice is also increased by +1.

For the duration of this jutsu, melee attacks against you have a +1 critical threat range.

**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 Weapon's Damage Dice by +1. If this jutsu is cast at A-Rank or higher, increase the weapons critical threat range by +1. If this jutsu is cast at S-Rank, increase both by an additional +1.

## DANCE PERFORMANCE: FLAMENCO

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee, Any), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu, Fire Release

**Description:** Your fiery moves bring down even the toughest of foes. Make three Melee Taijutsu Attacks against a creature you can see within range, dealing your Weapon's Damage + 2d4 Fire Damage for each attack. You do not add your ability score to damage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the Fire Damage by 1d4.

## DANCE PERFORMANCE: PREPARATION

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Melee, Any), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You change your breathing, preparing for an extreme dance. For the duration of this jutsu, jutsu with Dance Performance in the name that deal damage also gain the Chain (1) keyword.

## DANCE PERFORMANCE: SECOND STEP

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Melee Weapon)

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You swing your weapon in a violent circle around you hitting all creatures around you. All Creatures within your weapons range of attack of your choice must make a Dexterity Saving Throw. On a Failed save, they take your Weapon's Damage + 5d4 and become Dazed until the end of their next turn or half as much on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 2d4.

## DANCING FOOL TWISTER

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You whip your weapon with the Strength to create a small twister at your command. All creatures in your weapon range in a sphere around you must make a Strength Saving Throw or take your Weapon's Damage + 2d8 and be thrown back 30 feet.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +1

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the damage by 1d8 and the number of feet thrown in the air by 10.

## DANCING FOOL'S EMBRACE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range (15-foot Radius sphere)

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You whip your weapon with the finesse to wrap around your enemies and bring them into a tight and lethal embrace. All hostile creatures in range must make a Strength Saving Throw or be pulled within 5 feet of you and become Restrained and take your Weapon's Damage. While you have a creature Restrained in this way, you cannot use the weapon used to cast this jutsu for attacks or other jutsu.

As a Bonus action, while you have a creature Restrained by this jutsu, you can immediately tighten the embrace, dealing 3d10 damage. A creature can remake this save as an action and at the end of their turns to end the Restrained condition.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +1

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the range by 5 feet.

## DISARMING RIPOSTE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction

**Range:** 5 Feet

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You use your weapon to get around your opponent's guard as they attack, and then bring it up in an attempt to disarm them, literally. As a Reaction to being hit with a melee attack, you increase your AC by 1+ half your Weapon's Damage Dice. If this would increase your AC by enough to make the triggering attack miss, you can make a Melee Taijutsu Attack contested by the original attack roll. On a hit you deal your Weapon's Damage and then the triggering creature must make a Strength Saving Throw or be disarmed of their weapon. If you had a free hand when you cast this jutsu, you instead grab their weapon from them.

## DRAUPNIR JAVELIN

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You trace the design of your spear in chakra and create a near copy of it made of chakra. You then throw the copy towards a target creature in range, sending it flying out in a deadly arc. Make a Ranged Taijutsu Attack against the target creature. On a hit you deal your Weapon's Damage +1d12 and they must make a Constitution Saving Throw. On a failed save they are rooted to the ground, becoming Restrained, remaking the save at the start of their turns to end the condition.

As a Bonus Action or Reaction, you can cause the copy of the spear to explode, ending the Restrained condition and dealing 2d12 Force Damage to the creature and any creature within 5 feet.

## EARTH BREAKER

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range (20-foot cube)

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You slam your weapon into the ground with enough force to upheave the earth. Creatures in a 20-foot cube originating from you must make a Dexterity Saving Throw taking 3d8 Bludgeoning Damage and is knocked Prone on a failed save.

If a creature falls Prone within your weapons attack range when you cast this bukijutsu, you may, as a part of casting this jutsu, make a Melee Taijutsu Attack against the Prone target dealing your Weapon's Damage + 2d12 Bludgeoning on a hit.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d8 and 1d12 respectively.

## EXECUTIONER'S SWING

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** As a requirement to activate this jutsu, you must be targeting a creature who is either; Grappled, Prone, Restrained, Shocked, Slowed, Stunned, or Unconscious.

You swing your blade with such ferocity that the air and other materials or objects in its path doesn't recognize that it's been slashed.

Make a Melee Taijutsu Attack, with a +1 bonus to its critical threat range, dealing your Weapon's Damage + 6d6 Slashing Damage on a hit.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** increase the damage die by 1 steo.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d6. If this jutsu is cast at S-Rank, increase the bonus damage die by 1 step.



## FALLING BLADE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You perform a single Powerful downward slash that slices through just about everything in your path. Make a Melee Taijutsu Attack with a 1d4 penalty to the attack, because of how obvious your attack angle is. On a hit, you deal your Weapon's Damage + 3d10 and inflicting two ranks of the Bleeding Condition.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 1d10.

## FLYING SWALLOW: PENETRATE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** W (Melee Piercing, Light), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** As a part of the activation of this jutsu, you must have a weapon in both hands that meet this bukijutsu component requirements. You take your weapon and infuse chakra into the heels of your feet and use the increased power to penetrate whatever is in your way. Make two Melee Taijutsu Attacks against up to two enemies within 5 feet of you dealing your Weapon's Damage + 3d6, you do not add your ability modifier to damage.

Affected creatures must make a Constitution Saving Throw having their AC is reduced by 1d4 for each successful hit, 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 number of attacks by +1.

## FRONT BEHEADING

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Duration:** Instant

**Components:** W (Any), M

**Cost:** Special

**Keywords:** Bukijutsu, Chain X

**Description:** You flip the grip of your weapon to perform another attack but in the opposite fashion. You immediately cast the Bukijutsu you previously cast as an Action this turn, as a Bonus Action. When you do cast this Bukijutsu, increase the cost by +3.

When cast as part of a chain. You can cast the last bukijutsu you cast, regardless of chain casting limits. You can only use Front Beheading once per chain.

## FUMA KOTARO'S SKILL

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Throwing Stance*.

You begin to embody the legendary shinobi and tactician Fuma Kotaro. His technique begins to radiate from you. Select a number of creatures you can see within range, equal to your proficiency bonus. Make one Ranged Taijutsu Attack against each creature, dealing your Weapon's Damage + 2d12. Additionally, for each successful hit, you gain special resource called *Hojo* dice which are D4's. These dice last until the end of your next turn and you can give them to allied creatures which they can choose to use as bonuses to their next attack, damage or Skill Check roll. A creature can only ever have two dice at a time.

## GRAND SLAM

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** W (Melee bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You enter the stance of a batter and swing your weapon towards your target making a Taijutsu melee attack. On a hit, you deal your Weapon's Damage + 3d8 and makes a Constitution Saving Throw. On a failed save they are knocked back 40 feet. If a creature knocked back by this jutsu collides with a solid object, their movement is stopped, taking falling damage as if they had fallen an equal distance.

**At Higher Ranks:** For each rank you cast above C-rank, increase the cost by 3, the critical threat range by +1 and the distance the enemy would be knocked back by 20 ft. If upcast to B-Rank or higher, if you score a critical hit with this jutsu, the creature automatically fails their Constitution Saving Throw.



## GUAN YU'S LOYALTY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Melee, Two-Handed or Versatile), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Polearm Stance*.

You begin to embody the legendary general and warrior Guan Yu. His essence begins to seep into your pores and his ferocity and Strength becomes yours as you perform a wide and powerful sweep in a circle around yourself.

All creatures in your weapons range originating from you, of your choice, must make a Dexterity Saving Throw taking your Weapon's Damage + 4d12 on a failed save or half as much on a success, you do not add your ability modifier to damage.

Additionally, until the beginning of your next turn, creatures who would enter a space that your weapon can could reach they suffer a penalty to their attack roll against you equal to your Weapon's Damage Dice.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d12.

## GUARDIAN KNIGHT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Medium or Heavy Armor), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the *Defensive Stance*. You cannot lose concentration of this jutsu as a result of damage.

You solidify your defenses and reinforce your position. For the duration, you gain a +1 bonus to AC if wearing Medium Armor and +2 if wearing Heavy Armor.

Additionally, if the armor you have has the Reinforced property, you increase your *Reinforced* value by +2.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage you reduce by +2.

## HEAVEN CUTTER

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You swipe your weapon upwards with enough force to create an updraft. This updraft manifests a cylinder of force. You create a 30-foot-high, and 15-foot-wide cylinder originating from you.

Creatures in this cylinder must make a Strength Saving Throw or be thrown upwards, towards the top of the cylinder. At the end of your turn, creatures and objects thrown upwards fall to the ground, landing Prone, taking fall damage, and gaining 1 rank of Weakened until the end of their next turn.

If this jutsu is cast as a **Chain 2**, you can cast a Chain X jutsu as a Bonus Action this turn. If this jutsu is cast as a **Chain 3** they instead fly 90 feet into the air.

## HEAVENLY PUNISHMENT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Weapon)

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You strike with your weapon from as many angles as you can see an opening for. Roll 1d4 + 1. Make a number melee or Ranged Taijutsu Attacks equal to the result dealing your Weapon's Damage on a hit. These attacks cannot score a critical hit.

**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 die by 1 step. (D4>D6>D8>D10)

## HEAVY METAL

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage.

**Range:** Self

**Duration:** 1 Round.

**Components:** W (Heavy Armor), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You ensure the armor your wearing is the most potent thing on the battle field by using its coverage to intercept all incoming damage.

Until the start of your next turn, you have a +4 bonus to AC against the triggering creature, and a +2 bonus to your AC against all other attacks targeting you.

Additionally, if the armor you have has the Reinforced property, you increase your *Reinforced* value by +4.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage you reduce by 2.

## HOLLOW SILHOUETTE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** As you spin your weapon and move towards the target you sidestep back and forth quickly into their blind sides, leaving only an outline of you to see. Make a contested Stealth Check against the target creature's Perception. On a success you can immediately move to be within 5 feet of them and you gain advantage on the next attack roll you make against them this turn. On a failure you have disadvantage on the next attack roll against them this turn.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the range by 15 feet.

## HURRICANE DANCE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons

**Duration:** Instant

**Components:** W (Ranged Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You throw your weapon in a circle around you, slicing at all around you and making it hard to even stand near you. All creatures in a 15-foot radius around you must make a Dexterity Saving Throw when this jutsu is cast. On a failed save they take  $5d6$  Slashing Damage and lower their movement speed by 20 feet. On a successful save they take half damage and no further effects.

At the start of a creature who failed this save turn they must make a Constitution Saving Throw. On a failed save they take an additional  $3d6$  Slashing Damage and cannot move towards you this turn as the weapons slash into their tendons.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by  $1d6$ .

## IRON WEB DOME

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction to you or ally in range takes damage

**Range:** Radius Sphere up to weapons range

**Duration:** instant

**Components:** W (Any Flail), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You whip your weapon around at high speeds, creating a dome to defend against attacks. You can set the radius of this dome up to your weapons range. The Dome has an AC equal to your Taijutsu Save DC and HP equal to twice your Weapon's Damage and intercepts all damage originating outside the dome. A creature who hits the dome with a melee attack and fails to break it takes damage equal to your Weapon's Damage Dice.

**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, a creature who hits with it a melee attack instead takes twice your Weapon's Damage Dice in damage, regardless of if it breaks or not.

## LETHAL AMMO TECHNIQUE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action.

**Range:** Self

**Duration:** 1 Round.

**Components:** W (Any, Ammunition), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu

**Description:** You sharpen and increase the weight of your ammunition by using your chakra.

Twice before the start of your next turn, Ranged Weapon Attacks you make add  $1d4$  to both attack and damage rolls.

Additionally, if the result of the  $d20$  and  $d4$  is equal to or greater than 20, the attack is treated as a natural 20.

**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 bonus die by 1 step.

## LIGHT WEIGHT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action.

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Light Armor), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to make full use of all of the mobility and freedom your armor provides.

For the duration, you gain a +10 bonus to your movement speed and you add half of your Armor bonus to your Dexterity Saving Throws.

If you are ever knocked Prone, Restrained or Grappled, this jutsu immediately ends.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the movement speed bonus by +10.

## MIKIRI COUNTER

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, being hit with an attack.

**Range:** Self

**Duration:** Instant

**Components:** W (Any Melee Weapon), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You see a melee attack coming at you and your body doesn't allow it to proceed any further. You instinctively use your hand or feet to not only attempt to parry the attack, but to also drive the attack into the ground, getting it stuck and opening the triggering creature up to a counter attack.

When you are hit with a melee attack, make a Melee Taijutsu Attack, if your attack result is higher than the triggering creatures, their attack and all other attacks made as part of the same action misses and you make a single melee attack against them dealing your Weapon's Damage and reducing the creature's AC by 1d4 until the start of their turn.

If they attacked with a weapon, their weapon falls from their hands on the ground within their space.

## MODERATE REFLEXES

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action.

**Range:** Self

**Duration:** 1 Minute.

**Components:** W (Medium Armor), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You begin to make full use of the balance in mobility and protection your armor provides.

For the duration, you gain a +10 bonus to your movement speed, and if the armor you have has the Reinforced property, its value increases by +3.

Additionally, you add half of your Armor bonus to your Strength Saving Throws, rounded down.

If you are ever knocked Prone, Restrained or Grappled, this jutsu immediately ends.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the movement speed bonus by +5 and the Damage Reduction by +2.

## MONKEY KINGS ARROGANCE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** You spin your weapon around yourself with enough force to create updrafts and powerful winds. But all of the weapon spinning is mostly for show as you then use your weapon to launch your allies like missiles towards a creature of your choice helping them crash into them.

Select up to two allied and willing creatures within your weapons range. They are thrown a number of feet up to 10 x your Taijutsu ability modifier. If they would end this movement within 5 feet of a hostile creature, they can spend their Reaction to cast a Jutsu that requires a melee attack, that has a casting time of 1 Action, targeting the hostile creature.

Additionally, the creatures you throw gain a bonus to their melee attack roll, equal to your Weapon's Damage Dice.

## MONKEY KINGS CUNNING

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu

**Description:** You spin your weapon around in a series of distracting twirls before you strike as your targets arm and leg joints disabling their mobility and striking power.

Make two Melee Taijutsu Attacks using your weapon, dealing your Weapon's Damage + 2d10.

If at least two attacks using this jutsu are successful, you reduce the targets speed by -10 and they have a -1 penalty to Strength and Dexterity based Saving throws, Skill Checks and attack rolls 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, the movement speed penalty by -5 and the Saving Throw, Skill Check and attack roll penalty by -1.



## MULTISHOT BOW TECHNIQUE

**Classification:** Bukijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Weapon Range  
**Duration:** 1 Round  
**Components:** W (Any Bow)  
**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You quickly prepare multiple shots from your bow of choice, ready to fire on hostile creatures.

You skillfully knock two arrows or bolts into your bow as you prepare to fire. Twice before the start of your next turn, when you deal Weapon Damage with your bow, you deal an additional die of damage. You only roll your ammunition die once per attack as usual.

Also, creatures within the range of your weapon provoke attacks of opportunity for you the first time they move. You gain additional Reactions equal to your Taijutsu ability modifier, that you can only use to make a Ranged Taijutsu Attack if a creature triggers attacks of opportunity until the beginning of your next turn.

Creatures hit by your attacks of opportunity using your bow, have their movement reduced to 0, until the beginning of their next turn.

## MURDEROUS STABBING LINK

**Classification:** Bukijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 15 feet.  
**Duration:** Instant  
**Components:** W (Melee Piercing)  
**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You perform a series of thrusts with your weapon with enough force to penetrate steel, sending powerful piercing shockwaves up to 15 ft in a straight line stopping at the first creature hit. Make a Melee Taijutsu Attack against a target within range, dealing your Weapon's Damage + 2d10 and gains the Bleeding condition, and all creatures in a 15-foot line behind the target takes damage equal to half of the result.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** increase the damage die by 1 step

## MUSASHI'S WILL

**Classification:** Bukijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute  
**Components:** W (Any), M  
**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the **Two-Weapon Stance**. You cannot lose concentration on this jutsu as a result of damage.

You roar, releasing a rush of adrenalin throughout your body. For the duration, when you take the attack action you gain an additional weapon attack.

Additionally, if you cast a Bukijutsu that requires you to make two or more attacks, you make 1 additional attack.

## NOBUNAGA'S FURY

**Classification:** Bukijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Any Two-Handed), M  
**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the **Great Weapon Stance**.

Your eyes glaze over with a blood fueled fury, for but a moment.

Make one Melee Taijutsu Attack using your weapon, dealing your Weapon's Damage + 4d8, rerolling all 1's and 2's, taking the second result even if it is a 1 or 2.

Additionally, if you score a critical hit with this attack you add your level to the damage dealt.

## NOBUNAGA'S RAGE

**Classification:** Bukijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Any Heavy), M  
**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must currently be in the **Heavy Weapon Stance**.

Your eyes glaze over with a blood fueled rage, for but a moment.

Select one creature you can see within your weapons range, as you swipe it towards them with such speed and ferocity that the ground, air, and even water crackles and ignites from the force of your attack alone.

You can choose to either make a Melee Taijutsu Attack using the weapon or force the creature to make a Strength Saving Throw.

If you make a Melee Taijutsu Attack, on a hit, you deal your Weapon's Damage + 8d6

The select creature must make a Strength Saving Throw taking your Weapon's Damage + 6d6 on a failed save or half as much on a successful save.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## POST SETTER

**Classification:** Bukijutsu  
**Rank:** C-Rank  
**Casting Time:** 1 Action  
**Range:** 1 Action  
**Duration:** Instant  
**Components:** W (Melee Piercing), M  
**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You plunge your weapon into the foot of your target, rooting them to the ground. Make a Melee Taijutsu Attack against a creature in range. On a hit deal your Weapon's Damage and they become Restrained until the start of your next turn. While they are Restrained you cannot use this weapon. While they are Restrained an allied creature can use their Reaction to cast a Bukijutsu or a Taijutsu Finisher or a Chain X Bukijutsu.

## PRIDE OF LETO

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Ranged Piercing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You funnel your chakra into the point of your weapon, feeling the pride of the mother of the twin archers in your bones, unleashing a scatter of shots toward a creature within range. Roll 1d4, choose any number of targets to hit with an attack based on the roll. (You may attack the same target more than once.) Make a Ranged Taijutsu Attack for each shot. On a hit, you deal your Weapon's Damage. You do not add your ability modifier to the damage roll.

If this jutsu is cast as a **Chain 2**, you can add your ability modifer to up to 2 damage rolls. If this jutsu is cast as a **Chain 3** you instead roll a 1d6 for choosing targets.

**At Higher Ranks:** For each rank, you cast this jutsu above C-rank, increase the cost by 3. If this jutsu is cast at A-rank or higher, increase the damage die of your weapon by 1.

## RETREATING THROW

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, when a creature would miss you with a melee attack

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** After someone misses you with an attack you quickly retreat and you reset your positioning. Move up to your movement speed to a space you can stand on. After the conclusion of your movement make a Ranged Taijutsu Attack dealing your Weapon's Damage and forcing the creature to make a Strength Saving Throw or be Restrained on a failed save, as your weapon pins their foot to the ground.

A creature Restrained by this jutsu can, as an action make a repeat the Saving Throw, ending the Restrained condition on a success.

## RIPPING LUNGE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 10 feet

**Duration:** Instant

**Components:** W (Ranged Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You lunge forward, using chakra to spin your weapon while striking your opponent in the opposite direction to maximize the amount of lethal rip page, showing how your weapon is not out of options in close range. Make a Melee Taijutsu Attack, on a hit you deal your twice your Weapon's Damage Dice. If you roll the maximum damage on your Weapon's Damage Dice, you also leap back half your movement speed. This movement does not trigger an attack of opportunity.

## SEEKING ARROW

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** CM, M, W (Ranged Piercing)

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You imbue a projectile with chakra, granting your weapon the ability to seek out a target. Choose a creature you can see within range. The projectile flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the projectile to travel to the target, the target must make a Dexterity Saving Throw against your Taijutsu save. Otherwise, the projectile disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the projectile, plus an extra 4d6 Force Damage. On a successful save, the target takes half as much damage.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage by 1d6.

## SERRATION WAVE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 45 Foot Cone

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You swing your weapon in a wide arc meant to impede movement and lockdown your enemies. All creatures in a 45-foot cone in front of you must make a Dexterity Saving Throw. On a failed save they take your Weapon's Damage +2d4 and lose half their movement speed until the end of their next turn. On a success they take half damage and do not suffer any additional effects.

**At Higher Ranks:** for every rank above C-rank this jutsu is cast, increase the chakra cost by 3 and damage die by 1 step. If this is cast at A-Rank they instead lose all movement on a failed save and half on a success.

## SHOCKWAVE SLASH

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 30ft

**Duration:** Instant

**Components:** W (Melee Slashing), CM, M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** You coat the ends of your weapon in chakra before swinging and creating a crescent shaped wave of super sharp chakra that cuts through all enemies in its path. Targets in a 30-foot line that's 5-feet wide must make a Dexterity Saving Throw, taking Weapon's Damage +3d4 Slashing Damage on a failed save, or half as much on a successful one.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and Damage by 2d4.

## SPEAR ASSAULT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Half Remaining Movement

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You thrust out with your weapon while also making afterimages of the weapon while moving forward. You can move up to half your remaining movement speed in a direction as a part of casting this jutsu. All hostile creatures within 5 feet of your movement path must make a Dexterity Saving Throw, taking your Weapon's Damage +1d10 on a failed save and gaining a rank of Bleeding.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage die by 1d10. If this jutsu is cast as an A-Rank, you can instead move your full movement.

## SPINNING STEEL BALL

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Concentration, Up to 1 minute

**Components:** W (Ranged Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You coat your weapon in chakra that keeps it spinning, building up energy before unleashing it in devastating fashion. For the duration of this jutsu, your weapon increases its die step by 1 and range by 30 feet. If you would deal damage to a Bruised creature, you roll damage as if they had an additional rank of Bruised.

## SQUALL'S FURY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range (35-foot cube)

**Duration:** Instant

**Components:** W (Ranged Piercing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You fire multiple projectiles into the sky which then fall down like rain upon your enemies. Choose a point you can see within range. All creatures in a 35-foot cube centered on that point must make a Dexterity Saving Throw or take your Weapon's Damage + 2d6 and gain a rank of Slowed on a failed save, or half as much and no additional effects on a successful one.

If you have to roll your weapons ammunition die, roll twice, taking the lower result.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3, the ranks of Slow by 1 and the damage die by 1d6.

## STRAIGHT RETURN

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action or Reaction after making a Ranged attack with a thrown weapon

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You quickly pull-on attached chakra or iron strings to pull your weapon back, looking to catch your enemies off guard. All creatures in a straight, 5-foot-wide line from you to your weapon must make a Dexterity Saving Throw, taking your Weapon's Damage +2d6 on a failed save and being Knocked Prone, taking half as much and no further effects on a success. If you miss a creature with a ranged attack before casting this jutsu, they have disadvantage on this Saving Throw, being lulled into a false sense of security.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +1

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage die by 1d6.

## SURPRISE ATTACK

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons

**Duration:** Instant

**Components:** W (Ranged Slashing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement for casting this jutsu, you must target a willing creature within 5 feet who knows Advanced Transformation and is currently in the form of a ranged slashing weapon. You throw your ally in an easily avoidable trajectory to catch your enemy off guard. Make a Ranged Taijutsu Attack vs target creatures Passive Perception.

On a success, your attack is seen as genuine and they believe that you have just missed. Your ally can then, as a Reaction, revert into their original form and make a weapon attack or cast a jutsu with a casting time of 1 Action. This attack is made at advantage and they are treated as surprised against this attack. On a failure, your ally can still use their Reaction to complete the jutsu, however they make their attack at disadvantage.

## SWIFT JUSTICE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction when you or an allied creature within range takes damage from a melee attack.

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You strike out with your polearm to serve justice to those who seek to wrong you. Make a Melee Taijutsu Attack against the triggering creature:

If this is in Reaction to you taking damage, you deal Weapon's Damage plus 1/4 of the damage you took on a hit as you use the momentum of your enemy and use it to fuel your attack

If this is in Reaction to an ally taking damage, you reduce the damage they take by your Weapon's Damage on a hit as you disrupt their attack, lessening the power.

## SWORD AURA: ORANGE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** W (Any Blade), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You must be under the effects of Sword Aura: Red to cast this jutsu. You Strengthen your Sword Aura, flooding more chakra into your sword, the striking portion flaring orange from the mixing of chakra. Sword Aura: Red ends and you replace the effects with this jutsu'. Your weapon now has pierce (8). Twice per turn when you deal Weapon's Damage, you can force all creatures in your weapons range to make a Strength Saving Throw, taking 2d10 Fire Damage on a failed save and they are knocked Prone from the force of the blast. If a creature fails this save twice in the same turn, they also gain a rank of Concussed.

## SWORD AURA: YELLOW

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You must be under the effects of a Sword Aura to cast this jutsu. You use the built-up chakra in your blade to have it explode out in a lethal yellow color as your spin, striking all who stand before you. All creatures within your weapons reach must make a Dexterity Saving Throw, taking your Weapon's Damage +3d8 on a failed save. On a success they instead take half damage

## TAMETOMO'S ACCURACY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** 1 Round

**Components:** W (Any Ranged), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must be in the *Sharpshooter Stance*.

You make attacks at such odd angles that it becomes basically impossible to avoid you and you use this accuracy to support your allies.

When you would see your ally make a ranged attack, you can, as a part of their attack make a Ranged Taijutsu Attack using your weapon. On a hit, you deal your Weapon's Damage and the target must make a Constitution Saving Throw to resist gaining 3 ranks of Bleeding on a failed save as your shot punctured a vein or artery.

You can only make an attack this way once per turn, 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 the damage by 1d6. If this jutsu is cast at S-Rank, it scores a critical hit on a d20 roll of 16-20.

## TANUKI'S TRICKERY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Reaction, which you take when a creature you can see would make a ranged attack.

**Range:** 90 Feet

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapons with such efficiency and knowledge for how they will hinder your targets, that you become a major headache on the battlefield.

When you would see a hostile creature making a range attack, you throw your weapon, making a Ranged Taijutsu Attack. On a hit, you select a new valid target for the attack other than the caster themselves. If a jutsu makes a specification in regards to the casters allies or hostile creatures, you ignore that distinction as a part of this jutsu's effect.

## THOUSAND SCATTERED BLOSSOMS

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range (15-foot Radius sphere)

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapon towards a point and using your skill and chakra you bounce it around at high speeds in that area, as if lethal blossoms had been scattered. Choose a point in your weapons range. All creatures within a 15-foot radius sphere centered on that point need to make Dexterity Saving Throws, taking your Weapon's Damage +2d4 damage and gaining a rank of Bleeding. If a creature fails by 5 or more, they instead gain 2 ranks of Bleeding.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** creature's have a d4 penalty to their Saving Throw.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank, increase the cost of this jutsu by 3 and the damage die by 2d4.

## TOKUGAWA'S PRIDE

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** W (Any Slashing), M

**Cost:** 9 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must be in the *Blade Stance*.

While holding your weapon you begin to acknowledge its beauty and perfection. This fills you with the Pride of Tokugawa.

When you cast this jutsu, your amazement with your blades sharpness doesn't end there. Every two successful Taijutsu attacks made with your weapon increases its critical threat range by +1 until the end of each of your turns.

## TORIYAMA'S GENIUS

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action.

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Any), M

**Cost:** 6 Chakra

**Keywords:** Bukijutsu

**Description:** Your mind begins to wander as you begin to fight with pre-choreographed maneuvers you thought of on the fly.

For the duration, you can gain the benefit of two Weapon Stances. You can switch the weapon stances at will as a Bonus Action. You do not need to know the stances in order to gain their benefits, instead, if you do not know a weapon stance, you can gain its benefits until the end of your next turn, after which you must switch to another stance immediately.

When you end this jutsu, you cannot recast it until at least 1 minute has passed in which you stress your mind thinking of different things.

## TRIPLE WINDMILL BLADES

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** 60ft

**Duration:** Instant

**Components:** W (Thrown property and Battle Wire)

**Cost:** 7 Chakra

**Keywords:** Bukijutsu

**Description:** You launch your prepared weapons into two different directions intentionally avoiding hitting your target then pulling on the battle wire to cause them to avert their direction and change trajectory. Target Creature has the wires circle them until the weapons land in the ground locking them into place. Target creature must make a Dexterity Saving Throw or become Restrained. A creature Restrained by this jutsu can, as an action make a Strength check vs your Taijutsu Save DC to escape, ending the Restrained condition. Additionally, Restrained creatures cannot make hand seals.

## VIPER'S RETREAT

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapons range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You take a step back while thrusting at your full range. Make a melee attack against the triggering creature, dealing your Weapon's Damage on a hit and giving them one rank of Bleeding. At the same time you step back until the target creature is at the very end of your weapons range. This movement cannot trigger an attack of opportunity from the target creature.

**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, they gain 2 ranks of Bleeding instead.



## WRECKING BALL

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action

**Range:** Line (Weapons Range)

**Duration:** instant

**Components:** W (Ranged Bludgeoning), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You throw your weapon with such ferocity, it is as if a wrecking ball swings from your hand. All creatures in a 5-foot-wide line stretching from you to a point no more than your weapon's normal range must make a Strength Saving Throw. On Failure they take your Weapon's Damage +2d10 and are knocked Prone. On a success they only take half damage and no additional effects.

**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.

## YASUKE'S LEGACY

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Any), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must be in the *Equilibrium Stance*. You cannot lose concentration on this jutsu as a result of damage.

Your weapon is equal parts a tool, an extension of your body and your true self. You take a stance reminiscent of the legendary Samurai Yasuke. You gain a +1 bonus to all of your Saving Throws, your weapons gain the Reach property, if they did not already have it, and once per turn, Bukijutsu you cast deal an additional die of damage.

## YOICHI'S FOCUS

**Classification:** Bukijutsu

**Rank:** C-Rank

**Casting Time:** 1 Action.

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 7 Chakra

**Keywords:** Bukijutsu

**Description:** You focus your mind and eyes on a target of your choice.

Make a Ranged Taijutsu Attack, targeting one creature you can see dealing your Weapon's Damage. This attack has a +1 bonus to critical threat range. If you score a critical hit with this attack, you multiply your Weapon's Damage Dice by 3.

**At Higher Ranks:** For each rank you cast this jutsu above C-Rank increase the cost of this jutsu by 3. If you cast this jutsu at A-Rank and score a critical hit, you multiply your Weapon's Damage Dice by 4.

## B-RANK:

### 1-STRIKE PIERCING BLOW

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** You put your utmost focus behind a single strike with your piercing weapon, meant to end the fight in that very instant. Make a Melee Taijutsu Attack, dealing 7d8 Piercing Damage and forcing the target creature to make a Constitution Saving Throw, being Stunned on a failed save until the end of the 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

### ABYSSAL AURA

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self (30-foot radius sphere)

**Duration:** 1 Minute

**Components:** W (Any Flail), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Genjutsu

**Description:** You spin your weapon slowly, letting the end of it clink against the other end or the ground, it's slow grind eliciting fear from those around you. For the duration, creatures who start their turn within 30 feet of you must make a Wisdom Saving Throw on a failed save; they become Uneasy until the end of your next turn. You gain the following benefits against an Uneasy enemy:

- Twice per turn, Weapon Attacks you make against an Uneasy target deal an extra 1d8 Force Damage
- You can always react against an Uneasy Enemy as long as you can still act, regardless of circumstance.
- An Uneasy Enemy always triggers an Attack of Opportunity when they leave your range, regardless of circumstance.
- An Uneasy Enemy has disadvantage on attack rolls not against you.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and range by 15 feet.

## AIR SNATCHER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged Bludgeoning), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You fire your weapon with enough force to rip the air out of your opponent. Make a Ranged Taijutsu Attack Against a creature in range, dealing your Weapon's Damage +5d10 and reducing the target creature's speed by 10 feet on a hit and until the end of their next turn, the target creature also has disadvantage on their next Constitution Saving Throw.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +2

**At Higher Ranks:** For each rank you cast this jutsu above B rank, increase the cost by 3 and the damage by 1d10.

## ALL-IN ATTACK

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Concentration, Up to 1 Minute

**Components:** W (Any)

**Cost:** Special (36 Chakra).

**Keywords:** Bukijutsu, Chain X, Combination

**Description:** You lead your allies to capitalize on a brief moment where the enemy is left completely open. To cast this jutsu you must have at least 1 ally within 30 feet who can join in on the casting. If that ally has benefited from Baton Pass in this combat, they can immediately join the casting without needing to spend a Reaction. All casters make two Melee Taijutsu Attacks against the target creature, dealing Weapon's Damage +3d8 on a hit. If the target is hit with at least 1 attack from all creatures it gains 2 ranks of Weakened and Bruised. If all attacks are successful, it instead gains 5 ranks of Weakened and Bruised. If this jutsu would reduce a target creatures health to 0, they are instead killed immediately.

**Combination:** When this jutsu is cast, it gains additional effects based on who has the highest Charisma modifier between both casters.

- +0-1: No Change.
- +2-3: The damage die of the jutsu increases to a d10.
- +4-5: The damage die of the jutsu increases to a d12.

## AMMO HEART [NAME/ CHANGED]

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Ammunition Group), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must have a weapon from the **Ammunition** weapon group equipped.

All Bukijutsu you cast, that uses a Jutsu with the Ammunition property does not require you to roll the ammunition die.

Additionally, when a creature would make a melee attack against you, at the conclusion of the attack, you can move 10 feet in any direction as you move to create distance.

## AMPUTATION PUNISHMENT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Chained Hand Scythe, Hand Scythe, Scythe), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You leap over your opponent while hooking your blade being an enemy's limbs and pulling violently to sever them. Make a Melee Taijutsu Attack, dealing your Weapon's Damage + 5d8 and the target must make a Dexterity Saving Throw. On a failed save the target loses mobility and function in one of their arms being unable to hold things, form hand seals or manipulate objects with it until they complete a rest.

A jutsu that removes conditions, cast at C-Rank or Higher can heal the targets arm(s), granting it mobility and function.

If a creature has both arms disabled by this jutsu, and would have an arm disabled for the second time, they make a Constitution Saving Throw. On a failed save, one of their arms is amputated.



## ARROW OF APOLLO

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Piercing), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You pull your drawstring and feel the power of the Sun against your skin, lighting your arrow ablaze with heavenly light. Make a Ranged Taijutsu Attack toward a target within range. On a hit, you deal your Weapon's Damage + 8d4. This jutsu gains additional effects if it is used between 12:00pm to 2:00pm; If this is the case, then this jutsu instead deals double your Weapon's Damage + 8d6 on a hit and the target must succeed a Constitution Saving Throw or gain 2 ranks of Burned.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 1 step

**At Higher Ranks:** For each rank you cast this jutsu above B rank, increase the cost by 3. If this jutsu is cast at A- rank, the time you may gain the additional benefits of the day extends to 4:00 pm. If this jutsu is cast at S rank, you may draw on the last sources of daylight of the setting sun. The time you may gain the additional benefits of the day extends to 6:00 pm, and this jutsu deals an additional 2d8 damage.

## ARROW OF ARTEMIS

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon's Range

**Duration:** Instant

**Components:** W (Ranged Piercing), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You pull your drawstring and feel the moonlight on your skin Your arrow glows silver with the power of moonlight. Make a Ranged Taijutsu Attack toward a target within range. On a hit, you deal your Weapon's Damage + 8d4.

This jutsu gains additional effects if the current phase of the moon is a Full Moon. If this is the case, then this jutsu instead deals double your Weapon's Damage + 10d6 on a hit and the target must succeed a Constitution Saving Throw or gain 3 ranks of Bleeding.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 1 step

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost by 3. If this jutsu is cast at A-rank, you may gain the Full Moon benefits on a Half Moon. If this jutsu is cast at S rank, you gain the Full Moon benefits on a Crescent Moon, and deal an additional 2d8 damage.

## ARROW RAIN

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Bow), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** When you cast this jutsu you must spend one ammunition stack.

You knock as many arrow or bolts into your bow and fire them in an arc that then begin to raid down completely overwhelming all within range.

Select a space you can see within range. All creatures within 30 feet of the select space, who are not under total cover from a structure must make a Dexterity Saving Throw, taking your Weapon's Damage + 3d8.

Creatures who fail their Saving Throw by 5 or more are pinned to the ground, being knocked Prone and Restrained. A creature Restrained in this way can spend their action to make a Strength (Athletic) check vs your Taijutsu Save DC to escape, ending the Restrained condition.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## BATON PASS

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action After hitting an enemy (or a 1 Reaction after critically hitting an enemy) with a weapon or Taijutsu attack

**Range:** 30 feet radius sphere

**Duration:** Instant

**Components:** W (Any)

**Cost:** 12 chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You quickly shift the momentum of the fight by creating an opening for an ally. You can give an ally within range an additional Reaction to cast a Chain X Bukijutsu or a Taijutsu with the Finisher keyword, or make a weapon attack against the triggering creature. If the preceding jutsu was a critical hit, this jutsu casting time becomes 1 Bonus Action or Reaction.

If this jutsu is cast as a **Chain 2**, the allied creature can then cast this jutsu at no cost as a Reaction if they hit, targeting another creature other then you. If this jutsu is cast as a **Chain 3** The second allied creature can then target a third different allied creature with this jutsu on a hit.

## BIDING FURY: VELOCITY UNTOLD

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration (1 minute)

**Components:** W (Any Power), M

**Cost:** 12 Chakra, X Fury

**Keywords:** Bukijutsu

**Description:** You build up your energy and Fury to unleash it in one punch, converting the speed into untold power. Make a Melee Taijutsu Attack dealing your Weapon's Damage + 7d8. This jutsu gains additional effects depending on how much fury is spent:

- 4: This jutsu's damage die increases to a d10.
- 6: You have advantage on this jutsu's attack roll.
- 8: This jutsu's damage die is increased to a d12.
- 10: This jutsu deals an additional 2 damage die.
- 12: The target of his jutsu cannot react to its casting or attack roll.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage die by +1.

## BINDING SHOT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** 1 Minute

**Components:** W (Any Thrown, Battle Wire) M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You launch a set of thrown weapons wrapped in Battle Wire at an enemy, intended to use them as a much more lethal bola. Target an enemy within range, make a Ranged Taijutsu Attack. On a hit the target takes Weapon's Damage + 4d6. The target then must make a Dexterity Saving Throw, being Restrained on a failure and no effects on a successful save. A creature who begins its turn Restrained by this jutsu gains 2 ranks of Bleeding. A creature can remake the save at the end of their turns.

## BLADE HEART

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Blade Group), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must have a weapon from the *Blade* weapon group equipped.

Your heart and your blade become one. As a Bonus Action on your turn or as a Reaction to taking damage, you can assume your parrying stance until the beginning of your next turn gaining its benefits. While in this Parrying stance, you gain a +2 bonus to your AC and Dexterity Saving Throws. If you are disarmed this jutsu immediately ends.

Additionally, when you score a critical hit using your weapon with a weapon or Taijutsu attack, the target gains 1 rank of Lacerated.

## BLADE OF SIN: PRIDE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction when you take damage from a melee attack

**Range:** Weapon range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You seek to emulate the power of one of the Seven Deadly Sins of Humanity in your blade, imbuing the Sin of Pride inside the edge. When a creature would damage you with a melee attack, roll your Weapon's Damage + 4d8 and reduce the damage by the rolled amount. If you reduce the damage to 0, the target creature must make a Charisma Saving Throw or become Demoralized until the end of the current turn.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3 and the Damage Reduction by 2d8. If this jutsu is cast at A-Rank, the triggering creature makes their save at disadvantage. If this jutsu is cast at S-Rank, all hostile creatures within 30 feet instead must make the save and the Demoralized last until the end of your next turn.

## BLUE MOON

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You whip your weapon before channeling so much chakra into the end it looks like a blue moon at the end of your weapon. Make 3 Melee Taijutsu Attacks against a creature in range dealing your Weapon's Damage Dice +2d8. If you are successful with at least 2, you force the affected creature to make a Constitution Saving Throw, becoming Staggered on a failed save.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 1 step

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage by 1d8.

## BLUNT FORCE TRAUMA

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You swing your weapon looking to inflict as much force into your opponent that they will never be the same again. Make a Melee Taijutsu Attack at, dealing Weapon's Damage +3d8 on a hit and forcing the target creature to make a Constitution Saving Throw. On a failed save, they gain 3 ranks of Bruised. If you critically hit with this jutsu, they have disadvantage on this save And instead become Staggered

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 1 step

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, damage by 1d12 And the ranks of Concussed by 1.

## BOMB ARROWS

**Classification:** Bukijutsu

**Rank:** B-rank

**Casting Time:** 1 Bonus Actions

**Range:** Self

**Duration:** 8 Hours

**Components:** W (Any Ammo) M, NT (Up to 5 normal Explosive Tag balls, which the jutsu consumes)

**Cost:** Special

**Keywords:** Bukijutsu

**Description:** You spend time carefully attaching explosives to your ammunition, delicately enough so that none accidentally explode, pushing your ammo pouch to its max capacity.

If you would make a Ranged Taijutsu or Weapon attack while this Jutsu is active you may spend 3 chakra to detonate one of your preplaced bombs, hit or miss every creature within bomb range of the target must make a Dexterity save versus your Taijutsu DC, taking the Ninja Tools damage on a failure, or half on pass

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, the cost of activation by 1, and you may attach Explosive Tag-Bombs of one higher quality per rank upcast

## BONE BREAKER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain 3

**Description:** You aim your blow to break a bone, to maim your foe and hobble them in this fight. Make a Melee Taijutsu Attack at disadvantage as you aim your blow at a specific location. On a hit, you deal your Weapon's Damage and choose a which bone you broke below:

**Shoulder:** The target creature has disadvantage on Melee attacks until they are either healed with a Medical jutsu cast at B-Rank or higher or spend a Full Turn Action setting it back into place.

**Shin:** Target creature takes 1d6 Force Damage for every 5 feet they willingly move. They also have disadvantage on Saving Throws that would forcibly move them.

## BRANDING PUNISHMENT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** M, W (Any Blade)

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** To cast this jutsu the target must have at least 1 rank of Bleeding. You swing your blade into the opponent's Bleeding wound, ripping it out and making it fester. Make a Melee Taijutsu Attack, on a hit you deal 7d6 Slashing Damage and the target suffers 1 rank of Exhaustion for one minute. This Jutsu has a critical threat range of 19-20.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by +3

**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 1d6.

## BREACH-N-CLEAR

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Thrown) M, NT (2x Breaching tags). This Jutsu consumes both.

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You Hastily take out a collection of breaching tags and attach them to your weapon, throwing and embedding it into a Construct or Structure in front of you. Select a Construct or Structure within range, Make a Ranged Taijutsu Attack, dealing you Weapon's Damage + 6d6 Fire and 6d6 Bludgeoning on hit. Any construct reduced to 0 HP as a result of this Jutsu cannot be remade without acquiring entirely new materials.

**At Higher Ranks:** For each rank you cast this Jutsu above B rank, increase the cost of the Jutsu by 3, and you equip Breaching tags of a higher variety, if done, increase the Fire and Bludgeoning Damage by 2d6 each.

## BREATH OF ASH: DUST

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** Self (60-foot line)

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu, Clash, Fire Release

**Description:** You begin to collect and manifest fire release chakra until it laces the striking portion of your weapon. The fire release chakra begins to transform into gouts of ash and smoke that erupt off of you, and your weapon with a glorious and wrathful flickering.

Make a single Taijutsu Attack targeting all creatures within a 10-foot wide, 60-foot-long line, dealing your Weapon's Damage +8d4+8 Fire Damage. Whether this attack is Ranged or Melee is determined by the weapon being used. If you score a critical hit with this attack, only one creature of your choice suffers the effects of a critical hit.

If you cast this jutsu using a melee weapon you move to a space at the end of this line that can hold you.

**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 1d4+1. If this jutsu is cast at S-Rank, if you score a critical hit with this attack, all creatures suffer the effects of the critical hit.

## BREATH OF DUST: PEACEKEEPER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Clash, Earth Release

**Description:** You begin to collect and manifest earth release chakra until it laces the striking portion of your weapon. The earth release chakra begins to magnify the weight and striking power of your attacks allowing you crush anything in your path with little difficulty.

Select one creature you can see within range as you strike with a flurry of weapon attacks followed by manifestations of earth release chakra of your design. Make 2 Taijutsu Attacks, dealing your Weapon's Damage + 3d8. Whether these attacks are Ranged or Melee is determined by the weapon being used.

A creature you hit with 2 or more attacks using this jutsu must make a Strength Saving Throw. On a failed save you disable one of their legs or arms (your choice).

A creature with a disabled leg cannot move effectively, causing them to be unable to cast jutsu with a Mobility (M) component, Dash, dodge, disengage or move while Prone.

A creature with a disabled arm cannot use that arm to wield weapons, fulfill jutsu hand seals (HS) requirements or Grapple for the next minute.

A jutsu which removes conditions cast at B-Rank or higher can restore a leg or arm disabled by this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## BREATH OF ECHO: CRESCENDO

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot line)

**Duration:** Instant

**Components:** CM, W (Any), NT (Any explosive tool), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu, Clash, Sensory

**Description:** You begin to collect and manifest chakra until it manifests into the shape of a sound note of your choice, hovering over your eyes as you begin to listen to all of the sounds created as a result of battle. You then throw a large number of explosive tools into the air at different, intentional points. You then destroy each of them, creating an unstopping wave of explosions that follow your attack.

If you cast this jutsu using a ranged weapon, all creatures of your choice in a 5-foot wide, 60-foot line originating from you must make a Dexterity Saving Throw, taking your Weapon's Damage + 3d8 Force Damage, being knocked Prone, and Blinded and Deafened for 1 minute on a failed save, or half as much damage and no further effects on a success. A Blinded and Deafened creature can make a Constitution Saving Throw at the end of each of their turns to end these effects on them on a success.

If you cast this jutsu using a melee weapon you also move to a space adjacent to the end of the 60-foot line,

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

## BREATH OF ENOKI: ERADICATE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** Weapon Range

**Duration:** Instant

**Components:** CM, W (Any Ranged), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu, Medical, Clash

**Description:** You begin to collect and manifest medical chakra until it laces the striking portion of your weapon. The medical chakra begins to cause your weapon to glow with a soft pink hue.

Select a creature you can see within range as you release waves of medical chakra following the same concepts of chakra scalpels into each of your attacks.

Make 3 Ranged Taijutsu Attack with your weapon, dealing your Weapon's Damage + 3d4 Poison Damage, you do not add your ability modifier to the damage dealt. You can make these attacks at different creatures or all at the same one.

When a creature takes Poison Damage from this jutsu, they must make a Constitution Saving Throw, gaining 1 rank of Envenomed, Corroded and Weakened. A creature who takes Poison Damage from this jutsu more than once, repeats the Saving Throw at a stacking -1 penalty to this Saving Throw for each subsequent successful attack.

**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 1d4.

## BREATH OF RAIN: DOWNPOUR

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu, Clash, Water Release

**Description:** You begin to collect and manifest water release chakra until it laces the striking portion of your weapon. The water release chakra begins to transform into streams of water, capable of being seen and felt as you perform a series of continuous flowing attacks that begin to manifest a powerful dragon made of water that collapses on top your enemies.

If you cast this jutsu using a melee weapon, select a number of creatures you can see within your movement speed equal to your Proficiency Bonus. Move to a space adjacent to the last creature that can hold you. Make one Melee Taijutsu Attack against all selected creatures, dealing your Weapon's Damage + 5d8 Cold Damage on a hit. If any target has ranks of the Chilled, or are Dazed, you make your attack at advantage. If you score a critical hit with this attack only one creature of your choice suffers the effects of a critical hit.

If you cast this jutsu using a ranged weapon the range becomes your weapon's range, you do not move, and the attack's damage is reduced by 1d8.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d8, and the number of creatures you can target by +1.

## BREATH OF ROSE: FUTILITY

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action.

**Range:** Weapons Range

**Duration:** Instant

**Components:** CM, W (Any Melee), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu, Clash, Medical

**Description:** You begin to collect and manifest medical chakra until it laces the striking portion of your weapon. The medical chakra begins to create a visage of a poisonous flowers as your move your weapon.

Select one creature you can see within range you begin to move around them, imitating the movements of a throned stem striking them with each passing gesture.

Make three Melee Taijutsu Attack with your weapon, dealing your Weapon's Damage Dice + 2d6 Poison Damage.

A creature who you successfully hit with at least one attack granted by this jutsu, must make a Constitution Saving Throw gaining 1 rank of Lacerated and Envenomed on a failed save. A creature hit with three attacks makes this save at disadvantage.

**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 1d6.

## BREATH OF SKIES: TWISTER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot line)

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu, Wind Release, Clash

**Description:** You begin to collect and manifest wind release chakra until it laces the striking portion of your weapon. The wind release chakra begins to spiral around the user's weapon, creating whipping torrents of wind. You spin your attack like a corkscrew, rotating it in a drill like motion, allowing the wind release chakra to create a massive and powerful spiraling funnel that you release in a massive arcing slash.

All creatures of your choice in a 5-foot wide, 60-foot line originating from you must make a Dexterity Saving Throw, taking your Weapon's Damage + 8d4 Wind Damage and 1 ranks of Lacerated on a failed save or half as much damage on a success.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d4.

## BREATH OF SPARKS: OVERLOAD

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** Instant

**Components:** CM, W (Any), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu, Clash, Lightning Release

**Description:** You begin to collect and manifest lightning release chakra until it laces the striking portion of your weapon. The lightning release chakra begins to collect and spark off of your weapon and body with violent jolts. You prepare for a singular powerful attack as your lightning follows behind in the image of a beast of your description.

Whether these attacks are Ranged or Melee is determined by the weapon being used.

If you cast this Jutsu using a melee weapon, make one Melee Taijutsu Attacks targeting one creature you can see within twice your Movement Speed, dealing your Weapon's Damage + 6d10 Lightning Damage. If the target has any ranks of the Shocked condition, you make your attacks at advantage. If your beats the creatures AC by 10 or more, the creature cannot take a Reaction until the end of the current turn, and you ignore any Damage Reduction they are benefiting from.

If you cast this Jutsu using a ranged weapon you instead make a Ranged Taijutsu Attack, the range becomes twice your Weapon's Range, and the attack's damage is reduced by 1d10.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d10.

## CASTLE CRASHER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction when a creature summons a construct or structure or gains THP on your turn.

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu,

**Description:** You feint out of your attack, ending the previous jutsu, and instead slam your weapon to break down whatever wall was thrown against you. Make a Melee Taijutsu Attack targeting the construct or structure. If it is THP, you have disadvantage on this attack roll. On a hit you deal your Weapon's Damage +5d12. Constructs and Structures take double damage from this attack. If you reduce the Construct, Structure, or THP to 0, you gain an additional Reaction which can be used to recast the jutsu that was used to cast this one. If you do not reduce it to 0, you instead regain half of the previous jutsu chakra usage back.

## COMBO VAULT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Weapon), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You leap over your opponent landing behind them then quickly dash back to your previous position. Striking the enemy as you pass by. Make two Taijutsu attacks with your weapon dealing your Weapon's Damage on each hit.

For each successful hit you make using this jutsu, you gain a +1d4 to hit on your next bukijutsu cast this turn.

## COUNTER-STRIKE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** Reaction, to being targeted for an attack.

**Range:** 5 Feet

**Duration:** Instant

**Components:** W (Any Melee Weapon), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** As a Reaction to being attacked, you take it head on in an attempt to lock the opponent in front of you, preventing them from dodging. You take the maximum possible damage from the attack that you were targeted with.

Immediately after you take the damage, you are able to cast 1 bukijutsu with the Casting time of 1 Action or Bonus Action at no additional chakra cost of B-Rank or lower.

## CROSS SLASH

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged Slashing), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You perform 2 powerful throws with enough force to leave a gash in any armor made by the hands of man. Make two Ranged Taijutsu Attacks against a single creature dealing your Weapon's Damage + 3d6 with each hit. If you successfully hit a creature with both attacks, you tear open their guard removing any chance they could defend themselves from you. A creature who is hit by both attacks, cannot gain the benefit of bonuses to AC or Temporary Hit Points as a result of Armor, Jutsu, features or traits against you until the end of your next turn.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by +3.

## CTE TRIGGER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged Bludgeoning), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You aim your blow directly at the temple of your foe, looking to scramble their brain like an egg. Make a Ranged Taijutsu Attack, dealing twice your Weapon's Damage on a hit and forcing the creature to make a Constitution Saving Throw. On a fail, the target creature gains 2 Ranks of Concussed. If they do not clear these ranks of Concussed in 1 minute, they become permanent until cleared by a Medical jutsu cast at A-Rank or higher.

If this jutsu is cast as a **Chain 2**, increase the damage die of your weapon by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 1 step

## DANCE PERFORMANCE: THIRD STEP

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot Cube)

**Duration:** Instant

**Components:** W (Any Melee), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu

**Description:** You spin, stopping in a wide slash. Each creature in a 15-foot cube originating from you must make a Dexterity Saving Throw. On a failed save, a creature takes your Weapon's Damage + 3d10 and gaining 3 ranks of Bruised until the end of their next turn. On a successful save, a creature takes half as much damage.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3, the damage by 1d10, and the ranks of Bruised by +1.

## DANCER'S GRACE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You unleash the fury of your blade, dancing and spinning multiple times, going faster with each rotation. All creatures within your weapons range must succeed 2 Dexterity Saving Throws, taking your Weapon's Damage +2d10 on a failure and gaining 1 rank of Bleeding for each failure

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by +2.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3, and the number of Dexterity Saving Throws needed by 1.

## DEMONIC CULLING: EYE BASKET

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range (15-foot radius sphere)

**Duration:** Concentration, up to 1 minute

**Components:** W (Any Flail), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You spin your weapon with chakra and quickly surround your target within the spin. As it envelopes your target you tighten the circle around them, conforming into a sphere like pattern before sinking into them from above in a 15-foot radius around them. All creatures in range must succeed a Strength Saving Throw taking Weapon's Damage +6d8 damage, becoming Prone and Restrained on a failed save, and only half damage with no conditions on a success. At the start of their turn, they may remake the save, ending the conditions on a success.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d8

## DUAL RING

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon's Range

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You spin your weapon around in a ring around you, extending it with your chakra to create a dual ring of death. All creatures within range must make a Dexterity Saving Throw, taking your twice Weapon's Damage Dice on a failed save and gaining a rank of Bleeding, taking half damage and no effects on a success. Creatures within your normal weapons range make their save at disadvantage and instead take twice your Weapon's Damage on a failed save and 3 ranks of Bleeding or half damage on a pass.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3 and the ranks of Bleeding on a failed save by 1.

## EARTH SPIDER SEWING

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 10 Minutes

**Range:** 60-foot cube

**Duration:** 1 Hour

**Components:** W (Battle Wire), M

**Cost:** 13 Chakra

**Keywords:** Bukijutsu

**Description:** You lace an area with razor sharp wires less than a foot above ground level. Trapping, damaging, and hindering all creatures who aren't aware of them or their locations exactly. For the duration, select a space the size of a 60-foot cube to fill with razor sharp wires.

For the duration, creatures of your choice who enter the radius of this jutsu move as if the area this jutsu inhabits is difficult terrain, must make a Dexterity Saving Throw when they would cast jutsu with a Mobility (M) component, being Restrained by the wires as they get wrapped up inside of them on a failed save, must make a Strength Saving Throw when they would make a weapon attack, having their weapon caught on a wire and being unable to complete the attack on a failed save.

## ECLIPSE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Bludgeoning), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu

**Description:** You enter a stance that prevents others from capitalizing on any openings as your weapon sits firmly grasped in both hands. For the duration, bukijutsu and weapon attacks made with a weapon that deals Bludgeoning Damage also forces the target to make a Constitution Saving Throw. On a failed save the target gains 1 rank of Weakened and becomes Dazed. If a creature gains a rank of Weakened this way, the duration of any previous ranks of Weakened is increased to the end of your next turn. You can only force a creature to make a Constitution Saving Throw this way once per turn.



## FANGS OF MEDUSA

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Slashing), NT (Poison or Poison Kit) M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** The chthonic enemy of the moon's hatred swells within you; it's seething rage like poison to your chakra. Make a Ranged Taijutsu Attack toward a target within range. On a hit, you deal your Weapon's Damage + 4d8 Poison Damage. This jutsu gains additional effects if the current phase of the moon is a Full Moon. If this is the case, then this jutsu instead deals double your Weapon's Damage + 6d10 on a hit and the target must succeed a Constitution Saving Throw or gain 3 ranks of Envenomed.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by +2.

**At Higher Ranks:** For each rank you cast this jutsu above B-rank, increase the cost by 3. If this jutsu is cast at A rank, you may gain the Full Moon benefits on a Half Moon. If this jutsu is cast at S rank, you may gain the Full Moon benefits on a Crescent Moon, and this jutsu deals an additional 2d10 Damage.

## FANGS OF PYTHON

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Slashing), NT (Poison or Poison Kit), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** The chthonic enemy of the sun's hatred swells within you; it's seething rage like poison to your chakra. Make a Ranged Taijutsu Attack toward a target within range. On a hit, you deal your Weapon's Damage + 4d8 Necrotic Damage. This jutsu gains additional effects if it is used between 12:00pm to 2:00pm; If this is the case, then this jutsu instead deals double your Weapon's Damage + 6d8 on a hit and the target must succeed a Constitution Saving Throw or gain 2 ranks of Envenomed.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 1 step

**At Higher Ranks:** For each rank you cast this jutsu above B rank, increase the cost by 3. If this jutsu is cast at A rank, the time you may gain the additional benefits of the day extends to 4:00 pm. If this jutsu is cast at S rank, you may draw on the last sources of daylight of the setting sun. The time you may gain the additional benefits of the day extends to 6:00 pm, and this jutsu deals an additional 2d8 damage.

## FISTS OF HELIOS

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Bludgeoning), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** The former Titan of the sun's pride swells within you; its ancient flame sets your chakra ablaze. Make a Ranged Taijutsu Attack toward a target within range. On a hit, you deal your Weapon's Damage + 3d10 Fire Damage. This jutsu gains additional effects if it is used between 12:00pm to 2:00pm; If this is the case, then this jutsu instead deals double your Weapon's Damage + 4d12 on a hit and the target must succeed a Constitution Saving Throw or gain 2 ranks of Burning.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +1.

**At Higher Ranks:** For each rank you cast this jutsu above B rank, increase the cost by 3. If this jutsu is cast at A-rank, the time you may gain the additional benefits of the day extends to 4:00 pm. If this jutsu is cast at S rank, you may draw on the last sources of daylight of the setting sun. The time you may gain the additional benefits of the day extends to 6:00 pm, and this jutsu deals an additional 2d8 damage.

## FISTS OF SELENE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Double Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged Bludgeoning), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** The former Titan of the moon's pride swells within you; its ancient serenity calms your chakra to a still pond. Make a Ranged Taijutsu Attack toward a target within range. On a hit, you deal your Weapon's Damage + 3d10 Cold Damage. This jutsu gains additional effects if the current phase of the moon is a Full Moon. If this is the case, then this jutsu instead deals double your Weapon's Damage + 6d12 on a hit and the target must succeed a Constitution Saving Throw or gain 3 ranks of Concussed.

If this jutsu is cast as a **Chain 2**, increase the damage die by 2 If this jutsu is cast as a **Chain 3** increase the damage die by an additional +1.

**At Higher Ranks:** For each rank you cast this jutsu above B rank, increase the cost by 3. If this jutsu is cast at A rank, you may gain the Full Moon benefits on a Half Moon. If this jutsu is cast at S rank, you may gain the Full Moon benefits on a Crescent Moon, and this jutsu deals an additional 2d12 Damage.

## FLYING SWALLOW: FLURRY GUARD

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when you would take damage.

**Range:** Weapon Range

**Duration:** 1 Round

**Components:** W (Any Melee), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** As a part of the activation of this jutsu, you must have a weapon in both hands that meet this Bukijutsu's component requirements.

You raise both of your weapons blocking an incoming flurry of attacks in a powerful guarded stance.

You gain a +4 bonus DR vs all melee and ranged attacks (*Excluding from Genjutsu*). Each time the same creature makes an attack targeting you, after the triggering attack, you gain an additional +2 DR vs all of their melee and ranged attacks.

At the conclusion of the triggering creatures action used to make the triggering attacks, you immediately send all of that built up defense back at them. Make two Melee Taijutsu Attacks, one with each weapon. On a hit, you deal your Weapon's Damage + 3d6 + the Total DR bonus gained as a result of this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d6.

## FLYING SWALLOW: PENULTIMATE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Melee), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** As a part of the activation of this jutsu, you must have a weapon in both hands that meet this Bukijutsu's component requirements.

You perform a swift series of powerful and accurate strikes with both weapons. Before finishing with a powerful strike with both weapons simultaneously.

Make two Melee Taijutsu Attacks, one with each weapon, dealing your Weapon's Damage + 1d10. If you scored at least one hit with each weapon, you attack one final time dealing both Weapon's Damage Dice + your Taijutsu ability modifier + 2d10.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d10.

## HAZY NIGHT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Melee Slashing), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu

**Description:** You move with such fine control that nothing is wasted. Each movement leaves behind afterimages of your last movement. For the duration, bukijutsu made with a weapon that deals Slashing Damage that forces a target to make a Saving Throw, are always made with a -2 penalty.

## HEAVEN EARTH IMPACT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You raise your weapon to the heavens and swing it down through the very crust of the earth. Make a Melee Taijutsu Attack at disadvantage as you telegraph the attack from how much power you put into the attack. On a hit you deal twice your Weapon's Damage and the target creature must make a Strength Saving Throw, becoming Prone and Restrained into the ground. They can remake this save as an action and at the end of their turn to end this restraint.

## HEXA HARMONY

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Twice Weapons Range

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Fuinjutsu

**Description:** (*This jutsu cannot crit*) You stab forward with frightening accuracy, hitting the 8 chakra cores on your foe to disrupt their inner harmony. Make 8 Melee Taijutsu Attacks, each dealing your Weapon's Damage Dice. This jutsu gains additional effects for how many successful attacks you made. You gain all benefits you qualify for:

- **1-2:** Target creature loses the total damage in chakra as well.
- **3-4:** Target creature has disadvantage on concentration checks made to maintain jutsu for the next minute.
- **5-7:** Target creature can only concentrate on one jutsu for the next minute.
- **8:** Target creature cannot concentrate on any jutsu for the next minute.

This jutsu's effects can end early if the target is healed with a medical jutsu of A-Rank or higher, or they spend a full turn action making a Chakra Control Check vs your Taijutsu Save DC.

## ICHIMONJI

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** You take a solid striking form and perform 2 powerful slashes with enough force to leave a gash in the ground below the blade. The first slash is downward creating the gash in the ground, the second slash is upward creating a high-pitched singing sensation from the edge of the blade. Make two Melee Taijutsu Attacks against a single creature dealing your Weapon's Damage + 4d6 with each hit.

If you successfully hit a creature with both attacks, you tear open their guard removing any chance they could defend themselves from you. A creature who is hit by both attacks, cannot gain the benefit of bonuses to AC or Temporary Hit Points as a result of Armor, Jutsu, features or traits against you until the end of your next turn.

## JUDGEMENT CUT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** W (Any Melee Slashing), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** You take your weapon and coat it in your chakra, and use your raw skill to gauge the distance between yourself and your target.

Select a space you can see within range. All creatures within 5 feet of this space must make a Dexterity Saving Throw. On a failed save, a target takes 5d8 Slashing Damage on a failed save, or half as much on a success.

Additionally, you can choose to spend an additional 6 Chakra to use this jutsu again targeting the same space, forcing all creatures to repeat the Saving Throw. You can do this twice per casting.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the number of spaces you can select by +1. A creature can only be affected by one instance this jutsu at a time.

## LASHING ATTACK

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You make a series of attacks with your weapon, each one using the force of the last to deliver a greater blow.

Make 5 Melee Taijutsu Attacks against a creature in range rolling one damage roll, depending on how many of them hit

- 1 hit: Weapon's Damage +6d4 damage.
- 2 hits: Weapon's Damage +6d6 damage and 1 rank of bleed.
- 3 hits: Weapon's Damage +6d8 damage and 2 ranks of bleed.
- 4 hits: Weapon's Damage +6d10 damage, 4 ranks of Bleeding and Knocked Prone.
- 5 hits: Weapon's Damage +6d12 damage, 6 ranks of bleed, Dazed and Prone.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage by 1dx.

## LETHAL MOMENTUM

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Special

**Components:** W (Any Ranged Slashing), M, CM

**Cost:** 12 Chakra

**Keywords:** Bukijutsu,

**Description:** You use your chakra to spin your weapon at a lethal tempo. Your weapon gains the returning property if it did not have it already and deals an additional die of damage. After making a ranged attack with the weapon and it returns to you, you must make a Sleight of Hand Check vs a DC 10. On a success this jutsu remains active. On a fail you take twice your Weapon's Damage Dice in damage as you catch the weapon incorrectly and this jutsu ends. Every Successful catch raises the DC by 4. For every catch, up to 5 catches, your weapon deals an additional die of damage,

however you take an additional die of damage as well.

This jutsu can be ended safely as a Bonus action.



## LONG KISS

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Bow), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You knock your bow or bolt and point it into the sky directly above you firing it into the sky and using your chakra to guide it like a falling missile.

Select a space you can see within range that a creature is occupying. Make a Ranged Taijutsu Attack, dealing your Weapon's Damage + 6d8.

Additionally, all other creatures within 10 feet of the target space must make a Dexterity Saving Throw, because if your original attack scores a hit, it splinters, and explodes as your chakra compresses the splinters or metal fragments into more bolts or arrows and scatters them. On a failed save creatures take 4d8 Piercing Damage and are Dazed or half as much damage on a success and not additional effects.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the number of spaces you can select by +1 Creatures can only be affected by one Area of effect per turn as a result of this jutsu.

## MONKEY KING'S CROWN

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** You twirl your weapon around yourself, building up momentum and kinetic energy in an attempt to strike an opponent's head with enough force to crush steel and shatter stone.

Make one Melee Taijutsu Attacks using your weapon, dealing your Weapon's Damage + 5d10.

If you deal at least 30 damage with this jutsu, the target must make a Strength Saving Throw gaining 2 ranks of Bruised.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank increase the cost of this jutsu by 3 and the damage by 1d10.

## MONKEY KING'S GIFT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You ready your weapon in a neutral stance before you unleash your combined knowledge and skill in martial arts into one attack that flows into the next. Roll xD8, where X equals the number of Chains you cast uninterrupted before this jutsu, using the highest die rolled. Make a number of Melee Taijutsu Attacks equal to the highest die rolled against a target creature in range, dealing your Weapon's Damage +1d4 on a hit. If you hit the creature at least two times, they must make a Constitution Saving Throw or be Dazed. If they fail by 5 or more they are Dazed for one minute. For every two attacks that hit past the first two, they make this save with a -1 penalty.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by an additional 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 die used to determine the number of attacks by 1 step.

## MOONLIGHT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

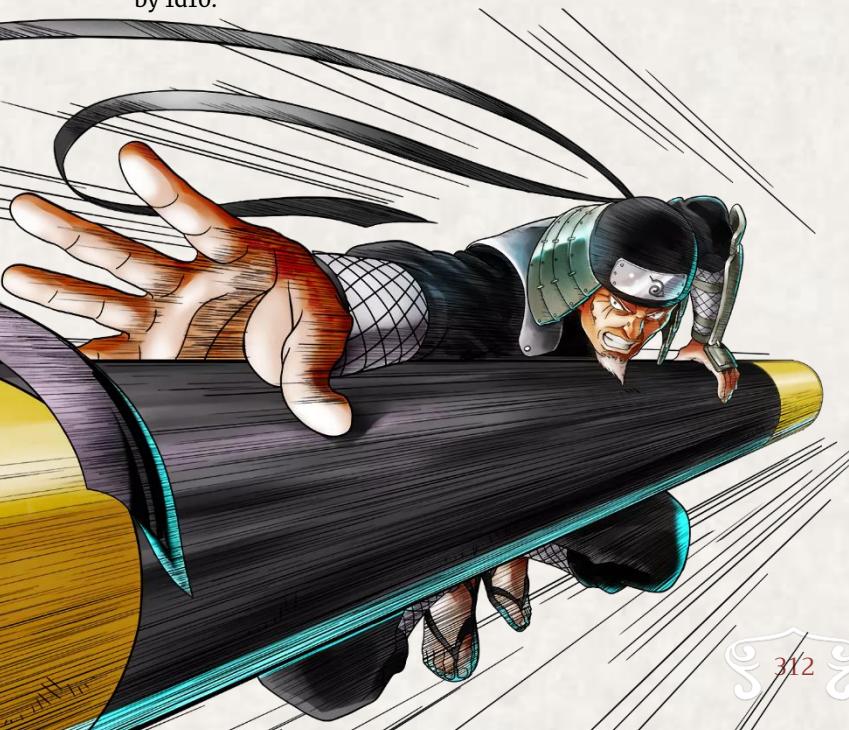
**Duration:** Concentration, up to 1 minute.

**Components:** W (Melee Piercing), W

**Cost:** 14 Chakra

**Keywords:** Bukijutsu

**Description:** You raise your weapon and hold it back with your elbow bent ready to pierce through anything in your path. For the duration bukijutsu and weapon attacks made with a weapon that deals Piercing Damage pierces half of a target's Damage Reduction, ignores Resistance and Threats Immunity as Resistance.



## OCEAN PARTER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range (25-foot cube)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You slam your weapon down on its end with the force to part the ocean itself. All creatures within a 25-foot cube centered on the slam must make a Strength Saving Throw, taking your Weapon's Damage +2d10 on a fail and being knocked up 30 feet. While they are in the air, you gain advantage on Melee attacks against them and if they fall at the end of the current turn. If they fall sooner than that, the fall damage die is increased to a d8.

If this jutsu is cast as a **Chain 2**, increase the damage die by 1 step. If this jutsu is cast as a **Chain 3** increase the damage die by +2.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3 and the damage by 1d10. If this jutsu is cast at A-Rank, the fall damage die instead becomes a d10. If this jutsu is cast at S-Rank, the fall damage die instead becomes a 12 and creatures have disadvantage on their Saving Throw.

## ONI'S MIGHT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration (1 minute)

**Components:** W (Any Power), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu,

**Description:** You funnel all of your Strength into the striking section of your weapon, with all the might of the ferocious Oni. Taijutsu Attacks with a Power weapon have a +1 Critical Threat Range and Weapon Attacks with a Power weapon deal an additional 1d8 Bludgeoning Damage, twice per turn.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, the damage die by a step and the critical threat range by +1.

## POLEARM HEART

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Polearm Group), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must have a weapon from the **Polearm** weapon group equipped.

This weapon gains +1 rank of the reach property.

All Bukijutsu you cast, that requires an attack roll or forces another creature to make a Saving Throw, that deals damage, gain pierce (5) for the duration.

Additionally, when you score a critical hit using your weapon with a weapon or Taijutsu attack, the target falls Prone and reduces their movement speed by 15ft until the end of their next turn.

## POWER HEART

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** W (Power Group), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** As a requirement to activate this jutsu, you must have a weapon from the **Power** weapon group equipped.

Your heart and your power weapon become one. When you would strike an enemy with a successful weapon attack, once per turn, you can force them to make Strength Saving Throw. On a failed save they gain 1 rank of Bruised.

Additionally, when you score a critical hit using your weapon with a weapon or Taijutsu attack, the target gains 1 rank of Concussed.



## QUICK DRAW

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** self (15ft cone)

**Duration:** 1 round

**Components:** W (Melee Slashing), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You take a withdrawn stance gripping your weapon and prepare for a powerful sweeping strike. You spend your turn preparing this attack until the beginning of your next turn. You cannot take Bonus action the turn you use this jutsu or a Reaction after using this jutsu. At the start of your next turn, you can move up to your speed, and when you finish this movement, you swing with all of your force, all creatures in front of you in a 15 feet cone, must make a Dexterity Saving Throw at disadvantage, taking your Weapon's Damage +4d12 damage on a failed save.

## RECURVE STANCE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapons Range

**Duration:** Concentration up to 1 Minute

**Components:** W (Any Ammo) M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** Chakra courses through your body and out into your weapon, causing you to retain some control of your shots even after they have soared through the air, curving and bending them in ways many would deem impossible. You don't need to spend Chakra to maintain concentration on this Jutsu. For the duration of this Jutsu your Ranged Weapon Attacks ignore half cover, and treat 3/4ths cover as half cover, if an enemy summons a construct to intercept your attack, you deal double damage to that construct. If an enemy reacts with a Jutsu, Feature, or trait that increases their AC, you may spend 2 chakra to reroll the attack without any bonuses aside from your ability modifier and proficiency, potentially turning the miss into a hit.

**At Higher Ranks:** For Rank you cast this jutsu above B-rank, increase the cost of this jutsu by 3. Starting at A-rank, you ignore 3/4 cover. Starting at S-Rank, you gain a +2 bonus to rerolled attacks.

## RELENTLESS BARRAGE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapons Range

**Duration:** Concentration, Up to 1 Minute

**Components:** W (Any thrown)

**Cost:** 12 Chakra. Special

**Keywords:** Bukijutsu, Chain X

**Description:** You steady yourself in your stance, streaming your chakra into your fingertips in preparation to overwhelm your opponents with a steady stream of brutal strikes.

As an Action on your turn, you may make two Ranged Taijutsu Attacks against a target within range, dealing Weapon's Damage + 3d6. Each time you take this action on subsequent turns, deal an additional 1d6 damage. Should you reach 6d6 Bonus damage as a result of activating this jutsu multiple times, your next Ranged Taijutsu Attack automatically crits.

## RIOT JAVELIN

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You throw your weapon and attempt to impale a creature pinning them to the wall. Make a Ranged Taijutsu Attack dealing your Weapon's Damage + 6d8 on a hit and knocking them back 30 feet. If a creature collides with a solid object, their movement is stopped, taking falling damage equal to the distance they would have fallen. When a creature collides with a solid object they must make a Strength Saving Throw or be Restrained. A creature repeats the Strength Saving Throw at the start of each of their turns, ending the condition on a success.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d8.

## RUPTURE GALE ORB

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You whip your weapon into a sphere around you before you let it erupt out with a large burst. All creatures within your weapons range must make a Strength Saving Throw. On a failure they are pulled within 5 feet of you. On a success they are only pulled up to 10 feet towards you. After, all creatures within 5 feet of you must make Constitution Saving Throw as the small gale around you erupts, dealing your Weapon's Damage +2d12 and being knocked Prone.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2. If this jutsu is cast as a **Chain 3** increase the damage die by an additional +2.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage by 1d6.

## SHATTERING WILL

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot radius sphere)

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You slam your weapon on the ground delivering a mighty blow designed to instill fear in your opponents. Creatures in range other than you, must succeed a Dexterity Saving Throw taking your Weapon's Damage +4d6 Bludgeoning Damage and being knocked Prone on a failed save, or half as much on a successful one and suffering no other effects. Regardless of whether a creature passes or fails, all hostile creatures within range must make a Wisdom Saving Throw, gaining 1 rank of fear on a failed save, gaining disadvantage if they fail the Dexterity Saving Throw.

If this jutsu is cast as a Chain 2, this jutsu deals an additional 6 damage die, if this jutsu is cast as a Chain 3, increase the damage die by an additional +4.

## SILENT KILLING

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Touch

**Duration:** Instant

**Components:** W (Melee Slashing or Piercing), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** As a part of the requirement for activating this jutsu, you must be hidden from that target creature you are targeting. You sneak towards your target and strike at their most vital points. Make a Taijutsu Attack vs target creatures Passive Perception. On a Success you treat this attack as a hit dealing 15d4 Damage of your chosen weapon type. If you reduce the target creature's Hit Points to 0, they immediately are killed.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Damage by 2d4

## SOUL SCATTER

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 14 Chakra

**Keywords:** Bukijutsu

**Description:** You manifest multiple shots of ammunition with your chakra, before loading them into your weapon and firing them. Select a number of creatures equal to your Taijutsu ability modifier. Make a single Ranged Taijutsu Attack, using the result vs each of their Armor Class values. You do not roll ammunition die when casting this jutsu.

On a hit, you deal your Weapon's Damage + 4d8, each target must make a Constitution Saving Throw or be knocked Prone and Restrained by your shot.

A Restrained creature can, as an action, attempt to remove the construct shot from themselves by making a Strength Saving Throw.

## STAMINA STRIKE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Flail), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You whip your weapon before slamming it into the center of your enemy, looking to ruin their flow and stamina. Make a Melee Taijutsu Attack against a creature in range, dealing your Weapon's Damage +4d6 damage and the target creature must make a Constitution Saving Throw. If you crit this attack, the target creature automatically fails this save. On a failed save, the target creature becomes Dazed until the end of their next turn and loses an amount of chakra equal to the jutsu damage rolled.

If this jutsu is cast as a **Chain 2**, increase the damage die by +6, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +4.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage by 1d6.

## SUICIDE BOMBING

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Reaction, which you take when someone else takes any action.

**Range:** 30 feet radius sphere

**Duration:** Instant

**Components:** NT (Paper bombs), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** You open your clothing revealing a series of paper bombs all rigged to explode. You have enough time to speak a few more words before they all ignite and explode. All creatures within 30 feet of you must make a Dexterity Saving Throw at disadvantage. You take maximum damage. On a failed save the targets takes 15d6 Fire Damage, or half as much on a failure.

## SUN SPEAR

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapon's Range (30-foot cone)

**Duration:** Instant

**Components:** W (Melee Piercing), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You spin your weapon along its edge fast enough to ignite the very air before stabbing forwards, looking to impale your foe with the fury of the sun. Make a Melee Taijutsu Attack against a creature in range. On a hit your deal your Weapon's Damage +2d10 Fire Damage and on hit or miss, All creatures in a 30-foot cone from the point of impact, excluding the original target, must succeed a Dexterity Saving Throw, taking the Fire Damage rolled on a failure and half on a success.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the damage by 1d10.

## SUNWING SHOT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ammunition), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You aim your shot so that it has a source of bright light shining right behind it. Merging the light into the chakra imbued in the ammunition. You cannot cast this jutsu in dim light or darkness. Make a Ranged Taijutsu Attack against a target in range. On a hit, you deal Weapon's Damage +2d10 Fire Damage and the target creature must make a Constitution Saving Throw, gaining a rank of Burned. If they fail by 5 or more they also become Blinded until the end of the current turn.

If this jutsu is cast as a **Chain 2**, increase the damage die by +3 if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +1 and, creatures suffer a -1d4 penalty to their Saving Throw.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage + 1d10.

## SWORD AURA: GREEN

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** W (Any Blade), M

**Cost:** 8 Chakra

**Keywords:** Bukijutsu

**Description:** You must be under the effects of *Sword Aura: Orange* to cast this jutsu. You Strengthen your Sword Aura, flooding more chakra into your sword, the striking portion chilling green from the mixing of chakra. *Sword Aura: Orange* ends and you replace the effects with this jutsu. Your weapon gains pierce (12). Twice per turn when you deal Weapon's Damage, you can force all creatures in your weapons range to make a Strength Saving Throw, taking 3d10 Poison Damage and gaining 2 ranks of Bleeding on a failed save and a half damage on a pass.

## TENDON SHOT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ammo) M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You take a quick assessment of the enemies movements, their fighting styles, do they use kicks?

Punches? Weapons?

All of them can be disabled if you know where to strike, and you do. Make a Ranged Taijutsu Attack

against a target within range, on hit, deal your Weapon's Damage Dice + 8d4. On hit the target must also make a Constitution Saving Throw, on a fail, you've pierced a tendon or nerve relating to their fighting style, roll a 1d4+1. The affected creature has disadvantage on that many Taijutsu and/or weapon attacks.

**At Higher Ranks:** For Rank you cast this jutsu above B-rank, increase the cost of this jutsu by 3, the die size of the 1d4+1 by 1, and the damage by 1d4

## THREE THOUSAND WORLDS

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You integrate all your power and chakra into your sword, lacing it with enough chakra to cut any and everything that stands before you. If this jutsu is cast targeting a creature who is gaining the benefit of the Dodge action, you do not make the attack at disadvantage. If this jutsu is cast targeting a creature who is gaining the benefits of Temporary Hit Points, Damage Reduction or Resistance, you ignore them for this attack and damage roll. Make a Melee Taijutsu Attack dealing your Weapon's Damage + 5d6 and on a hit the target creature makes a Constitution Saving Throw, gaining 1 rank of Lacerated.

If this jutsu is cast as a **Chain 2**, increase the damage die by +5, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +3, additionally, this jutsu inflicts an additional rank of Lacerated.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3 and the damage by 1d6.

## TWIN RISING DRAGONS

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 60 feet radius Sphere

**Duration:** Concentration, up to 1 Minute,

**Components:** NT (Weapon Scrolls), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You grasp two of the scrolls with throwing weapons Sealed into them and unleash them in a double helix formation. As you leap, the scrolls create a field of thin but strong wires, allowing for you to remain 30 feet off the ground, standing airborne between them. For the duration of this jutsu, as an action, you can make up to 3 Ranged Taijutsu Attacks each round, targeting 1 creature each attack, dealing 4d6 Piercing Damage.



## WHIRLWIND CATAPULT

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** up to half Weapons Range

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You throw your weapon around yourself, causing a whirlwind of steel and blood up to the end of your range. All creatures in a sphere around you with a radius up to your weapons range need to make a Dexterity and Strength Saving Throw. On a failed Dexterity Saving Throw they take your Weapon's Damage + 2d6 and gain 2 ranks of Bleeding, taking half damage and 1 rank of Bleeding on a success. On a failed Strength Saving Throw, they are thrown to the outer edge of the sphere.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2, additionally, this jutsu inflicts an additional rank of Bleeding on failure, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +3, additionally, this jutsu inflicts an additional rank of Bleeding on a success and failure, up to 3 total.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3, and the damage by 1d6.

## WHIRLWIND STRIKE

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Melee Weapon), M

**Cost:** 12 Chakra

**Keywords:** Bukijutsu

**Description:** You spin in a violent fashion striking all creatures surrounding you. All creatures of your choice within your weapons range must make a Dexterity Saving Throw, taking your Weapon's Damage + 5d10 on a failed save, or half as much on a success.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and Damage by 1d10.

## WIRE CRUCIFIXION

**Classification:** Bukijutsu

**Rank:** B-Rank

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** W (Battle Wire), M

**Cost:** 11 Chakra

**Keywords:** Bukijutsu

**Description:** As a part of casting this jutsu, you must be in a forest, urban environment, or cavernous terrain.

You pull your wires, revealing threads already surrounding a target you can see within range.

Select two creatures within range. Both must make a Strength Saving Throw, being Grappled, Restrained, being unable to make hand seals and gaining 2 ranks of Bleeding on a failed save. On the targets turn, they spend an action to make a Strength Saving Throw to break the wires, ending the Grappled and Restrained condition on themselves and also being able to make hand seals again.

A creature that ends its turn Grappled and Restrained by this jutsu gains an additional 2 ranks of bleed.

**At Higher Ranks:** For each rank you cast this jutsu above B-Rank, increase the cost of this jutsu by 3 and the number of creatures affected by this jutsu by +1.

## WITCH HUNTER

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Self (15-foot cone)

Duration: Instant

Components: W (Any Polearm), M

Cost: 12 Chakra

**Keywords:** Bukijutsu, Chain 1, Clash

**Description:** You spin your weapon with a cruel smile and reel back to deliver a deadly swing that would dismantle apart any witch. Each creature in a 15-foot cone must make a Dexterity Saving Throw, or take your Weapon's Damage + 1d10 Force Damage and gain 1 rank of Weakened and Bleeding on a failed save. Creatures within 5 feet of you make this Saving Throw at disadvantage. On a successful save, a creature takes half as much damage and no additional effects. If a creature is concentrating on a jutsu and fails the save, concentration immediately ends. On a successful save they still make their concentration check at disadvantage. If this jutsu clashes with a Ninjutsu, you gain advantage on the clash check.

If this jutsu is cast as a Chain 2, If this jutsu is cast as a Chain 2, increase the damage die by +2, if this jutsu is cast as a Chain 3, this jutsu inflicts an additional rank of Weakened.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3 and the damage by 1d10.

## YIN-YANG INVERSION

Classification: Bukijutsu

Rank: B-Rank

Casting Time: 1 Action

Range: Weapons Range

Duration: Instant

Components: W (Any Polearm), M

Cost: 12 Chakra

**Keywords:** Bukijutsu, Fuinjutsu

**Description:** You spin your weapon, pooling the light and dark energies into the two different ends before you strike out with one of them.

**Yin Strike:** Make a Melee Taijutsu Attack, dealing your Weapon's Damage on a hit. You can then force the creature to make a Constitution Saving Throw. On a failed save they must spend and roll 1d4 Hit die and you heal half of the rolled amount. You can only heal from this jutsu once per creature per rest.

**Yang Strike:** Make a Melee Taijutsu Attack, dealing your Weapon's Damage on a hit. You can then force the creature to make a Constitution Saving Throw. On a failed save they must roll 1d4 Hit die and they lose that much in current and maximum HP. A creature can only lose maximum HP from this jutsu once per rest.

**At Higher Ranks:** For every rank you cast this jutsu above B-Rank, increase the cost by 3 and the hit die rolled by 1.



## A-RANK:

### 1-SHOT PIERCE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Ranged Piercing), M

**Cost:** 15 Chakra

**Keywords:** Bukijutsu, Clash, Chain X

**Description:** You put your all into a single shot with your ranged weapon, intended to end the fight with prejudice intent. Make a Ranged Taijutsu Attack, dealing your Weapon's Damage + 6d8 and forcing the target creature to make a Constitution Saving Throw, being Staggered on a failed save.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the damage by 1d8.

### AFTERIMAGE STORM

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (Weapon range radius sphere.)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You spin, around striking any and everything that stands in your path. Make a Taijutsu attack targeting all creatures in range. On a hit you deal your Weapon's Damage and all creatures must make a Dexterity Saving Throw, hit or miss. If you crit with this attack all creatures make their saves at disadvantage. On a failed save, the after images of the weapon strikes them repeatable. They take your Weapon's Damage + 3d4 and gain 2 rank of Bleeding. On a success they take half damage and if they were still hit, gain 1 rank of Bleeding.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, creatures who fail instead gain 2 ranks of Lacerated.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3, the damage by 2d4.

### ARMOR PIERCE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** W (Any Ammo)

**Cost:** 16 chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You prepare a full power shot, putting all of your weight and momentum behind it. If this jutsu is cast targeting a creature who is gaining the benefit of the Dodge action, you do not make the attack at disadvantage. If this jutsu is cast targeting a creature who is gaining the benefits of Temporary Hit Points, Damage Reduction or Resistance, you ignore them for this attacks and damage rolls. Make a Ranged Taijutsu Attack dealing your Weapon's Damage + 6d8. If you critically hit with this attack, you reduce the targets DR from armor by half until it is repaired.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 2d8.

### ASSASSIN'S BREATH

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Weapons Range

**Duration:** Special, Concentration

**Components:** W (Any Thrown Weapon), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You enter a state of utmost stillness, moving no muscles not even your lungs. You take in a large breath and hold it, preparing for a perfect shot while regulating your body with your own Chakra instead of breathing. During this time you can't speak or breathe as you remain as absolutely still as possible to take your shot.

While this jutsu is active, the Weapon's Damage of your thrown weapons is rolled at advantage, and deals an additional die of damage (Two if your die size is a D4) additionally, for each Weapon and Taijutsu attack you hit while benefitting from this jutsu you deal additional damage equal to your proficiency bonus twice per creature, per turn. Finally, at the end of each of your turns, you must make a Chakra Control check to upkeep this stance benefits, where the DC equals  $13 + \text{Number of rounds this jutsu has been active}$ .



### BENTHIC DESCENT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Any Melee Piercing) M  
**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You strike your foe into the air before quickly following up with a strike to slam them down. A target creature in range must make a Strength Saving Throw, taking your Weapon's Damage on a failure. You then can make a Melee Taijutsu Attack at advantage against a creature who fails, dealing your Weapon's Damage +6d10 on a success and knocking them Prone and inflicting 2 ranks of Weakened.

**At Higher Ranks:** For each rank you cast this above A-Rank, increase the cost by 3. If this jutsu is cast at S-Rank, you can instead force all creatures in weapons range to make the Strength Saving Throw.

### BESTOWAL

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons range  
**Duration:** Concentration, up to 1 Minute  
**Components:** W (Melee Slashing or Piercing), M, CM  
**Cost:** 17 Chakra

**Keywords:** Bukijutsu, Kinjutsu

**Description:** You focus your chakra and inject it into your weapon. As a part of the activation of this jutsu make a Melee Taijutsu Attack targeting a creature within range. On a hit, you deal your Weapon's Damage and draw blood from your target, coating your weapon in it. For the duration, your weapon deals an additional 4d8 Necrotic Damage twice per turn. If you miss on this first attack, this jutsu fails and you lose concentration immediately.

### BINDING FURY: METEOR

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons range  
**Duration:** Instant  
**Components:** W (Any Power), M  
**Cost:** 16 Chakra, all your current Fury stacks

**Keywords:** Bukijutsu, Chain 3

**Description:** You channel all your stored energy into your fist before slamming it into your enemy's core, with the force of a meteor. Make a Melee Taijutsu Attack against a target creature in range. On a hit you deal twice your Weapon's Damage + Xd12 Fire Damage where X equals your current Fury stacks and force the target creature to make a Strength Saving Throw to avoid being knocked Prone and Restrained into the ground until the start of their next turn.

### BLADE OF SIN: ENVY

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Weapon range  
**Duration:** Instant  
**Components:** W (Any Blade), M  
**Cost:** 12 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You seek to emulate the power of one of the Seven Deadly Sins of Humanity in your blade, imbuing the Sin of Envy inside the edge. Make a Melee Taijutsu Attack against a creature in range. On a hit you deal your Weapon's Damage +5d8 and if the target creature is gaining any type of positive buff from a jutsu, feature or trait they must make a Constitution Saving Throw. On a failed save any dice-based benefits they receive from the jutsu feature or traits is reduced by 1 step (d12>d10>d8>d6>d4>0) and you gain a d4 bonus of the same benefit until the end of your next turn

If this jutsu is cast as a **Chain 2**, increase the damage die by +5, if this jutsu is cast as a **Chain 3**, additionally you reduce their benefits by 2 steps and you gain a d6 bonus instead.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3 and the damage by 2d8.

### BLISTERING EDGE

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Self  
**Duration:** Concentration (1 Minute)  
**Components:** W (Any Melee Slashing) M  
**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** For the duration you sharpen the edge of your blade so that when you swing your blade with high speed it ignites the air, burning the edge of the blade from friction alone. Twice per turn for the duration you can convert your Weapon's Damage into Fire Damage and force a creature who takes Weapon's Damage to make a Constitution Saving Throw or gain a rank of Burned.



## BLOOD SHOT

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Bonus Action  
**Range:** Self  
**Duration:** 1 Round  
**Components:** W (Ranged Piercing), M  
**Cost:** 19 Chakra  
**Keywords:** Bukijutsu

**Description:** Your blood begins to rush as you prepare a shot using ammunition with this rush. Until the start of your next turn, any time you would deal damage to a creature with a ranged weapon, which deals Piercing Damage, the creature gains 1 rank of Bleeding.

A creature cannot gain more than 5 ranks of Bleeding in this way, as a result of this jutsu.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3. Starting at S-rank, the duration becomes concentration, up to 1 minute, and a creature cannot gain more than 5 ranks of Bleeding from this jutsu per turn.

## BREATH OF MOON: CATASTROPHE

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Self (30-foot cone)  
**Duration:** Instant  
**Components:** W (Any Melee), M  
**Cost:** 16 Chakra  
**Keywords:** Bukijutsu, Clash

**Description:** You collect and manifest a dark chakra until it laces the striking portion of your weapon, curving it like a crescent moon. Each swing creates distortions in the area, devastating the terrain and manifesting waves of force capable of obliterating everything in its path. All creatures in a 30-foot-cone, originating from you, must make a Dexterity Saving Throw, taking  $5d12$  Slashing Damage on a failed save, or half as much on a success. Until the end of your next turn, you can cast a Bukijutsu with the "Breath of Moon Prefix" using either your Action, Bonus Action or Reaction, ignoring its listed casting time.

## BREATH OF MOON: EVENING PALACE

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Any Melee), M  
**Cost:** 16 Chakra  
**Keywords:** Bukijutsu

**Description:** You collect and manifest a dark chakra until it laces the striking portion of your weapon, curving it like a crescent moon. Each swing creates distortions in the area, devastating the terrain and manifesting waves of force capable of distorting space, removing all in its way. Make a Melee Taijutsu Attack, dealing your Weapon's Damage +  $7d12$  ignoring Resistance and treating immunity as resistance. Until the end of your next turn, you can cast a Bukijutsu with the "Breath of Moon Prefix" using either your Action, Bonus Action or Reaction, ignoring its listed casting time.

## BREATH OF MOON: LOATHSOME

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Action  
**Range:** 60 feet  
**Duration:** Instant  
**Components:** W (Any Melee), M  
**Cost:** 15 Chakra  
**Keywords:** Bukijutsu,

**Description:** You collect and manifest a dark chakra until it laces the striking portion of your weapon, curving it like a crescent moon. Each swing creates distortions, devastating the terrain and manifesting waves of force. You swing your weapon twice with such ferocity, that the space around you distorts removing the distance between you and another creature. Select a creature you can see within range as you cut through the distance, teleporting to a space adjacent to the target that can hold you. Make two Melee Taijutsu Attacks, dealing your Weapon's Damage +  $4d12$ . Until the end of your next turn, you can cast a Bukijutsu with the "Breath of Moon Prefix" using either your Action, Bonus Action or Reaction, ignoring its listed casting time.

## BREATH OF MOON: MOONGAZING

**Classification:** Bukijutsu  
**Rank:** A-Rank  
**Casting Time:** 1 Reaction, which you take when you would take damage.  
**Range:** Weapons Range  
**Duration:** Instant  
**Components:** W (Any Melee), M  
**Cost:** 15 Chakra  
**Keywords:** Bukijutsu, Construct

**Description:** You collect and manifest a dark chakra until it laces the striking portion of your weapon, curving it like a crescent moon. You swing your weapon in the shape of a crescent moon with the intent of deflecting some of the incoming damage. Roll your Weapon's Damage +  $5d12$ , recording the result. Until the end of the current turn, you manifest a wall of force generated purely by the distortions your swings make. This wall of force has a number of Hit Points equal to the result, and intercepts all damage. Until the end of your next turn, the next Bukijutsu you cast with the "Breath of Moon:" Prefix, gains a + $2d12$  bonus to damage once per casting.



## BREATH OF MOON: MOONSWATHS

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** Instant

**Components:** W (Any Melee), M

**Cost:** 15 Chakra

**Keywords:** Bukijutsu

**Description:** You collect and manifest a dark chakra until it laces the striking portion of your weapon, curving it like a crescent moon. Each swing creates distortions in the area, manifesting into crescent moons that bombard an area with reckless abandon. Select up to 4 spaces you can see within range. All creatures within 5 feet of each space must make a Dexterity Saving Throw, taking 4d12 Slashing Damage on a failed save or half as much on a success. A creature can only be affected by this jutsu once per casting. Until the end of your next turn, you can cast a Bukijutsu with the “Breath of Moon Prefix” using either your Action, Bonus Action or Reaction, ignoring its listed casting time.

## BURST AMMO

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instant

**Components:** W (Any Ammo)

**Cost:** 8 chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You perform a series of quick attacks with enough force to penetrate steel, blasting through your enemy. Make a Ranged Taijutsu Attack against the target, dealing your Weapon’s Damage +4d10 and all creatures in a 20-foot cone behind the target takes damage equal to half of the result.

If this jutsu is cast as a **Chain 2**, increase the damage die by +6, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, additionally, creatures suffer a -1d4 penalty to their saves

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the damage by 2d10.

## CHASING FANG

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Up to your Full Movement.

**Duration:** Instant

**Components:** W (Throwing and Any Melee Weapon), M

**Cost:** 17 Chakra

**Keywords:** Bukijutsu

**Description:** You first launch a fist full of throwing weapons towards a target to break their focus. Make a Ranged Taijutsu Attack. On a hit, you deal your thrown Weapon’s Damage + 3d8, which is then follow up with a Powerful Swing.

Make a Melee Taijutsu Attack, dealing your Weapon’s Damage + 6d10. If your first attack hits, this one is made at advantage.

If this jutsu would score a critical hit, you can choose to either maximize damage or double your damage die as normal.

**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 & 1d10, respectively.

## COLLATERAL DAMAGE

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** instant.

**Components:** M, W (Any Flail).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu.

**Description:** You angle the weighted end of your Flail behind you before shifting your weight forward while maneuvering the flail around your side, sending a devastating arc of force towards an opponent, looking to remove them from the battle field in one fell swoop. Make a Melee Taijutsu Attack against a target within range, on hit the target takes your Weapon’s Damage + 7d10 and is sent flying up to a number of feet equal to 10 times your Taijutsu Modifier. If the enemy collides with another creature, that creature must make a Dexterity Saving Throw, on a fail both creatures take Fall damage equal to the amount of feet the primary target had remaining. On a success, the primary target still suffers the damage of the remaining distance, but the secondary target only takes half.

**At Higher Ranks:** For every rank you cast above A-Rank, increase the cost by 3, and the knockback becomes 10 times double your Taijutsu ability mod.

## COUNTER SHOT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction, which you take when targeted by an attack

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 15 Chakra

**Keywords:** Bukijutsu

**Description:** As a Reaction to being attacked, you take the attack head on in an attempt to lock the opponent in perfect targeting range, preventing them from dodging. You take the maximum possible damage from the attack you were targeted with.

Immediately after you take the damage, you are able to cast 1 Bukijutsu with a casting time of 1 Action or 1 Bonus Action at no additional chakra cost of B-Rank or lower.

## CRESCENT MOON DANCE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Up to your Full Movement.

**Duration:** Instant

**Components:** W (Any Melee Weapon), M

**Cost:** 19 Chakra

**Keywords:** Bukijutsu

**Description:** You move with such speed you create 2 additional afterimages that move separately from you. Make 3 Melee Taijutsu Attacks against a single target dealing your Weapon’s Damage Dice.

If three attacks score a hit, you deal an additional 8d10 of whatever damage your weapon deals and the target cannot take Reactions until the end of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the number of attacks by +1.

## CRESCENT MOON SHOT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Clash

**Description:** You fire three arrows rapidly, with all three seemingly landing at the same time. Make 3 Ranged Taijutsu Attacks against a single target, dealing your Weapon's Damage Dice.

If three attacks hit, you deal an additional 8d10 damage of whatever your weapon deals, and the target can't take Reactions until the end of your next turn.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the number of attacks by +1.

## DANCE PERFORMANCE: GROOVE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full-Turn Action

**Range:** 60 Feet

**Duration:** Concentration, up to 1 minute.

**Components:** W (Any), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu, Genjutsu

**Description:** You move so fast you create multiple afterimages, one in front of each creature of your choice within range. Each creature your afterimages are in front of must make a Charisma Saving Throw, being Charmed by you for the duration, as you begin dancing to a rhythm sounded out on your weapon. While Charmed by you in this way, the affected creature must use all of its actions dancing, and its movement speed is reduced to 5 feet.

An affected creature cannot break free of this dance on its own. Instead, another creature must use its action to make a Charisma (Performance) check against your Genjutsu Save DC, breaking them out of your dance on a success. A creature broken out of your dance is immune to this jutsu when cast by you for the next 24 hours.

## DARK NIGHT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (Any Ranged), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You take a relaxed yet focused stance, ready to pierce through anything in your path. For the duration, the first Bukijutsu or weapon attack made on your turn with a ranged weapon that deals Piercing Damage always deals maximum damage.

## DEADLY RANGED CONNECTION

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You perform a series of quick attacks with enough force to penetrate steel. Make 3 Ranged Taijutsu Attacks against a target within range, dealing your Weapon's Damage Dice + 3d4 and gains the Bleeding condition on each hit.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, additionally, if you land all attacks, the creature suffers a rank of Lacerated, in place of any bleed.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3 and the number of attacks by +1.

## DEMON HUNTER

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (20-foot cone)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You spin your weapon with a cruel smile and reel back to deliver a deadly swing that would dismantle apart any demon. Each creature in a 20-foot cone must make a Dexterity Saving Throw, or take your Weapon's Damage +1d12 Force Damage and gain 1 ranks of Weakened and 1 ranks of Bleeding on a failed save. Creatures within 5 feet of you make this Saving Throw at disadvantage. On a successful save, a creature takes half as much damage and no additional effects. If a creature is concentrating on a jutsu and fails the save, concentration immediately ends. On a successful save they still make their concentration check at disadvantage. If this jutsu clashes with a Ninjutsu, you gain advantage on the clash check and the triggering creature gains disadvantage.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +1, additionally, this jutsu inflicts an extra rank of its listed conditions.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3 and the damage by 1d12. If this jutsu is cast at S-Rank you instead gain the benefits for clashing against any jutsu type.

## DRAGON-BLADE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** W (Melee Slashing), CM

**Cost:** 15 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You coat your blade in flowing chakra in the shape of a fierce dragon that guides your strikes. Until the start of your next turn, your weapon deals 2 additional damage dice in Force Damage, double your movement speed, and increase your AC by +1.

Additionally, when you reduce a creature's Hit Points to 0, you can make a single Melee Weapon Attack. You can make this additional attack a number of times equal to your Taijutsu ability modifier (Max of 5).

## DRAGON-STRIKE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self (90-foot line)

**Duration:** Instant

**Components:** W (Any Ranged), CM

**Cost:** 19 Chakra

**Keywords:** Bukijutsu

**Description:** You aim your weapon and coat it in a twisting chakra that and then becomes a pair of dragons that spiral around each other when you fire, expanding until the weapon is completely obscured. All creatures in a 90 feet long, 15 feet wide line, originating from you, must make a Dexterity Saving Throw taking 8d10 Force Damage on a failed save, or half as much damage on a successful one.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3 and the damage by 2d10.



## DREADFUL WAIL

**Classification:** Bukijutsu

**Rank:** A Rank

**Casting Time:** 1 Action

**Range:** Weapon's range

**Duration:** Instant

**Components:** W (Any Thrown), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** The practitioner assumes a balanced stance, distributing weight evenly between both feet to enable fluid movement and swift transitions. The grip on the weapon is firm yet flexible, allowing for precise control during both the throwing motion and flight trajectory adjustments. With a fluid motion, the practitioner launches the weapon with precision, directing its path toward the intended target.

The weapon slices through the air with remarkable speed, generating a distinct whistling sound as it accelerates towards its destination. Select one target within your weapons range, and make a single Taijutsu Attack against them, this attack cannot be made at a disadvantage. On a hit, the weapon is thrown with formidable force enough to overcome any armor, Ignoring up to 10 DR and resistance, treating immunity as Resistance and dealing Weapon's Damage + 6d8. If you beat the targets AC by 5 or more, they suffer a -1 to their AC for the duration of the combat.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, additionally, this jutsu ignores full DR

**At Higher Ranks:** For each rank you cast this above A-Rank, increase the cost by 3, the damage by 2d8. Starting at S-rank, this jutsu ignores immunity.

## EARTH SHATTER

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot cone)

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You wind up a powerful overhead swing and send it straight into the ground crackling the earth. Each creature in a 15-foot cone must make a Strength Saving Throw, taking your Weapon's Damage + 1d12 and being Dazed, Bruised, knocked Prone on a failed save.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +1

## ECLIPSED SUN IMPACTS

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Up to your Full Movement.

**Duration:** Instant

**Components:** W (Melee Bludgeoning), M

**Cost:** 19 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You move with purpose and your weapon follows a predestined path. You strike fast enough to leave ripples in the air and surrounding gasses as your weapon ignites upon impact. Make a Melee Taijutsu Attack, dealing your Weapon's Damage + 6d8. The target also gains 2 ranks of Burned.

If this jutsu is cast as a Chain 2, increase the damage die by +6, if this jutsu is cast as a Chain 3, increase the damage die by 1 step.

**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.

## ELEMENTAL BACKLASH

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction, which you take when you would take Earth, Wind, Fire, Cold, or Lightning Damage.

**Range:** Self

**Duration:** Instant

**Components:** W (Any Melee), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu, Any Nature Release

**Description:** As a part of casting this jutsu, you must have a nature release or be able to cast a jutsu with a nature release keyword.

When you would suffer the effects of any elemental damage, you can call upon your own nature release to attempt a violent counter strike.

Roll your Weapon's Damage Dice + Xd12, where x is your proficiency bonus, and record the result.

If your result is higher than the damage you would take, you immediately counter the triggering damage effect as if you had won a clash, dealing the result to all creatures of your choice within 10 feet of you.



## FATAL BLOW

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 15 Feet

**Duration:** Instant

**Components:** W (Any Melee), M

**Cost:** Special (20 Chakra)

**Keywords:** Bukijutsu, Chain (Special)

**Description:** As part of casting this jutsu, your target must be Prone, Restrained, or Incapacitated.

You take a great leap bringing your weapon into a spiraling ascent towards a target. The target must make a Dexterity Saving Throw. On a failed Saving Throw, they take your Weapon's Damage + X damage to their Hit Points, and half as much as Chakra Damage. The value of X is decided by your current chain. Also on a failed Saving Throw, roll a d20. On an 18-20, double this jutsu's damage die.

On a successful Saving Throw, the target completely avoids your Saving Throw as they roll out of the way.

If this jutsu is cast while under a lightning storm, your weapon is struck magnificently with a strike of lightning as you ascend and is imbued with the wrath of the sky. This jutsu's damage type becomes lightning and its damage die is increased by +2, and the range you must roll on the d20 to double this jutsu's damage die is increased by +1. These special effects can also be triggered if your weapon is under the effects of a Jutsu with the Lightning Release keyword.

You may cast this jutsu Chain 1, 2, or 3, depending on your current chain number, which determines this jutsu's damage and effects. Casting this jutsu breaks your current chain upon its conclusion.

- **Chain 1:** You may cast this jutsu as a Chain 1 if your Chain number is 0 or 1. This jutsu's damage becomes 5d10.
- **Chain 2:** You may cast this jutsu as a Chain 2 if your Chain number is 1 or 2. This jutsu's damage becomes 6d10, and the target makes their Saving Throw with disadvantage.
- **Chain 3:** You may cast this jutsu as a Chain 3 if your Chain number is 2 or 3. This jutsu's damage becomes 7d12, the target makes their Saving Throw with disadvantage, and the range you must roll on the d20 to double this jutsu's damage die is increased by +1.

## FATAL INSTINCTS

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** M, CM

**Cost:** 19 Chakra

**Keywords:** Bukijutsu

**Description:** You inject chakra into every muscle you have and begin to exercise mental control over your body moving at the speed of thought. For the duration, increase your initiative by +10, moving yourself up in the initiative count based on this new bonus.

When you make Dexterity Saving Throws roll an additional 2d20 and take the highest roll. You cannot gain advantage on Dexterity Saving Throws.

You also gain one additional Reaction and Bonus action.

When this jutsu ends, you are moved down 3 spaces in the initiative count and become Stunned until the end of your next turn.

## FINAL SHOT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 1-Mile

**Duration:** Instant

**Components:** W (Any Ammunition), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You concentrate a great amount of chakra into a single shot and release it with enough force to destroy a mountain. You must spend a d8 stack of ammunition as a part of this jutsu's cost. Make a Ranged Taijutsu Attack, dealing your Weapon's Damage + 4d8 Force Damage and becoming Dazed on a hit.

All creatures within 30ft of the original target, including itself, must make a Dexterity Saving Throw, taking 3d8 Force Damage and being Dazed on a fail, half as much damage on a success. If the first target is hit by the attack and fails their save, it becomes Stunned.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2 on its initial hit, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +4 to its initial hit and the secondary damage

## FLAYED AWAKENING

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Components:** M, W (Any Flail).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu.

**Description:** You partake in a ritual of sacrifice to boost the power of your weapon for a brief time, forming seals of blood along your body. You bend down on one knee and strike yourself with your weapon on your back, losing Hit Points equal to twice your Weapon's Damage. As you strike yourself, your lacerations morph into blood-red fuinjutsu seals, bestowing you with strength and granting you a prominent red aura of chakra. Bukijutsu you cast that require a Flail weapon as a component have their cost reduced by -3, gain a +1d4 bonus to attack rolls or +2 to Save DC (pick one). Also, if they add your Taijutsu Ability Modifier to damage you instead add twice your Taijutsu Ability Modifier, twice per turn.

## INFERNAL SLASH

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Melee Slashing) M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You swing your blade from such a low angle it's almost as if it rose from the hells themselves. Make a Melee Taijutsu Attack against a target creature in range, dealing your Weapon's Damage +9d6 Slashing Damage and inflicting 1 rank of Lacerated against the target. If the target has any stacks of Laceration, they trigger immediately, dealing its damage.

**At Higher Ranks:** For each rank you cast this above A-Rank, increase the cost by 3, and the attacks damage by 2d6 and the ranks of Lacerated by 1.

## IRON GRASP

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** instant.

**Components:** M, W (Any Flail).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu.

**Description:** You lash out with your chained weapon, aiming to debilitate and restrain a foe within reach before presenting them to your allies to be maimed.

Select a creature within range, make a contested grapple check where you use your weapon attack bonus in place of athletics, whichever is higher. If a creature becomes Grappled by this jutsu, they take your Weapon's Damage + 2d6 you immediately move them anywhere within your weapon range. For each Ally that they pass by, that ally may take a Reaction to take an attack of opportunity or cast a Bukijutsu of Chain 2 or lower targeting the Grappled creature.

**At Higher Ranks:** For each rank you cast this above A-Rank, increase the cost of this jutsu by 3 and allies may make two attacks of opportunity with one Reaction, or cast a Bukijutsu of Chain 3 in place of chain 2

## IRON VANGUARD

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Reaction you take when you or an ally within range take damage

**Range:** Radius equal to weapons range

**Duration:** 1 Round

**Components:** M, W (Any Flail).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu.

**Description:** You whip your flail into the air, rotating it at breakneck speeds until you create an impenetrable barrier of steel and chain. When you or an ally within range would be targeted by an attack or take damage you quickly leap into action by spinning your weapon in order to deflect and hamper incoming attacks. Allies gain +5 AC to the triggering attack, and +3 to AC for any other attacks they are subjected to while this jutsu persists, additionally, they reduce all incoming damage by your Taijutsu ability score twice a turn.

## KILLER BEE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Components:** W (x5 Tanto), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu

**Description:** You hold 5 of your weapons in the gaps between your armpits, the hinge joints of your arms and legs, and various other places; before placing a final Tanto in your mouth, leaving your hands completely free. This jutsu allows for quick and unpredictable attacks, that catch your enemies off-guard. While under the effects of this jutsu, you cannot concentrate on any other jutsu.

This jutsu provides you the following benefits;

- Melee Weapon Attacks you make cannot be reacted to.
- As a Reaction you can deflect an attack against you, adding +5 to your AC against the triggering attack. If this would cause the attack to miss, you can make a Melee Weapon Attack as a part of the same Reaction, as long as the target is within range.
- As a Bonus Action, you can make 2 Melee Weapon Attacks.
- As an action you can take the dash action and make 3 Melee Weapon Attacks.
- As a full turn action, you make use of all of your weapons and strike with them. Make five Melee Weapon Attacks, once with each weapon. If they all hit, the creature is Stunned until the end of their next turn.
- All of these benefits are only applicable while using Tanto. Switching to a different weapon or even holding a weapon that is not a Tanto will automatically end this jutsu.

## MOONBANE'S WRATH

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Melee Bludgeoning) M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You imbue your weapon with the fury of the moon itself, looking to smite all who stand before you. Make 3 Melee Taijutsu Attacks and resolve the effect of how many hit, rolling damage only once.

- 1: On a hit you deal your Weapon's Damage +6d4 and inflict 1 rank of Bruised.
- 2: On 2 hits you deal your Weapon's Damage +6d8 and inflict 3 ranks of Bruised.
- 3: On 3 hits you deal your Weapon's Damage +6d12 and inflict a rank of Staggered.

## MOON-FANG PIERCER

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** 60ft

**Duration:** instant

**Components:** CM, M, W (Melee Piercing).

**Cost:** 15 Chakra

**Keywords:** Bukijutsu, Chain X.

**Description:** You Stab your weapon through the air, creating shockwave after shockwave of piercing power.

Select one space you can see within range, all creatures within 15ft of it must make a Dexterity Saving Throw, taking Weapon's Damage + 2d10 damage on a failed save, half as much damage on a success.

If this jutsu is cast as a **Chain 2**, increase the damage die by +2, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +1, additionally, a creature of your choice affected by the jutsu takes an additional +2 die of damage

**At Higher Ranks:** For each rank above A-rank, increase the cost of this jutsu by 3, and the damage by 2d10.

## NADEGIRI

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** instant.

**Components:** M, W (Melee Piercing).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu.

**Description:** You make an attack so fast and precise that the target does not notice it as happened until it is too late, strong enough to destroy enemies taller than buildings, hiding behind the thicker steel. Make a Melee Taijutsu Attack, if the target of this jutsu is huge or bigger, you make this attack at advantage, on a hit, you deal your Weapon's Damage + 8d6 Piercing Damage. If your attack beats the creature's AC by 5 or more, you ignore all DR (Damage Reduction) that creature has.

**At Higher Ranks:** For each rank above B-rank, increase the cost of this jutsu by 3, and the damage by 2d6, starting at A-rank, this jutsu ignores Resistance and Threat immunity as resistance.

## ONIBI

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** 5 feet

**Duration:** instant.

**Components:** M, W (Melee Bludgeoning).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X.

**Description:** You make a powerful thrust with a bludgeoning weapon, attempting to create a large, gaping, cylindrical hole in a target. Make a Melee Taijutsu Attack, dealing your Weapon's Damage + 2d12 Bludgeoning Damage and gaining 1 rank of Weakened for 1 minute on a hit.

If this jutsu is cast as a **Chain 2**, increase the damage die by +1, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +1 and this jutsu inflicts an additional rank of Weakened.

## OVERCOMER

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (30 foot long, 15-foot-wide line)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You dash forward, swinging your weapons side to side as you charge with the power to overcome a frontline of any army that stands before you. Make one attack roll and compare to the AC of all hostile creatures in a 60 foot long, 15-foot-wide line in front of you as you dash to the end of the line. This movement does not trigger Attacks of opportunities against anyone except for those who are within 10 feet of you when you cast this jutsu. On a hit, you deal your Weapon's Damage +4d6 and all creatures hit must make a Strength Saving Throw. On a failed save they are knocked Prone and thrown to be within 5 feet of you at the end of the line. If that space is occupied, they move to the next available and closest space.

If this jutsu is cast as a **Chain 2**, increase the damage die by +3, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, and its initial movement no longer triggers Attacks of opportunity

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3, the range by 30 feet and the damage by 2d6

## OVERLORD'S DECREE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Components:** W (Any Power), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You channel your chakra outward to intimidate and let everyone know who is in control of the battle. For the duration of the jutsu you reduce all damage you take by your Weapon's Damage. If you reduce damage from a melee attack to 0, the target creature must make a Wisdom Saving Throw or gain a rank of Fear/Demoralized until this jutsu ends or they damage you, whichever comes first.

## PIERCING MOON SHOT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 300 Feet

**Duration:** Instant

**Components:** W (Any Bow), M, CM

**Cost:** 19 Chakra

**Keywords:** Bukijutsu

**Description:** You knock your bow and engulf your arrow or bolt in so much chakra that it becomes visible. The arrow or bolt takes a shape of your choice and description before you fire it. Make a Ranged Taijutsu Attack dealing your Weapon's Damage + 10d6. Additionally, the must make a Strength Saving Throw, becoming Staggered for 1 minute, and are knocked Prone.

A Staggered creature makes a Constitution Saving Throw at the end of each of its turns to end this condition.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and the number of creatures you can target by +1.

## POINT BLANK BURST

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Full Turn Action

**Range:** Self (15-foot cone)

**Duration:** Instant

**Components:** CM, W (Any ranged), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu

**Description:** You supercharge your weapon with enough chakra to cause your ammunition to explode in front of you. All targets within range must make a Dexterity Saving Throw, taking 10d6 Bludgeoning Damage and becoming Staggered on a failed save, and only half damage and no further effects on a successful one.

## PRIDE'S FALL

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** (W any Thrown) M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** Pride Fall requires the practitioner to tap into their inner pride, drawing Strength from their conviction and determination to emerge victorious in combat. As the practitioner engages in combat, they channel their prideful energy into each strike, imbuing their attacks with potent force and intensity. Select one creature you can see within weapons range for, and the following effects apply to that target only, if you take a turn and fail to damage or target your marked creature, this jutsu immediately ends. For the Duration, Bukijutsu with the (Thrown) keyword have their DC increased by +2.

Furthermore, whenever you would cast a Bukijutsu with a Thrown Weapon that makes an Attack roll, you may make one Weapon Attack as a part of the same action.



## PROJECTED FORCE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** 30ft

**Duration:** Instant

**Components:** W (Any Melee Weapon), M, CM

**Cost:** 20 Chakra

**Keywords:** Bukijutsu

**Description:** By placing a large amount of chakra onto your weapon, you unleash it as a shockwave of force in a straight line stopping at the first enemy hit. Make a Ranged Taijutsu Attack, dealing your Weapon's Damage + 8d12 Force Damage.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3 and Damage by 2d12.

## REVERSAL

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** Reaction, Target creature moving within 5 feet of you.

**Range:** Self

**Duration:** Instant

**Components:** W (Any Melee Weapon), M

**Cost:** 17 Chakra

**Keywords:** Bukijutsu

**Description:** As a reaction to a creature moving within 5 feet of you, you perform a reactionary backflip with your weapon swinging defensively as you do. Move up to your movement away in any direction. This movement does not provoke an attack of opportunity. Also, make a Melee Weapon Attack against the triggering creature, dealing three times your Weapon's Damage Dice on a successful hit.

**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 to four times your Weapon's Damage.

## SAKURA TWISTER

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** CM, W (Any Melee), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu

**Description:** You grip your weapon, crouch down and do a slight dash forward, twisting your entire body to execute a devastating slash. Make a Melee Taijutsu Attack, dealing your Weapon's Damage + 5d8, you do not add your ability modifier to the damage.

If this attack hits you can make a second Melee Taijutsu Attack against the same creature as a Bonus Action, dealing your Weapon's Damage + 4d8, you do not add your ability modifier to the damage.

If this attack hits you can make a third Melee Taijutsu Attack against the same creature as a Reaction, dealing your Weapon's Damage + 3d8, you do not add your ability modifier to the damage, and the target is knocked Prone and Staggered.

## SHADOW ECLIPSE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Special

**Components:** W (Any Ranged Bludgeoning) M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You fire your weapon with such a high arc that it eclipses the sun and moon themselves, using the shadows generated to mask its approach as you let it hover there. You can cast this jutsu and delay it, in doing so you lose access to the weapon until it resolves. Make a Melee Taijutsu against a target creature in range at the start of the jutsu casting, dealing your Weapon's Damage + 4d12. For every other turn after the first, this jutsu's damage grows by 2d12, but can never roll more jutsu damage die than your character level.

## SHADOW RUSH

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** 90 Feet

**Duration:** Instant

**Components:** W (Melee Piercing or Slashing), M, CM

**Cost:** 18 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You cloak yourself in an inky dark aura meant to accelerate your movement. You make a Dash towards your target creature in range, attempting to stab them first as you impact them then using their body as a Launch pad, jumping into the air directly after.

First, move up to 90 feet in any direction towards a creature you can see within range, ending your movement within 5 feet of them. Second, make a Melee Taijutsu Attack against the target creature, on a hit the target takes your Weapon's Damage + 3d4. Target creature must make a Constitution Saving Throw to resist allowing you to leap off of their body. On a failed save, you leap half your movement speed into the air. You are able to, as a part of this action, cast a Bukijutsu with the **Chain X** keyword.

## SHINOBI CROSS

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** W (Any Melee Weapon), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu

**Description:** You take a Powerful stance with no openings for attack. After activating this jutsu, attacks against you allows you to use a Bukijutsu with the casting time of 1 Action, as a Reaction.

## SNIPER'S FOCUS

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instant

**Components:** CM, W (Any Range), M

**Cost:** 20 Chakra

**Keywords:** Bukijutsu

**Description:** You take a relaxed stance drawing your weapon back and preparing for a full force attack. You spend your turn preparing this attack until the beginning of your next turn. You cannot take a Bonus Action or Reaction after using this jutsu.

At the start of your next turn, you fire with full force. All creatures in a line 5 feet wide and 100 feet long originating from you must make a Dexterity Saving Throw at disadvantage, taking your Weapon's Damage + 6d12 damage of your weapon's type.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank increase the cost of this jutsu by 3, and the Save DC of this jutsu by +1.

## STANCHION SKY PILLAR

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons range (30-foot radius sphere.)

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You slam your weapon down like a pillar from the palace of the gods, caring not with what is below the point of impact. Make a Melee Taijutsu Attack against a creature in range, dealing twice your Weapon's Damage + 4d12 and they become Bruised on a hit. If the target creature was Prone, your critical threat range increases by +1 for this attack. If they are already Staggered you instead deal thrice your Weapon's Damage. Afterwards on a hit, you can force out the energy generated from the attack, forcing all hostile creatures within 30 feet of the target creature to make a Strength Saving Throw, taking half of the damage rolled and being knocked back to the edge of the sphere, gaining 2 ranks of Bruised.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, to its initial hit, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2 to its initial hit, and creatures make their Strength Saving Throw versus the total damage.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3, the range by 30 feet and the damage by 2d6

## STARSTREAM

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self, 15 Feet radius

**Duration:** Concentration, 1 Minute

**Components:** W (Any Thrown Weapon), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** A delicate and precise technique, the caster must carefully plan the arrangement of the shuriken, and carefully string them up with battle wire before swinging them precisely into a star-shaped pattern around them, warding off attacks and providing a deadly flourish of steel.

As an action, and when this jutsu is cast, the caster may maneuver the storm of steel to strike a creature no more than 5 feet outside of the radius. Make a Range Taijutsu attack against a target creature, dealing Weapon's Damage + 4d6 on a hit. While this jutsu is up any creature beginning or ending their turn within its radius must make a Dexterity Saving Throw, taking double Weapon's Damage on a pass, or half as much on a failed save. Finally, during the duration of this Jutsu, You and Any friendly creatures behind this radius, are considered to have half cover against ranged attacks

**At Higher Ranks:** For each rank you cast this above A-Rank, increase the cost by 3, and the attacks damage by 2d6

## SWORD AURA: BLUE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot line) or Movement Speed

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You must be under the effects of a Sword Aura to cast this jutsu. You use the built-up chakra in your blade to have it explode out in a shining blue slash as your slash, striking all who stand before you. You can either cast Arrow or Break.

**Arrow:** All creatures within a 10-foot wide and 60-foot line your weapons reach must make a Dexterity Saving Throw, taking your Weapon's Damage + 6d8 on a failed save and gaining 1 rank of Bleeding. On a success they instead take half damage

**Break:** Select a Target creature in your Full movement speed. You dash to them and slash with your weapon. Make a Melee Taijutsu Attack, dealing your Weapon's Damage 5d10 on a hit and causing 3 ranks of Bleeding.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3. If this jutsu is cast at S-Rank, you can instead cast **Cross**, which lets you cast both. Select a target in range and cast Break, and all creatures in between you and the target are targeted by Arrow.

## SWORD AURA: INDIGO

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Minute

**Components:** W (Any Blade), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You must be under the effects of *Sword Aura: Green* to cast this jutsu. You Strengthen your Sword Aura, flooding more chakra into your sword, the striking portion shining an amazing indigo from the mixing of chakra. *Sword Aura: Green* ends and you replace the effects with this Justus'. Your weapon gains pierce (16). Twice per turn when you deal Weapon's Damage, you can force all creatures in your weapons range to make a Strength Saving Throw as the energy of your sword lashes out. Taking 4d10 Force Damage and gaining 2 ranks of Concussed on a failed save and a half damage on a pass.

## THUNDERSTORM

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** Instant

**Components:** W (Any Ammo), M

**Cost:** 16 chakra

**Keywords:** Bukijutsu

**Description:** You line up three quick shots, raining them down on your foe like a thunderstorm. This jutsu cannot critically hit. Make 6 Ranged Taijutsu Attacks with your weapon, dealing your Weapon's Damage Dice + 2d8 damage. On each hit, the target must also make a Constitution Saving Throw. On a failed save, they gain one rank of Weakened until the end of their next turn. If they fail at least 3, they are also Restrained for the same duration. If they fail at least 6 they are instead Stunned for the same duration.

**At Higher Ranks:** For each rank you cast this jutsu above A-Rank, increase the cost of this jutsu by 3, the damage die by +1, and the number of attacks by +1.

## TWINSHOT

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** (W any 2 Thrown) M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** An advanced variation of the "Hidden Shadow Shot" you prepare Two Thrown weapons in your hand launching them at the same time feigning that they are aimed at the same person. Your weapons collide mid-air, sending the other one to hit a new target instead. Select two targets, and make one attack roll targeting both of them. Select one target, and that target must make a Perception Check versus your attack roll, on a fail they are unable to notice the incoming switch-up attack, and cannot react to the attack roll. On hit, both enemies take double your Weapon's Damage Dice + 4d6 damage, inflicting 2 ranks of Bleeding on hit.

If this jutsu is cast as a **Chain 2**, increase the damage die by +3, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, and inflicts 2 ranks of Lacerated on hit in place of bleed.

**At Higher Ranks:** For each rank you cast this above A-Rank, increase the cost by 3, the damage by 2d6 and the ranks of Bleeding by 2

## UNIVERSE SLASH

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any Ranged Slashing) M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu

**Description:** You fire your weapon with the might of the universe itself, meaning nothing can stand in your way. Make a Ranged Taijutsu Attack against a target you know is in range. You do not have to have a line of sight to the target but they cannot be hidden. This attack ignores THP and DR and all constructs and structures between you and the target are destroyed immediately. You do not roll this attack at disadvantage to the dodge action. On a hit you deal your twice your Weapon's Damage and the target creature must make a Constitution Saving Throw or gain 2 ranks of Lacerated.



## WARRIOR'S PACE

**Classification:** Bukijutsu

**Rank:** A-Rank

**Casting Time:** 1 Reaction when a creature would be knocked back.

**Range:** Weapons range

**Duration:** Instant

**Components:** W (Any Power), M

**Cost:** 16 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You immediately match steps with the opponent, locking them in to a deadly waltz with you. You can move with them as they move, ending your movement within a 5-foot space that could hold you. At the end of the movement you make a Melee Taijutsu Attack for every 10 feet they were knocked back, dealing your Weapon's Damage Dice plus 2d8 on hit. If you successful attack at least 3 times, at the end of the movement the target gains 2 ranks of Bruised and you can make an additional Melee Taijutsu Attack that deals your Weapon's Damage +2d8

If this jutsu is cast as a **Chain 2**, increase the damage die by +2, if this jutsu is cast as a **Chain 3** This jutsu damage becomes d10s, and the target gains 3 ranks of Bruised, instead of 2, if you land 3 Melee Taijutsu Attacks.

**At Higher Ranks:** For every rank you cast this jutsu above A-Rank, increase the cost by 3, the damage die by +1.

## WHIP LIKE STRIKES

**Classification:** Bukijutsu

**Rank:** A-rank

**Casting Time:** 1 Action

**Range:** Weapon Range

**Duration:** instant.

**Components:** M, W (Any Flail).

**Cost:** 16 Chakra

**Keywords:** Bukijutsu.

**Description:** By levying the weight and tension brought on by the chain and the weapon your mastery over the flail allows you to change and react to the weapons path by flicking your wrist and altering its course in a dozen micro movements.

This Jutsu cannot score a critical hit. Select a creature within range and make 5 Melee Taijutsu Attacks against them as your weapon strikes many times in the blink of an eye. Each hit deals your Weapon's Damage + 1d6, depending on how many hits, the creature suffers varying effects.

- [1 Strike]: The Creature loses 15 feet of movement for 1 minute
- [2 Strikes]: All previous effects, and a rank of Bruised for 1 minute
- [3 Strikes]: All previous effects, The target loses 2 AC for 1 minute
- [4 Strikes]: All previous effects, The target gains a ranked of Staggered for 1 minute
- [5 Strikes]: All previous effects, The target gains 5 ranks of Concussed for 1 minute

## S-RANK:

### ANNIHILATION

**Classification:** Bukijutsu

**Rank:** S-rank

**Casting Time:** 1 Action

**Range:** 30 Foot Cone

**Duration:** instant.

**Components:** M, W (Any Flail).

**Cost:** 24 Chakra

**Keywords:** Bukijutsu.

**Description:** You raise your weapon above your head, swinging it in mighty arcs over your head until the weapon becomes a blur of destructive force.

As a part of activating this jutsu, you may move up to your movement speed, during your movement, you may unleash a 30-foot cone of destructive force up to 3 times, at which point this jutsu ends. Each creature inside one of the cones must make a Strength Saving Throw, on a failed save they are thrown back 20 feet and suffer Weapon's Damage +1d12 and take a rank of Concussed. Or only half as much damage, half as much knockback, and no ranks of Concussed on a success. A creature can be affected by this Jutsu no more than twice.

### BINDING FURY: DRAGON'S ROAR

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Weapons reach

**Duration:** Instant

**Components:** M, W (Any Power)

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** (*Must be under the effects of a Binding Fury Stance to cast*) You unleash all of your pent of fury into an endless flurry of attacks. Make 3 Melee Taijutsu Attacks against a targeted creature. On hit, deal your Weapon's Damage +2d10. If all 3 of these attacks hit you can spend 1 Fury to make an additional attack dealing your Weapon's Damage Dice against the same creature. You can continuously spend 1 Fury to make an additional attack against the creature until you miss an attack roll or you make 10 attack rolls, whichever comes first.

If this jutsu is cast as a **Chain 2**, increase the damage die by +3, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, and each attack made as a result of spending \*Fury\* deals an additional 1d6 damage on hit.

## BLACK BLADE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 120 feet

**Duration:** Instant

**Components:** W (Any Blade), M, CM

**Cost:** 26 Chakra

**Keywords:** Bukijutsu, Fuinjutsu

**Description:** As part of the requirements for casting this jutsu, your weapon must be under the effects of a jutsu that would provide it an increase to damage in any way, such as the jutsu *Lightning Release: Static Weapon*, *Mortal Draw*, *Fire Release: Flame Coat*, etc.

You take your already enhanced weapon and funnel more powerful chakra within it, causing it to radiate intense black chakra. You move to a space within 120 feet in any path of your choosing. For every 30 feet you move, you jump in the air and send a slash of black chakra in a 45-foot long, 15-foot-wide line. All creatures within range of one of these lines must make a Dexterity Saving Throw, on a failed save they take your Weapon's Damage Dice + 2d8 damage of the damage type of the jutsu that buffs your damage (This jutsu ignores restrictions that prevent damage bonuses from jutsu to apply multiple times), or half much damage on a success. A creature makes a save for each line that passes through its space.

A creature that fails this Saving Throw by 5 or more lowers their maximum Hit Points by half the damage dealt for the next minute. This effect can be removed early by a medical effect that removes conditions of S-Rank or higher. If this occurs, the effected creature cannot suffer the fall by 5 or more effect of this jutsu for the next minute.

## BREATH OF SUN: FAKE RAINBOW

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Reaction, which you take when targeted by an attack.

**Range:** Self

**Duration:** 1 Round

**Components:** W (Any), M

**Cost:** Special (25 Chakra)

**Keywords:** Bukijutsu

**Description:** You begin to collect and manifest a bright chakra until it laces the striking portion of your weapon, causing it to shine, like the rising sun. This chakra then begins to glow brightly with enough intensity to nullify any chakra based or natural darkness until the end of the current turn. This shine creates a hazy illusion of all movement you make.

Until the end of your next turn, creatures cannot add their proficiency bonus to attacks made against you as they lose the motivation to follow through with the attack instinctually.

## BREATH OF SUN: HEAT HAZE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any), M

**Cost:** Special (30 Chakra)

**Keywords:** Bukijutsu, Kinjutsu

**Description:** You begin to collect and manifest a bright chakra until it laces the striking portion of your weapon, causing it to shine, like the rising sun. This chakra then begins to glow brightly with enough intensity to nullify any chakra based or natural darkness until the end of your current turn. This shine creates a hazy illusion of all movement you make.

To cast this jutsu, you must be under the effect of **Breath of Sun: Raging Sun** or **Breath of Sun: Fake Rainbow**. After casting this jutsu, Raging Sun and Fake Rainbow end.

Make a Melee Weapon Attack as quickly or slowly as you like. Regardless of the result of the attack, you automatically hit. You can roll to hit and declare the attack a hit or a miss, and the target can choose to react accordingly as they normally would, but regardless of the result or any penalties they impose or bonuses they gain, you automatically hit, dealing your Weapon's Damage + 12d12. This jutsu cannot gain the benefits of a critical hit, damage dice multiplication or alteration effects. This jutsu cannot benefit from bonuses to damage as a result of other jutsu, class or clan features.

## BREATH OF SUN: RAGING SUN

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** Instant

**Components:** W (Any), M

**Cost:** Special (30 Chakra)

**Keywords:** Bukijutsu

**Description:** You begin to collect and manifest a bright chakra until it laces the striking portion of your weapon, causing it to shine, like the rising sun. This chakra then begins to glow brightly with enough intensity to nullify any chakra based or natural darkness until the end of your current turn. This shine creates a hazy illusion of all movement you make.

Make two Melee Taijutsu Attacks with reverence behind each swing. On a successful hit, you deal your Weapon's Damage + 6d8.

On a miss, you instead gain a +5 bonus to your AC until the end of your next turn. This bonus does not stack with itself.

## DANCE PERFORMANCE: FINAL STEP

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 300 Feet

**Duration:** Instant

**Components:** W (Any), M

**Cost:** Special (35 Chakra)

**Keywords:** Bukijutsu, Kinjutsu

**Description:** You finish your battle dance by moving faster than the eye can see, affecting anything in your sight. Make two melee or Ranged Taijutsu Attacks. Compare the results against each creature of your choice that you can see within range, seemingly teleporting between each space, ending in an unoccupied space you can see.

This movement does not provoke opportunity attacks. Each hit deals your Weapon's Damage + 5d6, and each creature you hit gains 2 ranks of Lacerated.

Additionally, if you cast a jutsu with *Dance Performance* in the name as part of a chain, you can cast this jutsu as a Reaction, treating it as a Chain 3.

## DETONATING ROUNDS

**Classification:** Bukijutsu

**Rank:** S-rank

**Casting Time:** 1 Bonus Action

**Range:** Special

**Duration:** 1 Minute

**Components:** M, W (Any Ammo).

**Cost:** 24 Chakra

**Keywords:** Bukijutsu

**Description:** You infuse your chakra into your ammo set with a trigger to erupt into a lethal explosion. For the next minute your ammo stack inflicts a rank of Primed on each successful weapon or Taijutsu attack from the ammo stack. A creature cannot have more than 10 ranks Primed. As a Bonus Action or a Reaction, you can detonate all Primed ranks on all creatures you can see, dealing 2d12 Force Damage for every prime stack detonated. A creature can spend an action on their turn to make a Sleight of Hand Check versus your Taijutsu Save DC to remove all ranks of Primed on them. You cannot detonate the stacks of Primed a creature has as a Reaction while they are taking this action.



## DEVIL HUNTER

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 20-foot radius sphere

**Duration:** Instant

**Components:** W (Any Polearm), M

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You spin your weapon with a cruel smile and reel back to deliver a deadly swing that would dismantle apart any devil. Make one Melee Taijutsu Attack targeting Each creature in a 20-foot radius sphere. Dealing your Weapon's Damage +8d6 Force Damage and gain 2 ranks of Weakened and 2 ranks of Lacerated on a failed save. If a creature is concentrating on a jutsu and takes damage the concentration immediately ends if it is below S-Rank or the creature has a higher level than you. If it does not immediately end, then they still make their concentration check at disadvantage. If this jutsu clashes with another jutsu, you gain advantage on the clash check and the triggering creature gains disadvantage.

If this jutsu is cast as a **Chain 2**, increase the damage die by +6, and one additional rank of Weakened and Lacerated if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, and two additional ranks of Lacerated, and one additional rank of Weakened

## HEARTSTOPPER

**Classification:** Bukijutsu

**Rank:** S-rank

**Casting Time:** 1 Action

**Range:** Weapons Range

**Duration:** instant.

**Components:** M, W (Any Flail).

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Chain X, Kinjutsu

**Description:** You hit them in the heart really hard, like directly in the heart. Make a Melee Taijutsu Attack against a creature within range, on hit, the creature takes Weapon's Damage +4d10, additionally, the target must make a Constitution Saving Throw versus your Taijutsu Save DC. On a fail, the creature takes a rank of Staggered and 3 ranks of Weakened.

If this jutsu is cast as a **Chain 2**, increase the damage die by +6, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2

## INSTANT ECLIPSE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (30-foot radius sphere)

**Duration:** Instant

**Components:** M, NT (2 weapons Scrolls with a Thrown weapon Sealed inside)

**Cost:** 26 Chakra

**Keywords:** Bukijutsu

**Description:** You grasp two of the scrolls Sealed with ammunition into them and unfurl them in a double helix formation as you jump 60 feet into the air. The Sealed ammunition creates a blanket of steel above your opponent, enough to block out the sun. All creatures in a 30-foot radius originating from you, other than you, must succeed a Dexterity Saving Throw taking 35d4 Piercing Damage on a failed save or half as much on a successful save. You take no falling damage and land on your feet.

## JUGGERNAUT

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** Special

**Range:** Self

**Duration:** Instant

**Components:** M, W (Any Power)

**Cost:** Special

**Keywords:** Bukijutsu

**Description:** Once you get started there's no stopping your momentum. Once per turn, if you hit a creature with a Melee Taijutsu Attack after moving at least 30 feet, spend 10 chakra and deal an additional 4d8 damage. If you activate this jutsu again the following turn increase the chakra cost by 5 chakra and the bonus damage by an additional 2d8, up to a max of 12d8 bonus damage. This damage and chakra cost resets if you go a turn without casting it.

## LIVING FORCE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 5 Feet

**Duration:** Instant

**Components:** W (Any Melee Weapon), M, CM,

**Cost:** 25 Chakra

**Keywords:** Bukijutsu

**Description:** You draw upon negative emotions allowing it to leak out and coalesce with your chakra turning it into Strength. You make a single devastating swing with your weapon, with enough force to collapse the ground, and ignite the air ablaze around you.

Make a Melee Taijutsu Attack, dealing your Weapon's Damage + 20d6 Fire Damage. Creatures within 15 feet of you must make a Dexterity Saving Throw, taking the damage dealt on a failed save or half as much on a success.

## MERCILESS HAVOC

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (15-foot line)

**Duration:** Instant

**Components:** CM, M, W (any polearm)

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Ninjutsu, Chain X

**Description:** You slam your weapon down into your opponent and quickly follow up with a flurry of strikes. Each swing creates a spectral visage of your weapon that passes through all enemies in front of you. Make 7 Melee Taijutsu Attacks vs the AC of all targets in this jutsu's range. On hit, targets take your Weapon's Damage Dice +1d4. A target that is hit by all 7 attacks is knocked Prone and has their movement speed reduced to 0 until the end of their next turn. These attacks cannot score a critical hit.

If this jutsu is cast as a **Chain 2**, increase the damage by 2 steps, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional 2 steps.

## MORTAL DEFIANCE

**Classification:** Bukijutsu

**Rank:** S-rank

**Casting Time:** 1 Reaction to taking damage that would put you at or below 0.

**Range:** Self

**Duration:** Special

**Components:** M, W (Any Flail).

**Cost:** 24 Chakra

**Keywords:** Bukijutsu

**Description:** You keep your weapon spinning, using it as an anchor to tie you to this mortal coil for a bit longer, even using it as a set of strings to puppet yourself sometimes. This jutsu's duration is until you die or stabilize. For the duration, you roll your death saves at the end of your turn and you gain the following effects:

- If you damage a creature with the weapon used to cast this jutsu. You gain advantage on the death Saving Throw.
- If you reduce a creature to 0, you instantly succeed a death Saving Throw.
- If you are damaged while in this state, you do not take a failed a death Saving Throw, instead you roll that death Saving Throw with disadvantage. You cannot gain advantage on this death save by any means.
- If you score a natural 20 on an attack roll. You are immediately stabilized with 1 HP.
- If you go a turn without damaging a creature, you do not roll the death Saving Throw at the end of your turn, you instead take 1 failed death Saving Throw.

## MORTAL DRAW

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 Minute

**Components:** W (Melee Slashing or Piercing), M, CM

**Cost:** 25 Chakra

**Keywords:** Bukijutsu, Kinjutsu

**Description:** As a part of this jutsu, you impale yourself with your weapon, coating it in your blood, reduce your current hit die to 0, and you take 4d12 Necrotic Damage to yourself that cannot be reduced in any way.

You cannot lose concentration on this jutsu as a result of damage.

As a result, your weapon becomes a living embodiment of your lifeforce extending in range and enhancing its lethality. For the duration your weapon's range is doubled, deals +4d12 Necrotic Damage twice per turn, ignores resistances and immunity, and deals double damage to structures and constructs.

## PHOENIX BLAST

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (240 feet long, 15 feet wide line)

**Duration:** Instant

**Components:** W (Any Ranged), M

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Chain X, Clash

**Description:** You fire your weapon after extending its range with your chakra and send it forward in a wide line of pure destruction. All creatures in range must make a Dexterity Saving Throw or take your Weapon's Damage + 5d4 and gain the Stunned condition until the start of your next turn. On a successful save they take half damage and no additional effects. All non-chakra enhanced constructs and structures are immediately destroyed, and all chakra enhanced constructs and structures take maximum damage. If a creature would take 0 damage from passing this Justus save, they instead take 1/4 of the damage.

If this jutsu is cast as a **Chain 2**, increase the damage die by +5, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, and creatures suffers a - 1d4 to their save

## RAZOR'S SWIFT

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Weapons reach

**Duration:** Instant

**Components:** M, Weapon (any polearm)

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You jab your weapon into your opponent's torso, then twirl it above your head at rapid speeds manipulating the air pressure around you, pulling nearby enemies in. Make a Melee Taijutsu Attack, on hit, the target takes your Weapon's Damage, then all creatures within your weapons reach +10 feet must a Strength Saving Throw. Creatures that fail take damage equal to your Weapon's Damage Dice +3d8 and are pulled 15 feet toward you, or half as much damage on success with no additional effects.

If this jutsu is cast as a **Chain 2**, increase the damage die by +3, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +1, and your weapon reach extends to +15 feet for this casting.



## SCATTERSHOT

**Classification:** Bukijutsu

**Rank:** S-rank

**Casting Time:** 1 Action

**Range:** Special

**Duration:** instant.

**Components:** M, W (Any Ammo).

**Cost:** 24 Chakra

**Keywords:** Bukijutsu

**Description:** You load all your ammo into a single attack, looking to cause as fide spread destruction as possible. All creatures in a range of this jutsu, must make a Dexterity Saving Throw taking Weapon's Damage +15dx on a failure and half as much on a success. This Justus range and damage changes depending on the size of the spent Ammo stack.

- 1d4: 15-foot cone, d4
- 1d6: 30-foot cone, d6
- 1d8: 60-foot cone, d8
- 1d10: 120-foot cone, d10
- 1d12: 240 Foot cone, d12

## SHADOWFALL

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** 1 Round

**Components:** CM

**Cost:** Special (25 Chakra)

**Keywords:** Bukijutsu, Kinjutsu

**Description:** You generate a surge of chakra throughout your body preparing for a powerful burst of speed and power. You gain 3 additional actions as a part of the activation of this jutsu until the end of your turn, which you then gain 5 ranks of Exhaustion. These actions must be used to perform multiple bukijutsu in a row.

## SKY SPLITTER

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 100 Feet

**Duration:** Instant

**Components:** W (Any Melee Weapon), M, CM

**Cost:** 30 Chakra

**Keywords:** Bukijutsu

**Description:** You make a single swing with enough force to split to sky and the earth from the weight of your attack alone. All creatures in a 100-foot long, 15 feet wide line, originating from you, must make a Dexterity Saving Throw taking your Weapon's Damage +10d10 on a failed save or half as much on a successful save. The ground tears open and leaves a 50-foot-deep crevasse from this bukijutsu. Creatures who are more than 5 feet from the edge of either crevasse must make a Dexterity Saving Throw or fall the full distance to the bottom.

## SKYFORCE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** 90 feet

**Duration:** Instant

**Components:** M, W (Any Power)

**Cost:** 28 Chakra

**Keywords:** Bukijutsu, Medical, Chain X

**Description:** (To cast this jutsu, the target must be airborne) You fuel your weapon with sapping chakra, then leap into the air and strike your opponent in their abdomen. Make a Melee Taijutsu Attack against an airborne target. On hit they take your Weapon's Damage +5d8. A creature hit by this jutsu also takes double fall damage as they are sent plummeting into the ground. If you reduce a creatures to 0 Hit Points with this jutsu, regain health equal to the amount of damage dealt with this jutsu.

If this jutsu is cast as a **Chain 2**, increase the damage die by +5, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +5

## SPIRAL CLOUD PASSAGE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (25 feet)

**Duration:** Instant

**Components:** W (Melee Slashing), M

**Cost:** 25 Chakra

**Keywords:** Bukijutsu

**Description:** You leap into the air while slashing relentlessly, Striking everyone and everything around your multiple times. Make 3 Melee Taijutsu Attacks. All creatures within 25-feet of you of your choice are targets. The result of the 3 attacks represent the rolls made in attempts to get over each creature's AC. On each successful hit, target creature(s) takes your Weapon's Damage Dice + 3d10 Slashing Damage. If you roll a critical hit all creatures suffer the effects of the critical hit.

## SWORD AURA: VIOLET

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Action

**Range:** Self (60-foot radius Sphere)

**Duration:** Instant

**Components:** W (Any Blade), M

**Cost:** 24 Chakra

**Keywords:** Bukijutsu, Chain X

**Description:** You must be under the effects of a **Sword Aura** to cast this jutsu. You use the built-up chakra in your blade to have it explode out in a violent violet explosion as you slash down, raining your sword aura over a wide area, striking all who stand before you. All creatures of your choice within the area of this jutsu must make a Dexterity Saving Throw or take your Weapon's Damage +3d6 and gain 3 ranks of Lacerated as you rain down violet swords made of your sword aura. On a success they take half damage and instead gain 2 ranks of Bleeding.

If this jutsu is cast as a **Chain 2**, increase the damage die by +4, if this jutsu is cast as a **Chain 3**, increase the damage die by an additional +2, and an additional rank of Lacerated

## THE ZONE

**Classification:** Bukijutsu

**Rank:** S-Rank

**Casting Time:** 1 Full turn action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Components:** CM, W (Any), M

**Cost:** 30 Chakra

**Keywords:** Bukijutsu, Kinjutsu

**Description:** Your mind and body enter a state of clarity that can only be achieved through dedicated training and skill. As a part of the activation of this jutsu you cannot maintain concentration on any other jutsu for the duration. You gain the following benefits;

- Your Weapon and Taijutsu attack can't be reacted to, and treat damage immunity as Resistance and ignore resistance.
- Your movement speed is doubled and your AC is increased by 2.
- You have advantage on Weapon and Taijutsu attack rolls and increase your Bukijutsu save DC by +1
- You cannot lose concentration on this jutsu as a result of failing a concentration check.

You can end this jutsu early as a Bonus Action, and you may reactivate it as a Bonus Action, spending half of the initial cost. Once this jutsu ends you cannot use this jutsu again until you finish a full rest.



