



HUNTER X HUNTER 5E



HxH5E v1.0.0

"You should enjoy the little detours to the fullest. Because that's where you'll find the things more important than what you want."

BAKED DEER

THANK YOU

We want to say thank you to anyone who uses this document and creates their own HxH universe using our homebrew ruleset. You can join our little online HxH5e communities in a couple different places:

Discord: <https://discord.gg/f43eSraPnT>

Reddit: <https://www.reddit.com/r/HxH5e/>

DISCLAIMER

This document is an unofficial, fan-made Dungeons and Dragons 5e guide for fans of the Hunter x Hunter (HxH) series. This content is not endorsed or sponsored by Wizards of the Coast or the Hunter x Hunter mangaka Yoshihiro Togashi.

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ARTIST CREDITS

The HxH5e team does not claim any ownership or copyright to any artwork in this document. Many of the images included in this document come from the official HxH manga drawn by Yoshihiro Togashi, 1999 anime produced by Nippon Animation, and 2011 anime series produced by Madhouse, Nippon TV, VAP, and Shueisha.

Other artist credits are given below where possible. We will update these credits as necessary and remove artwork upon any original creator's request.

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USING THIS DOCUMENT

HxH5e assumes that players have already watched or read HxH through to the end of the 13th Hunter Chairman Election Arc covered by the 2011 anime series. This document also assumes players already have some basic knowledge of the D&D5e system. If not, you may want to have a copy of the official D&D5e Player's Handbook (PHB) nearby. The dungeon master (DM) will also need a copy of the official D&D5e Dungeon Master Guide (DMG).

This guide will not define basic D&D5e gameplay mechanics found in the PHB such as how to roll dice or all of the steps for creating a new character. If you can't find a specific piece of information in this guide, like how to perform a short rest, then you can assume that the mechanic works the same way as it's explained in the PHB. We're also not looking to reinvent the wheel. Many of the well-known pre-existing features and abilities from standard 5e books have been repurposed to fit the HxH world and narrative.

We suggest not taking anything in this guide too seriously, the editors are amateurs. Work with your DM to find the correct power balance for you and your party. We've done our best to balance everything and make the system as fun as possible while honoring the source material. However, nothing written in this guide is guaranteed to be perfect or play tested.

HxH SPOILERS?

HxH5e is designed to encompass all of the canon storyline and content covered by the HxH official manga series, 1999 anime series, and 2011 anime series up to and including the 13th Hunter Chairman Election Arc. We're stopping there since we don't want to have any spoilers in this guide for the anime-only fans.

This guide does not include any plot information about the filler episodes found in the 1999 anime series or the HxH films which are not considered canon. However, generic world building elements from these sources may be included to provide more content for players to enjoy.

Please do not ask the editors to include or acknowledge any content beyond the 13th Hunter Chairman Election Arc. If the anime series ever continues, this guide may be updated to include additional canon storyline. Any messages that do not align with this request will be removed. If you post any manga-only spoilers in our online community areas, such as our subreddit or discord, we may ban your account. Thank you for being considerate to the anime only fans!

If you have not read or watched Hunter x Hunter up to and including the 13th Hunter Chairman Election Arc, then this guide will contain spoilers beyond this point that you'll want to avoid. **You have been warned!**



STORY BUILDING

When creating a campaign using HxH5e, the DM must first decide in which year they want their storyline to take place in. The canon story of HxH, when Gon leaves Whale Island to take the hunter's exam, starts in the year 1999. There are some contradictions based on character ages, but we can estimate it's the year 2002-2003 when the 13th hunter chairman election takes place. This could be a great setting for a campaign that will be very familiar to your players. However, it can also stifle your creativity as many famous characters and their power rankings have already been established.

If you choose you have your campaign set in the past, before the canon series has begun, then we recommend you scale back your world's technology level accordingly. If your story takes place in the 1970s, then the world should be restricted to real-world 1970s technology. The same rules apply if you set your story in the futuristic world of 2025 where the internet and computers are much more advanced. How does the technology of the current year affect the world itself? We find the idea of the mafia selling scarlet eye NFTs during the underground auction quite amusing.

Next, determine the important groups and factions in your world and who controls them. For example, who is the current Hunter's Association chairman? Do the zodiacs exist? Does the Phantom Troupe exist yet, or still? What major governments and underground communities exist? Are there any world famous, unique characters or families that your players should know about at the start of the campaign? Are any of these groups' rivals? Are any of them working as allies against a common threat?

Lastly, you'll need to decide where in the world you want your campaign to start. There are a few well known locations that are great starting locations such as Yorknew City and Heaven's Arena. Alternatively, much of the HxH world is completely unknown to us so you can get creative and setup an environment that is entirely unique to your story. We've seen many glimpses of locations in the world that seem entirely alien, so you can really create anything your mind can imagine.

THE WORLD

The world is composed of a giant ocean and six continents which look roughly like those of the real earth but they are in different locations. The planet itself doesn't yet have a confirmed name. There are 250 countries in the world and only two continents are known by name so far: the Yorbian and Azian continents. The entire series so far has taken place on the western side of the world with no locations or scenes taking place on the eastern continents.



It is not confirmed if the world is spherical. We never see any kind of globe or any characters traveling west to reach the eastern side of the map or vice versa. You're welcome to think of the world as flat or round in your playthrough.

We also don't know the official scale of the HxH map compared to the real world. However, we can make an educated guess based on the size of the NGL Autonomous Region during the chimera ant arc. The NGL is relatively small on the world map, but we know that it's quite large with multiple biomes, many villages, and a maximum population of 2.17 million people. This likely indicates that the HxH world is roughly the same scale as our world.

KNOWN LOCATIONS

The following is a list of known locations in the HxH world. These locations can easily be incorporated into any custom campaign and make great starting locations. For a large, detailed image of the current known world, you can click [here](#).

DOLLE HARBOR

Dolle Harbor is a port city located on the southern coast of the Kukan'yu Kingdom. It is a common gathering place for aspiring Hunters. Gon, Kurapika, and Leorio were all dropped off in Dolle Harbor to find their way to the 287th Hunter Exam. An enormous Lone Pine Tree stands atop a hill just outside of the town.

DOLI CITY

Doli City is a small city within the Republic of Rokario. It is a small densely populated city that is also one of the closest modern cities to the NGL. It is the location where Gon and Killua train themselves under their nen teacher Biscuit to fight against Knuckle and Shoot for the right to join the Chimera Ant Extermination Team.

GREED ISLAND

Greed Island is a real island found off the eastern coast of the Yorbian Continent. During the years 1987 to roughly 2001, the island was the site of a nen-based game which simulated a virtual MMORPG-style video game world. During this time, anyone wishing to travel to the island had to teleport there using an authentic Greed Island video game cartridge. Any other mode of entry was blocked by the game masters and the unwanted visitors would be forcefully exiled.

It is not known what happens after 2001 when the game is completed. It may have closed permanently or restarted with new cards and win conditions.

HEAVENS ARENA

Heavens Arena is located on the same unnamed continent as Kukuroo Mountain but is located on the opposite side. It is a tower combat arena, the world's most popular battle site, where victorious fighters ascend to higher floors as part of its reward system. The fourth-tallest building in the world, Heavens Arena stands 991 meters tall and has 251 floors. The tower is surrounded by a bustling city center with no established name.

Inside, thousands of martial artists compete daily to test their skills and advance to higher floors. The annual spectator attendance is over 1 billion and the building is fully equipped with service facilities, including restaurants and shopping.

JAPPON

While never actually visited in the series, Jappon is an island country located between Dolle Harbor and Heavens Arena. Being the home country of sushi, ninjas, and haiku, it is the fictional equivalent of real-life Japan.

KUKUROO MOUNTAIN

Kukuroo Mountain is a dormant volcano located in Dentora Region of the Republic of Padokea. It stands 3,722 meters above sea level and is where the infamous Zoldyck Family lives. The family owns the mountain and the land around it is surrounded by huge stone gates. The foot of the mountain is covered by dense jungle and typically surrounded by thick clouds. It's said that the Zoldyck mansion is located at the peak of the mountain.

METEOR CITY

Meteor City is a junkyard city inhabited by outcasts. The people who live there do not exist in any official records, and the existence of the city itself is known to very few people. The city is run as a gerontocracy, in which an assembly of elders oversees the city.

It is rumored to be at least 1500 years old, and to have been founded as an internment camp set up by a dictator. Since then, it has been a dumping ground for other countries. The city is said to be the most diverse place on the planet, and its population is estimated at eight to ten million people.

MITENE UNION

The Mitene Union is a federation formed by five countries: the NGL Autonomous Region, the Republic of Rokario, the Republic of Hass, the Republic of West Gorteau, and the Republic of East Gorteau. It is located in the Balsa Islands, to the south of the Yorbian Continent. This area is the location of the chimera ant arc.

SWARDANI CITY

Swardani City is a sprawling metropolis where the Hunter Association headquarters is located. There isn't much known about this city except that it was a main location referenced during the 13th hunter chairman election arc.

WHALE ISLAND

Whale Island is the hometown of Gon. Whale Island is largely visited as a small port for fishermen, with few actual residents living there. With mountains on each side, the island is mostly forested and home to a number of creatures such as foxbear and the speckled squirrel. While the location of the island isn't officially known, it is a safe assumption that it exists relatively close to Dolle Harbor.

YORKNEW CITY

Yorknew City is a sprawling metropolis located in the United States of Saherta on the Yorbian Continent. The city holds various annual auctions from September 1st to 10th, including the world's largest auction, the Southernpiece Auction, in which the world's rarest and most valuable items are sold.

Aside from thousands of authorized auction houses, the city is also famous for its black market auctions which mostly deal in illegal goods. During the ten days of auctions, tens of trillions of Jenny are exchanged in the authorized auctions alone.



FLORA AND FAUNA

The HxH world is rich in diverse flora and fauna, featuring some that are unique and extraordinary while others are very familiar like dogs, cats, horses, and seagulls. While much of the world remains unexplored, the potential for discovery is vast, constrained only by one's imagination. Overall, the HxH world—particularly in remote areas—presents far greater dangers than those typically found in our own.

While details on the plants and fungi in the series are limited, some information exists. For instance, the claymore mushroom is known to be lethal to humans, and certain tree species, like the World Tree towering over 1,700 meters, reach impressive sizes. However, most of the common plant life, including trees, flowers, and bushes, remain largely conventional.

In contrast, animals and beasts are prominently featured and highly distinctive, often with significant potential for harm. We encounter harmless species like hemotropic butterflies alongside formidable creatures such as foxbears and cunning, near-sapient threats like man-faced apes. Notably, animals naturally emit a nen aura similar to humans, suggesting the existence of dangerous species capable of threatening or even defeating nen users.

Throughout the series, domesticated animals serve a range of roles—companions, security, transportation, livestock, and messengers for long-distance communication.

TECHNOLOGY

The HxH universe is an eclectic blend of advanced technologies and a fantastical world steeped in nen. Modern conveniences such as video games, computers, and flat-screen TVs are commonplace, demonstrating a world that has embraced digital advancements. Cell phones and GPS technology are widely used, enabling people to stay connected and navigate complex terrains with ease. Automatic translation apps also exist, bridging linguistic barriers and making global communication seamless. Datapads and similar devices serve as multi-functional tools, used for research, organization, and communication.

In addition to consumer technology, the world includes advanced military and industrial innovations. Firearms and explosives are readily available, ranging from handguns to tanks and missiles, reflecting a world where combat technology plays a significant role. Vehicles, including motorcycles, cars, and aircraft, are prevalent and vary from standard models to highly specialized designs, often customized for unique missions. Canned food and drinks, while seemingly mundane, are essential for sustaining long expeditions into uncharted territories.

Finally, the HxH world blends these advancements with unique supernatural elements. While nen remains incredibly important, technology enhances the reach and efficiency of individuals who wield it. Hunters often leverage technological tools alongside their nen abilities to solve complex problems or gain an edge in dangerous situations.

LAWS AND SERVICES

The HxH world operates with a robust infrastructure of laws and services that facilitate daily life and global connectivity. Essential services like mail delivery, internet access, television, and radio broadcasting are widely available, ensuring that citizens and Hunters alike can stay informed and connected. Newspapers and magazines remain popular for sharing news and stories, offering a glimpse into the world's diverse cultures and regions. Public transportation, ranging from buses and trains to advanced monorails and airships, provides reliable travel options across vast distances, often critical for Hunters embarking on their missions.

Economic services are equally advanced, with bank accounts, online transactions, and global financial networks supporting everything from everyday purchases to high-stakes business deals. Legal systems vary by region, with some areas governed by strict laws while others are more lawless, requiring Hunters to adapt and remain vigilant. Specialized licenses, such as the Hunter License, grant access to restricted services and confidential information, exemplifying the privileges afforded to skilled professionals.

KNOWN FACTIONS

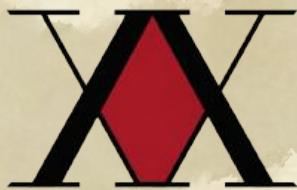
The following is a list of known important factions in the HxH world. These factions will likely exist in your customized HxH world in some way or another.

FLOOR MASTERS

Floor Masters are the 21 highest ranked competitors in Heavens Arena. They're each given their own private penthouse between the 230th and 250th floors of the tower.

To become a Floor Master, one must first win ten matches on the 200th floor of Heaven's Arena without losing four matches. Once that is accomplished, they then must challenge an existing Floor Master to take his or her place.

Floor masters typically participate in the Battle Olympia, a biennial tournament where the victor is allowed to live on the 251st floor in an even more exclusive penthouse.



HUNTER ASSOCIATION

The Hunter Association is a non-governmental organization responsible for the testing and licensing of Hunters, individuals who have proven themselves through the rigorous exam to be elite members of humanity. This association is primarily neutral in most cases and follows the will of its current chairman. For example, Chairman Netero valued strength above all else and he freely welcomed even known murderers if they were strong and followed the organization's bylaws.

After passing the Hunter Exam, an applicant is rewarded with a license declaring them an official Hunter. Typically, Hunters devote themselves to tracking down priceless items, mystical places, and the unseen wonders of the world. Hunters must always be on the hunt for something whether it's a person, place, or thing.

MAFIA COMMUNITY

The Mafia Community, also referred to as just the Mafia, Syndicate, or Community, is a collection of crime syndicates, groups, and individuals spread all over the world. The Mafia seems to have a traditionalist structure in general, with a council of leaders at the top and several families one level below. The council of leaders are the Ten Dons, and each have their own turf in ten regions on six continents.

While the Mafia's business and interests can be legal, much of it is composed of crimes and illegal operations, including commodity control in certain places, human

trafficking, distribution of black-market goods, and smuggling. Murder seems to be common in the Mafia, but as a way of doing business and not as a business in itself.

PHANTOM TROUPE

The Phantom Troupe is an infamous band of thieves with Class-A bounties. The group is also known as the Spider and its members the Spiders, most of whom hail from Meteor City. The group typically consists of thirteen members, each having a numbered tattoo of a twelve-legged spider on their body.

The Troupe does not assemble frequently but gathers at the leader's request, which can be discretionary or mandatory. Only the leader has the authority to add new members, although they can recommend candidates, they deem suitable. Defeating a current member is a viable way to replace them, which may not be subject to the leader's approval. Other than following their leader's orders and not fighting amongst themselves, members are not expected to follow any specific procedures.

ZODIACS

The Zodiacs, or Zodiac Twelve are the high council of the Hunter Association comprising twelve top hunters whose skills have been recognized by the current chairman. The original formation consisted of the vice-chairman of the association and 11 staff advisors.

The Zodiacs act as the chairman's counselors. The former chairman, Netero, would entrust the Hunter Association to them in times of emergency, and they were also his sparring partners. They each have a codename associated with one of the Chinese zodiac signs, which most of them choose to match in appearance.

The Zodiacs have a high standing within the Association, but it is still unclear how much of their power is dependent on the current chairman.

ZOLDYCK FAMILY

The Zoldyck family is, by far, the deadliest and most infamous group of assassins in the world. Assassination has been the Zoldyck family's trade going back at least a couple hundred years. Their fame and fortune coming from their exceptional skills, professionalism, and perfect track record. With rare exceptions, all family members are professional assassins for hire.

Despite being labeled as wanted criminals, none of the authorities in the world seem to do anything to confront the Zoldyck family. This includes the Hunter Association who have hired the Zoldycks in the past on at least one occasion to assist them with a mission.

The Zoldyck family owns Kukuroo Mountain and its large surrounding area. Their estate is surrounded by huge stone walls and is heavily guarded by a giant beasts and highly skilled butlers who practice nen and martial arts.

THE HUNTER ASSOCIATION

BECOMING A HUNTER

Since player characters are designed to already possess and understand the basics of nen at level 1, it's appropriate to assume they have already passed the hunter exam. In this case, players will begin the game as rookie members of the Hunter Association with their hunter license card in their inventory.

If players do not start as rookie hunters but instead plan to take the exam, it is safe to assume they will easily succeed. Even a very basic understanding of nen will provide players with an extreme advantage against the vast majority of other exam participants.

HUNTER BYLAWS

1. Hunters must always be on the hunt for something.
2. Hunters must have a minimum understanding of martial arts. This includes learning nen.
3. Once a hunter is licensed, that license cannot be revoked for whatever reason. However, a license will not be reissued for whatever reason.
4. Hunters shall not target other hunters unless they have committed heinous crimes.
5. One star is given to a hunter who produces remarkable achievements in a particular field.
6. Two stars are given to a hunter who fulfills five articles, holds an official position, and has mentored a junior hunter who is awarded a star.
7. Three stars are given to a hunter who fulfills the six articles and produces remarkable accomplishments in multiple fields.
8. The chief executive of the Hunter Association must earn the confidence of a majority of his colleagues. When the position of chairman is vacated, the vote to elect the next chairman must be conducted at once and deputy power is given to the vice-chairman in the meantime.
9. The authority to decide on a method to select new members is given to the chairman. However, to significantly change existing methods requires the confidence of a majority of colleagues.
10. Any matter not mentioned here will be decided in a cabinet consisting of the chairman, vice-chairman and staff advisors. The chairman has the authority to select the vice-chairman and staff.

HUNTER WEBSITE

By typing the correct URL, inserting the code of one's license and swiping it into any computer, a hunter is able to access Hunters' Tavern, a hunter-only website where all manners of information unretrievable through other means can be purchased at a steep price.



HUNTER LICENSE

A hunter license is a type of card given exclusively to hunters after they pass the hunter exam which proves the status of the owner and has multiple benefits. It provides free access to most public services and permission to go almost anywhere in the world without a visa. It also grants the ability to kill without facing major legal consequences, although there are exceptions. A hunter license also grants access to guarded information as well as being an easy way to get jobs. Furthermore, there are collectors willing to buy it for a fortune that would sustain a hunter's family for generations.

Exceptional hunters who produce remarkable achievements may be promoted to a single-star, double-star, or triple-star hunter. When this happens, the hunter's license is updated with a new design based on their updated rank in the organization.

MANAGING BODIES

EXAM COMMISSION

The exam commission is tasked with the organization and management of the annual hunter exam. The examiners are nominated by a board every year and supervise a phase of the exam without pay. By the 9th article, the chairman is also the head of the exam commission and has the authority to decide on a method to select new members. However, examiners are largely free to choose the content of their phase, as long as they satisfy agreed-upon criteria.

REVIEW BOARD

The review board is a commission that assigns jobs to specific hunters. Not even the chairman is powerful enough to defy their decisions. Should a government or private business enlist the Hunter Association's help, and should that job receive many applications, the review board is tasked with assigning it based each applicant's skill and aptitude.

DISCIPLINARY COMMITTEE

The exact activities of this body are unknown. It is likely responsible for ensuring members of the association respect the ten bylaws and discipline those who don't in some way such as monetary fines, imprisonment, or even assassination.

TYPES OF HUNTERS

Professional hunters generally have a field of specialization. Some fields are quite common such as blacklist hunters. However, there are no rules that say a hunter can't invent their own unique field of interest. We see a few characters with very specific fields such as Ickshonpe Katocha who is the only known hacker hunter and spends most of his time in what seems to be a virtual reality world. A newly licensed hunter who lacks an area of specialization is classified as a rookie while they develop experience.

KNOWN TYPES OF HUNTERS

Hunter Type

- Rookies
- Beast Hunters
- Blacklist Hunters
- Botanical Hunters
- Crime Hunters
- Cute Hunters
- Disease/Virus Hunters
- Gourmet Hunters
- Hacker Hunters
- Head Hunters
- Jackpot Hunters
- Lost Hunters
- Music Hunters
- Paleograph Hunters
- Poacher Hunters
- Poison Hunters
- Problem Hunters
- Ruins Hunters
- Sea Hunters
- Terrorist Hunters
- Treasure Hunters

NEN

Nen is one of the defining features of the HxH world. It's a technique that allows a living being to use and manipulate their own life energy known simply as aura. The term nen can also be used in conversation to refer to aura. A person capable of utilizing nen is colloquially referred to as a nen user.

Since nen users can develop a great variety of supernatural abilities using nen, it is considered a dangerous power that is kept hidden from the public at large to maintain balance in human society.

AURA

Nen aura is the life energy produced by all living bodies, it is vital for survival and directly linked to one's stamina. The points on the body from which aura flows out are called aura nodes. Additionally, aura is invisible to non-nen users, it can only be seen after the aura nodes in the eyes are opened. Nonetheless, sensitive individuals can feel its presence without being aware of its existence.

In normal conditions, the aura from all parts of the body tends to flow together, producing one mass of energy. This happens without the individual's awareness, typically resulting in aura slowly leaking away from the body constantly without exceedingly harmful consequences. On the other hand, if someone whose aura nodes are fully open doesn't attempt to close them or control the flow of their aura, they'll soon grow so exhausted that they'll be unable to stand and even lose consciousness. Learning to control one's aura nodes is the first step to becoming a nen user.

NEN TRAINING AND INITIATION

A student learning nen trains their body to manually open and close their aura nodes at will. This allows them to control the flow of aura around their body. A student typically learns this process slowly over multiple months through practice and meditation with the help of a nen instructor.

There is a second method, colloquially called "Initiation", that is achieved by forcing a person's aura nodes to open instantly and violently. This is achieved by having an experienced nen user channel a light burst of their aura into the person's body. Despite being much quicker, this method is typically frowned upon by nen instructors due to the extreme danger it poses to the student.

It is also possible to receive an unintentional "Initiation" through a nen attack. This often kills the victim in the process. However, if the victim survives the nen attack, it's likely they will become a nen user but at a heavy cost, such as losing a limb, blindness, or paralysis. Ignorant combatants who reach floor 200 in Heavens Arena are often forcefully initiated in this way. We also see multiple chimera ants learn to use nen because they punch each other with nen-infused attacks.



FOUR MAJOR PRINCIPLES OF NEN

The four major principles, in order of study, are: ten, zetsu, ren, and hatsu. These four principles form the very basic fundamentals of nen usage. Each of these take time to learn but eventually become second nature. Players will start the game at level 1 with a basic understanding of ten but will need to gain experience to learn more.

TEN

Ten, meaning envelop, prevents aura from leaking away from one's body. Ten is the process of keeping the nodes open, but also having aura flow through and around the body rather than away from it. Once maintained, it creates a thin shroud around the user that feels like standing in a lukewarm, viscous fluid. It is the default state nen users walk around in during everyday life and even sleep in. Ten provides a basic level of supernatural protection and strength.

ZETSU

Zetsu, meaning suppress, stops the flow of aura from a person's body altogether. By closing their aura nodes, the user is able to halt all outflow of their aura like water from a valve, making their presence much harder or even impossible to sense. It's confirmed that some wild animals are naturally able to use zetsu when hunting prey or hiding from predators. Shutting off the aura nodes in their eyes prevents the nen user from being able to see aura. However, since they are no longer surrounded by their own aura, they become much more sensitive to feeling the aura of others.

REN

Ren, meaning refine, focuses on outputting a larger amount of nen aura than ten, projecting it outwards explosively. This amplifies the user's physical strength, durability, and provides a large pool of aura for any advanced techniques. However, maintaining ren for long periods of time is costly and will quickly expend the user's aura. At first, a student learning ren will only be able to maintain it for a few minutes. Nen masters can maintain ren for many hours. In most cases, ren subconsciously reflects the user's hostility without their control. It can even leave faint traces in the environment after the nen user has left the scene.

HATSU

Hatsu, meaning release, is one's personal expression of nen. Its qualities are influenced by, but not restricted to, one of the six available nen types. Hatsu is used to project one's aura to carry out a certain supernatural abilities. These are special and unique paranormal abilities that are colloquially referred to as one's "nen abilities." Hatsu first appears when using ren during a water divination test. When a certain level of skill has been attained, the student can attempt to create their personal hatsu.

ADVANCED NEN TECHNIQUES

After acquiring a working command of the basics, a student is introduced to a series of advanced nen techniques that often combine and/or derive from the four major principles. These techniques vastly expand the user's options in combat, but they also consume more aura than the four major principles.

GYO

Gyo, meaning focus, is an advanced application of Ren by which a Nen user concentrates a larger than normal portion of their aura into one specific body part. It increases the strength of that one body part but leaves the rest of the body more vulnerable. Gyo is most often used in the eyes, allowing a nen user to see aura and nen constructs concealed with In, as well as traces of aura so faint that they might go unnoticed otherwise. When in doubt, use Gyo!

IN

In, meaning concealment, is an advanced form of Zetsu used to render one's aura imperceptible, even to other Nen users, effectively concealing it. Unlike Zetsu, however, In does not stop the user's aura flow; instead, it hides it, making it impossible to perceive with any of the five senses or extrasensory perception. Hence, this technique is perfect for launching sneak attacks or laying traps, as it can conceal not only the user's presence, but also Nen constructs generated with transmutation or conjuration techniques.

EN

En, meaning circle, is when one extends their Ren so that their aura extends further than normal, then uses Ten at the same time to contain and give shape to that aura, normally a sphere. Someone using En can feel the shape and movement of anything within the area covered by their aura, with the degree of awareness and finesse depending on their level of skill. The downside to this technique is that it is extremely tiring.

SHU

Shu, meaning enfold, allows a nen user to enshroud an object with their aura and to use that object as an extension of their own body. For example, one could use Shu to extend their Ten around a weapon, which would strengthen and protect it.

KO

Ko, meaning temper, is utilized to focus aura on one part of the body. Ten is used to prevent it from dispersing. Zetsu is used to completely stop the flow of aura in all other parts of the body, increasing the output in the desired area. With Ren, the amount of aura is increased even further. This makes that one body part extremely powerful, but at the cost of leaving the rest of the user's body completely unprotected. Due to the risk it carries, Ko is regarded as a purely offensive technique.

KEN

Ken, meaning fortify, is a primarily defensive technique where a nen user maintains a state of Ren for a prolonged amount of time. The amount of aura surrounding the user's body during Ken is about 10 times higher than during Ten. Ken allows a nen user to guard against attacks from any direction, but the large amount of aura produced makes it tiring to maintain.



RYU

Ryu, meaning flow, is the term for use of Gyo while in a state of Ken to perform real-time offensive and defensive value adjustments. Ryu is redistributing one's aura according to percentages in different parts of the body. The user effectively uses Gyo on all their body parts simultaneously, adjusting the level of nen in each area in real-time. A nen master can do these adjustments faster than a blink of an eye during battle.

For example, one could focus 70% of their aura in one fist and 30% everywhere else as they are about to strike an opponent. Alternatively, they could focus 80% in their aura around their leg and 20% everywhere else to block an incoming kick. While weaker than Ko or Ken individually, it is a more balanced, optimized, and faster version of both.

THE SIX TYPES OF NEN

In HxH, each person is assigned one of six different types of nen. This is determined at birth, or in early childhood and rarely changes. These six types are enhancement, transmutation, emission, conjuration, manipulation, and specialization. Each person has a primary nen type, which can be determined via tests when they are first learning basic nen techniques.

People can still learn and use abilities from other categories of nen. However, it is only possible to fully utilize 100% of their nen's strength and efficiency when their abilities use their primary nen affinity. Therefore, it's considered to be a blunder for nen users to focus too heavily on hatsu that don't synergize well with their natural nen affinity.

We see an example of this in the series with Kastro. Kastro is a highly skilled nen user but ultimately fails to achieve greatness because he focused on manipulation and conjuration, instead of focusing on his natural affinity with enhancement.



WATER DIVINATION TEST

The most reliable way of determining one's aura type is through water divination. This divination requires one to float a leaf atop a full glass of water. A student of nen will place their hands around the glass and perform Ren. The resulting effect from one's aura contacting the glass will identify a person's aura type.

Since nen types seem to be determined at birth or early age, the results of this test will never change even if the nen user only practices other types of nen. An enhancer will always be an enhancer, even if they choose to base all their special abilities on emission. The only exception to this rule is when a nen user suddenly becomes a specialist later in life. However, this is a very rare circumstance.

Enhancers. If the volume of the water changes

Transmuters. If the taste of the water changes

Emitters. If the color of the water changes

Conjurers. If impurities appear in the water

Manipulators. If the leaf moves around

Specialists. If a completely different change appears

PERSONALITY TEST

A less reliable way to determine someone's nen type is based on their personality. This is a great option to determine how to roleplay as a certain character and may provide clues about your foe's abilities if you're able to get them talking.

Enhancers. Simple, determined, truthful, straightforward, stubborn, selfish, and unwaveringly focused.

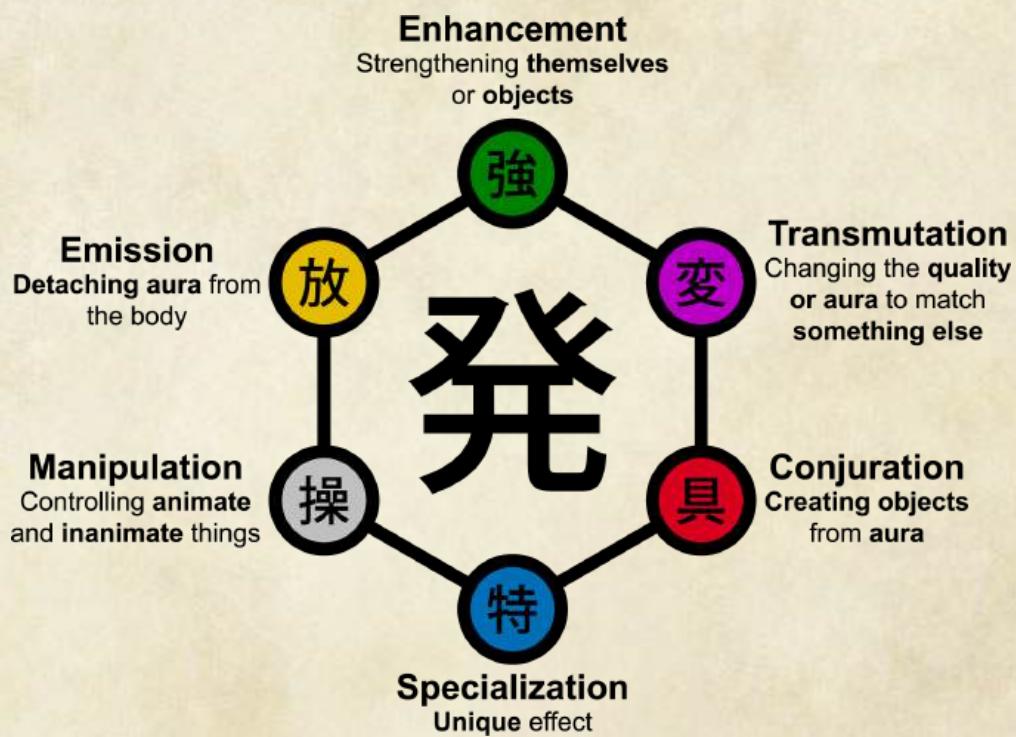
Transmuters. Whimsical, deceitful, fickle, weirdos, tricksters, liars, and often hide their true personalities or intentions.

Emitters. Compassionate, empathetic, loyal, intense, short-tempered, volatile and struggle to hide their true emotions.

Conjurers. High-strung, serious, anxious, cautious, reserved, observant, logical, analytical, and are very goal-oriented.

Manipulators. Argumentative, assertive, like to lead, control freaks, charismatic, and are very protective of their close friends.

Specialists. Independent, cold, avoids close relationships, and don't like to speak about themselves.



HOW TO READ THE NEN RING CHART

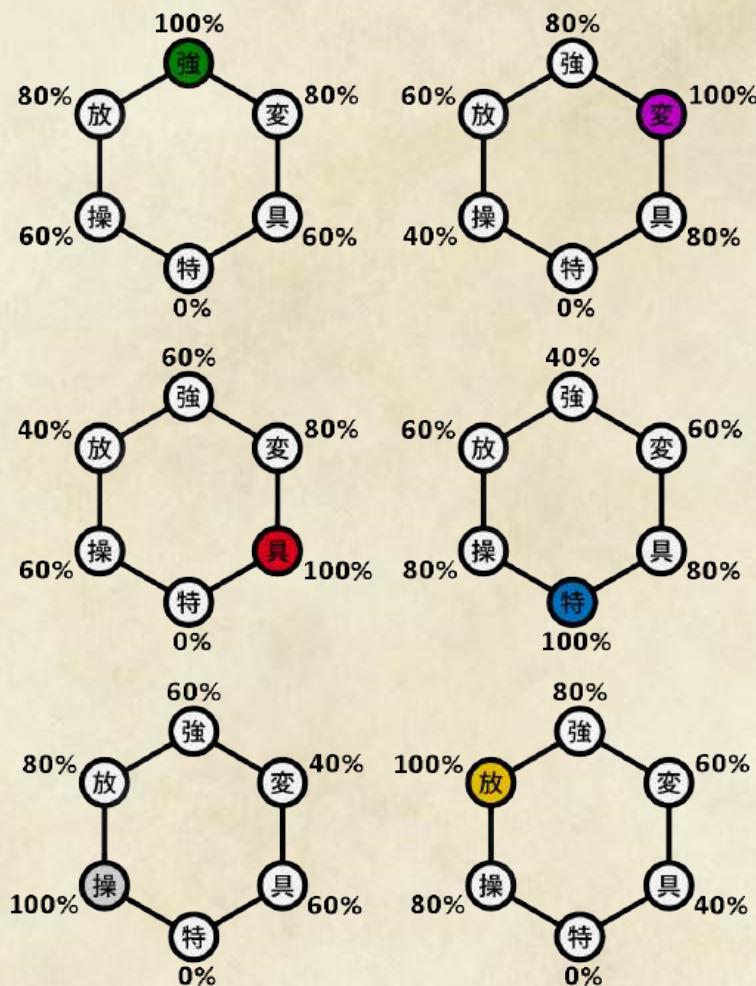
There are numerical approximations to indicate exactly how efficient a nen user would be at utilizing categories into which they were not born into. Starting at one's own aura type, a nen user has the potential to be a 100% master at using abilities based in their own category.

Then looking at the category ring chart (see above), one has the potential to be fairly efficient at using aura types that are adjacent to one's primary type and progressively less competent at those further away on the ring. Specialization is the exception to the rule, it is impossible for non-specialists to use specialist abilities so it is always considered a 0% to everyone except Specialists.

The power of one's abilities is also derived from the nen ring chart. A conjuration hatsu used by an emitter would be ineffective compared to a natural conjurer performing the same hatsu. Therefore, dipping into nen types far away from your natural affinities is highly discouraged.

To keep things simple and to avoid having to use a calculator for every ability, we'll simply adjust each hatsu based on these percentages as a rough guide. So, if an enhancer uses a conjurer ability, they may have to do so with 2 less damage dice or with a lower resist DC. Check each class description to see if your nen class is a **Master**, **Efficient**, **Competent**, or **Incompetent** with each other nen affinity.

It is possible to combine different nen types to create a unique hatsu. However, for the sake of keeping things simple in this document, our hatsu examples are defined with a single primary nen type associated to them. If you'd like to create a more complex, canon-accurate system for your playthrough, you're welcome to do so.



ENHANCEMENT (STR)

Enhancement is the ability to use aura to strengthen or augment the natural properties of an object or one's own body. Enhancers excel at amplifying their physical attack and defense, making them exceptionally suited for melee combat. In fact, affinity with this category often plays a critical role in combat, even when relying solely on basic Nen techniques.

A master Enhancer who trains their body can achieve durability surpassing that of a tank and generate the destructive force of a missile with a single blow. Less common enhancement techniques include abilities such as healing, regeneration, hardening, increased speed, and improved lung capacity.

TRANSMUTATION (DEX)

An affinity for Transmutation allows a person to change the properties of their aura to mimic or replicate specific attributes of other substances. Transmuted aura can take on the characteristics of natural elements, man-made materials, animals, and more. Altering the shape of one's aura also falls under this Nen category.

Transmuters are not limited to mimicking solid matter; they can replicate the properties of forces like magnetism. Additionally, Transmuters can imbue their aura with specific properties, rather than fully replicating a substance. For example, Hisoka's Bungee Gum possesses the unique properties of both rubber and gum, making it more flexible, sticky, and durable than either material on its own. Another example is Machi, who transmutes her aura into strings capable of stitching severed body parts together, effectively mending veins, nerves, muscles, and bones.

EMISSION (WIS)

An affinity for Emission means a user can more easily separate their aura from their body. Due to this, Emission is typically used in abilities that emphasize range or have long-lasting effects. Basic applications include shooting projectiles or beams of aura at high speed. Aura usually diminishes in intensity quickly after leaving the user's body, but skilled Emitters can maintain the functionality of their aura over long distances and extended periods. The default shape of emitted aura, unless altered by Transmutation, Manipulation, or another effect, is a sphere.

Other common uses of Emission include creating nen beasts and teleportation. Emitted nen beasts are often mistaken for those created by Conjunction, but they are made entirely of pure aura, rendering them invisible to non-nen users. Emitters then use Manipulation to animate these beasts and give them commands. An example of this is Razor's 14 Devils. Additionally, master Emitters often employ teleportation techniques or create small wormholes to move short distances as a tactical advantage.

CONJURATION (INT)

Conjunction typically involves creating a physical, independent, material object from one's aura. Conjured objects often have special supernatural abilities. For example, Shizuku can conjure a vacuum cleaner that infinitely sucks up objects, excluding living beings. It would be inefficient to conjure a regular sword, which requires aura, when a normal sword could be carried instead. Conjurers can create and dispel their conjured objects at will and these objects can often be hidden using In.

Many conjurers also specialize in creating nen constructs called nen beasts. Unlike Emission-based nen beasts, conjured nen beasts are made from physical, conjured materials, making them visible even to non-nen users. Conjurers often use traits from Transmutation or Manipulation to animate their creations. Additionally, some users of this nen category can create laws or principles that govern a specific area, or even create their own pocket dimensions.

MANIPULATION (CHA)

Abilities in the Manipulation category allow the user to control both living and non-living things, including nen beasts. The main advantage of this category in combat is the ability to directly control the enemy. Manipulation abilities are particularly feared in one-on-one fights, as the battle could end as soon as the manipulator's conditions are met. However, it is impossible to control a target already under the influence of another manipulator.

The degree of control is generally determined by a condition that may put the manipulator at risk or disadvantage. For example, this could involve attaching a physical object to the enemy or making verbal contact in a specific way. The more difficult it is to achieve the condition, the greater the level of control. Additionally, the complexity of the commands that can be given depend on the target. Sentient beings and machines can carry out more complex tasks, while inanimate objects can only perform simpler actions.

SPECIALIZATION (NA)

Specialization refers to nen abilities, also known as hatsu, that don't fit into any of the other five categories, making it the most difficult to define. Specialist abilities typically involve more steps and conditions than hatsu from other nen types.

Specialization operates differently from the other nen categories; either you can use a Specialist hatsu, or you cannot. Specialist abilities cannot be learned or utilized partially. Those born as a manipulator or conjurer are the most likely to become specialists later in life when certain conditions are met. This is why Specialization is positioned between these two categories on the nen ring chart.

EXAMPLE HATSU

Independent from nen categories, many nen users tend to focus on certain types of abilities, called hatsu, that provide a combat or support advantage. These are just a few of the common categories that a nen user's hatsu may fall into based on their personality, nen affinity, and occupation.

CHARGED

A charged ability is one that sacrifices time and energy to "charge up" a powerful attack. This restriction often incapacitates the user or requires them to perform some kind of repetitive action to amplify the strength of their next attack.

CURSE

A curse is an application of nen that is detrimental to the one upon whom it has been placed. Such curses are considered dangerous due to their long-lasting effects. The death of the curse user may end up strengthening the curse, instead of dispelling it. Curses may disappear if certain conditions are met by the victim, but they can also be removed via exorcism.

DOUBLE

A double or doppelganger is a conjured copy of the user which is then controlled via manipulation. Automatic doubles do not require the user's focus, but they cannot carry out complex orders. Vice versa, doubles which are directly controlled by the user allow for greater precision, albeit at the cost of stricter conditions.

ENCHANTED WEAPON

Some nen users carry a physical weapon that they use to channel and enhance their hatsu. These weapons are typically normal items but carry great significance to their owner. An enchanted weapon is infused with nen which allows it to perform powerful supernatural abilities.

EXORCISM

Those who possess the ability to lift curses are called exorcists and are rare among nen users. The Hunter Association may count only one among its members. There are fewer than 10 people in the entire world who are powerful enough to exorcise nen curses left by the dead. Exorcism often, if not always, imposes negative conditions on the nen user who performs it.

LOAN

Loan type abilities allow the user to transfer a hatsu or pure aura to someone else. Sometimes a loan ability will provide short term benefits to the loanee but will then cost them some form of increased interest over time as a detrimental effect. It can also have the side effect of semi-coercively awakening nen in someone without abilities.

NEN BEAST

A nen beast is an artifact made from the user's nen and animated through manipulation or transmutation. The term is often used to refer to constructs summoned through conjuration or emission. Their abilities and degree of autonomy vary greatly depending on the hatsu that created it and the user's skill. Nen beasts generally have anthropomorphic or animal appearances, but that is not always the case.

Some nen beasts simply attack opponents or carry out easy tasks which allows the user to create many of them. Alternatively, if a lot of aura is used to conjure a single nen beast, it will almost certainly possess some kind of complex supernatural ability. We've seen nen beasts capable of teleportation, cursing opponents, combining, splitting, healing, and using emission attacks.

RADAR

A combination of emission and transmutation where the user transmits their aura through a medium to locate something around them. This can be used to track people within a certain large radius much like a normal radar system. Another application for this type of ability is in medical procedures to locate damaged tissues in the body like an ultrasound.

ZOMBIES

Rather than manipulate a living being or nen construct, some nen users specialize in controlling corpses. The corpses must be fresh and are not typically very durable, strong, or intelligent. With enough nen, it is possible to control a corpse to the point where it can speak or drive a vehicle. Those who control corpses often use them as a horde to overwhelm their foes or to create openings for their more powerful attacks.





HxH5E MECHANICS

Due to the nature of the HxH world and how it differs from classic D&D worlds, several fundamental changes to the default 5e system are necessary.

HATSU

In HxH5e, the terms **hatsu** and **nen ability** are interchangeable and replace the concept of spells. They work very similarly. However, **hatsu save DCs** and **hatsu attack rolls** are determined based on the hatsu's primary nen category, and not the player's spellcasting ability. See the Hatsu section for more details.

POWERSCALING

As soon as a character has access to nen, they essentially gain multiple levels of power and protection overnight. To ensure players can enjoy the HxH5e system from the beginning, level 1 characters have already learned the basics of nen. Any humans who are not nen users are level 0 commoners with 1 hit point. We know that even a novice nen user can easily kill a person with a nen-infused punch. This rule reflects that brutal reality.

There are many animals, magical beasts, and other non-human entities in the HxH world. This level 0 system does not necessarily extend to include them. We know that chimera ants could survive a nen-infused punch without having any nen of their own, which means they would not be level 0. To keep gameplay diverse and exciting, we encourage you to create many interesting creatures that can challenge your nen using players.

NEN ARMOR AND WEAPONS

Due to the nature of nen, conventional armor and weapons are essentially useless. Slashing at a nen user with a regular sword attack will likely cause no more damage than if you used a feather. Even steel armor crumples like aluminum foil when hit with a nen attack. Most of the nen users in the HxH world wear simple clothing and attack using their bare hands.

However, we want players to have some motivation to seek out powerful weapons, armor, and other artifacts. To justify this, we're utilizing the mechanics of nen inscription, object enhancement, Shu, and items affected by postmortem nen. We see these mechanics used in the series multiple times on objects to strengthen their defensive and offensive abilities. The normal D&D5e concept of 3 max attunement items still applies.

Like a typical D&D game, players should find +1, +2, etc. nen-infused items to enhance their capabilities. However, the type of item will have very little impact. For example, a suit of +2 plate armor is equally effective as a +2 cloth robe. The amount of infused nen is the important part, not the physical material it is applied to. Nen can also bestow other powerful hatsu effects to equipment like typical D&D5e magic items.

LONG RESTS

To be more lore accurate to HxH, long rests are a bit different in HxH5e.

First, nen-users only heal for **half** of their total hit points after each long rest (rounded up). Negative conditions that are specifically categorized as **nen curses** are not affected by long rests. Nen users also recover from **two levels of exhaustion** instead of only one after a long rest.

For example, a nen user with 10/60 HP would only heal up to 40/60 HP after a long rest. We see characters recovering from injuries quickly in the HxH story but they rarely recover to 100% after one night of sleep.

NEW CONDITIONS

Intangible. A creature or object, often made of nen, that is perceptible but cannot be physically manipulated or damaged. They simply exist until a condition is met for them to be removed or destroyed.

Some examples of incorporeal hatsu are Kurapika's Judgement Chain and Genthru's Countdown.

Indestructible. A creature or object, often made of nen, that is perceptible and can be physically manipulated. They can be pushed, pulled, trapped, etc., but they cannot be damaged.

Some examples of indestructible hatsu are Knuckle's A.P.R. and Hisoka's Bungee Gum.

NEN-INFUSED DAMAGE

In HxH5e, a damage calculation is either nen-infused or is not. For example, a burst of flames could deal normal fire damage or nen-infused fire damage. It depends on the source of the flames.

Damage dealt by nen users is typically assumed to be infused with nen aura, even if it's not explicitly stated in a description. This applies to all unarmed attacks and hatsu abilities. However, a nen user simply shooting a normal pistol with normal bullets at someone would not deal nen-infused damage.

Nen users, especially amateurs, are still vulnerable to most dangers. For example, a large boulder falling on a nen user's head would crush them to death, and a machine gun could seriously injure or kill most nen users. They are also not immune to natural hazards like burning, freezing, or poisons.

Beginning at level 1, player characters and other nen users gain access to Ten, which grants them **passive resistance to all damage that is not infused with nen**. This means halving the incoming damage before subtracting it from your hit points.



NEN FEATURES

As nen users, players will automatically gain some nen related features at certain levels to reflect the benefits of training and experience. At the indicated levels, regardless of your race and class, your character gains these nen features for free and can benefit from them immediately. If you lose the ability to control your nen aura for any reason, these feats are disabled until your aura is restored.

NEN FEATURES BY LEVEL

Level	Nen Feature(s)
1	Ten, Ren, Hatsu
2	Lesser Gyo
3	Total Zetsu
5	Nen Initiation
7	Greater Gyo
10	In
12	En

TEN

As a nen user, you can easily maintain your nen shroud while conscious which provides you with:

- An unarmored AC equal to $10 + \text{your Constitution modifier} + \text{your Strength or Dexterity modifier}$.
- Resistance to all types of damage from attacks that are not infused with nen.
- Immunity to the basic effects of hostile nen auras, which can be fatal to creatures who can't protect themselves with Ten.

Keep in mind that typical armor, like a leather tunic or steel chest plate provide zero AC in HxH5e. You are always considered to be "unarmored" unless your equipped gear states otherwise.

REN

In battle you use Ren, the ability to output extra aura, to perform more powerful unarmed attacks. You gain the following benefits:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- Your base damage and number of extra attacks you have continue to scale based on the Ren Strikes table. These numbers also apply to any type of equipped weapon in HxH5e, unless the weapon description states otherwise.
- Your unarmed strikes deal nen-infused damage.
- When you use the Attack action on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

REN STRIKES

Level	Attack Damage	Extra Attacks
1st	1d6	0
2nd	1d6	0
3rd	1d6	0
4th	1d6	0
5th	1d6	+1
6th	1d8	+1
7th	1d8	+1
8th	1d8	+1
9th	1d8	+1
10th	1d8	+1
11th	1d8	+2
12th	1d10	+2
13th	1d10	+2
14th	1d10	+2
15th	1d10	+2
16th	1d10	+2
17th	1d12	+2
18th	1d12	+2
19th	1d12	+2
20th	1d12	+3

HATSU

You have learned all the basics of nen, allowing you to use your aura in unique and supernatural ways. Your class description table will tell you how many and which level hatsu you have access to at each of your character's levels. At level 1, all classes can learn 3 1st-level hatsu as described in the Hatsu section of this document.

SLOTS

You have a specific number of hatsu slots, simply called slots, you can spend between long rests. A level 1 hatsu uses up a level 1 slot, a level 2 hatsu uses up a level 2, etc. You can also expend higher level slots to use lower level hatsu. You regain all expended slots after you finish a long rest.

CANTRIPS

A cantrip is a minor hatsu that can be used indefinitely without the use of any slots. At level 1, you know two cantrips of your choice. You have the opportunity to learn additional cantrips at higher character levels, as shown in the Cantrip column in your class description table.

PREPARED HATSU

Nen users always have all of their hatsu memorized and ready to use assuming they have the necessary slots. There's no need to prepare or memorize a subset of your hatsu abilities when resting. Upon leveling up, you must choose which new hatsu you want to acquire, which are then available after your next long rest.

LESSER GYO

Beginning at 2nd level, as a bonus action you can focus a large amount of aura into your eyes. This effect requires concentration. This effect ends immediately if you become blind or incapacitated. While active:

- You are clearly able to see nen auras around people and objects
- You gain the ability to perform perception checks to see nearby constructs and hatsu concealed by In
- You gain advantage on investigation checks to inspect objects and places that have been created, altered, or touched by nen
- You gain all of the benefits of Darkvision up to 60ft
- Due to the high amount of aura being pulled away from the rest of your body, any Strength, Dexterity, or Constitution saving throws you perform while Lesser Gyo is in effect are imposed with disadvantage.

TOTAL ZETSU

Starting at 3rd level, as an action, you can suppress your nen aura completely.

- You gain advantage on Dexterity (Stealth) checks.
- Others nen users will perceive you as slightly transparent.
- You cannot use any other nen feats or abilities, including Ten, Ren, and Gyo.
- You can cancel Total Zetsu as a bonus action.

NEN INITIATION

Starting at 5th level, as an action you can direct your nen aura to attack a humanoid creature with a simple touch to force their nen aura nodes to forcefully open. If the creature is not already nen user, it must succeed on a Constitution saving throw or take 1d6 nen-infused damage. Keep in mind, most humans without exceptional talent are level 0 with only 1 hit point so a failure is usually fatal. The DC equals 8 + the modifier of your choice.

If the creature succeeds, it becomes a level 1 nen user, gains 3 levels of exhaustion, and rolls a 1d6 to determine what side effects they experience from their "initiation" based on the table below. If they succeed the roll by 5 or greater, then they automatically suffer no side effects. A side effect is permanent and is considered to be nen curse.

NEN INITIATION SIDE EFFECTS

Die Result	Side Effect
1	Lower body paralysis
2	Lose a leg
3	Lose an arm
4	Blindness
5	Deafness
6	None

GREATER GYO

At 7th level, your enhanced nen aura and experience in the field allow you to use Gyo more efficiently, making it a natural reflex that can be activated instantly.

- The bonuses from Lesser Gyo are now automatically activated, except when blinded or incapacitated, while you are in a dangerous situation, like combat or an enemy hideout. It still requires a bonus action to activate in normal situations
- Perception checks to counter In are now always performed with advantage
- Gyo no longer imposes disadvantage to saving throws and no longer requires concentration

IN

At 10th level, as an action and using concentration, you can now hide your nen aura by using In. Your nen aura becomes imperceptible while maintaining its flow, making it invisible to all senses and extrasensory perception. This makes it ideal for sneak attacks and traps, as it can hide your presence and that of your hatsu. In can be countered by using Gyo.

The Gyo user rolls a Wisdom (Perception) check and compares it to $8 + \text{your class' modifier} + \text{your proficiency bonus}$. Even on a failure, the Gyo user can still tell you're a nen user but cannot clearly deduce how much aura you have or what your hatsu quite look like.

For example, Zushi failed to see Hisoka's 15 Bungee Gum strands when he was learning Gyo.

EN

Upon reaching level 12, as an action and using concentration, you can now use En to expand your nen aura outward, typically in the shape of a sphere. Someone using En can feel the shape and movement of anything within the area covered by their aura, with the degree of awareness and finesse depending on their level of skill. Additionally, Nen users can be told apart from regular people due to their stronger reaction to the En user's aura.

The maximum radius of your En sphere is your class' primary attribute modifier multiplied by itself in feet. As an example, if you are an emitter with 18 (+4) wisdom, then your En radius would be 16 feet. You can choose to use a smaller radius if you want to. Regardless of how large the En sphere is, you accumulate 1 level of exhaustion for every hour you have En activated.

Note: The advanced nen techniques called Ko, Ken, and Ryo don't correlate to any special nen features at this time. These concepts are simply learned and used in order to utilize advanced Hatsu abilities.

PLAYABLE RACES

The world of HxH predominantly features humans, with 99% of the population belonging to this single race. However, there are a few exceptions that could inspire unique characters, such as Chimera Ants, Kirikos, or the non-canon Maamen.

That said, the nature of the world and story easily accommodates importing character races from other D&D5e sources. Common fantasy races like dwarves, elves, or halflings would fit seamlessly. More distinctive races like Dragonborn, Aarakocra, or Kobolds could be explained as rare magical beasts. While such characters might attract attention in a city, their unusual appearance could be dismissed as a costume or chalked up to the eccentric nature of Hunters. Collaborate with your DM to craft a character that's fun and fits your vision!



CHIMERA ANT

Chimera Ants can evolve into humanoid forms and gain intelligence when their queen consumes human corpses. The queen then lays eggs, producing offspring that carry human DNA alongside traits from other creatures she has recently eaten. Chimera Ants are considered highly dangerous, as they are instinctively driven to conquer new territories and dominate any inhabitants by force.

They are hatched as fully developed adults with their appearance varying greatly depending on what creatures their queen consumed while forming their eggs. Some retain insect-like features such as antennae or mandibles, while others resemble tigers or wolves. The combinations are endless, and their lifespans remain a mystery.

Playable chimera ant characters have already had their own nen awakening. This may have been consensual and the result of training with a nen master.

Alternatively, the awakening could have been forced upon them by surviving an assailant's nen attack. Regardless of how it happened, as a nen user, the chimera ant has access to a basic nen aura and already knows which primary nen school they belong to.

CHIMERA ANT TRAITS

Chimera ants are strong, durable creatures that often lack smarts

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1

Age. Chimera ants hatch from eggs as adults. It's unknown how long they live.

Size. Chimera ants vary in height and build, from barely 5 feet to over 8 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Menacing. You gain proficiency in the Intimidation skill.

Savage Attacks. When you score a critical hit with a melee attack, you can roll one of the damage dice one additional time and add it to the extra damage of the critical hit.

Languages. There are many languages in the world, both current and ancient. However, there is a common tongue in the current age that almost everyone uses and understands.

Phagogenetic Mutation. The bodies of chimera ants are shaped by the genetics of the creatures their queen devoured and used to create them. Choose one of the following:

- **Superior Darkvision.** You can see in dim light within 120 feet of you as if it were bright light
- **Amphibious.** - You can breathe air and water
- **Shell Defense.** You can withdraw into your shell as an action. You gain a +4 bonus to your AC, you have advantage on Strength and Constitution saving throws, you are prone, your speed is 0, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Flight.** You have a flying speed equal to your walking speed.
- **Feline Agility.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.



HUMAN

Humans are by far the most common race of people in the HxH world. Other small pockets of sentient, humanoid beings like magical beasts do exist. However, the world's population is almost entirely human and humans are not used to interacting with other races. There are different tribes of humans with special abilities, but they are still members of the human race.

There is no typical human. An adult can stand from 4 feet to a little over 7 feet tall and weigh from 60 to 300 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond to purple (curly, kinky, or straight); males might sport facial hair that is sparse or thick. Humans reach adulthood in their late teens and rarely live even a single century. Although, humans who master nen have considerably longer lifespans.

Playable human characters have already had their own nen awakening. This may have been consensual and the result of training with a nen master. Alternatively, the awakening could have been forced upon them by surviving an assailant's nen attack. Regardless of how it happened, as a nen user, the human has access to a basic nen aura and already knows which primary nen school they belong to.

HUMAN TRAITS

It's hard to make generalizations about humans, but your human nen user has these traits.

Ability Score Increase. Two different abilities scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

Age. Humans reach adulthood in their late teens and only live beyond a century with the mastery of nen.

Size. Humans vary in height and build, from barely 5 feet to well over 7 feet tall. Regardless of your position

in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. There are many languages in the world, both current and ancient. However, there is a common tongue in the current age that almost everyone uses and understands.

HUMAN ORIGIN FEATS

Rather than create unique human subraces, we've included a number of human origin feats which represent being a member of specific human group found in the HxH world. For example, a level 1 human character can choose to take the Kurta - Scarlet Eyes origin feat. These special feats can only be chosen at level 1 by humans.



KIRIKO

Kiriko are magical beasts that can change their own physical appearance. In their normal form, the Kiriko are large, bipedal creatures covered in light brown fur, which is thicker on their head, shoulders, chest, stomach, and pubic region. They have both anthropomorphic and fox-like traits. They have three fingers per hand and three toes per foot, all considerably long and ending in sharp claws. They can also sprout wings from their arms to fly and are strong enough to carry an adult man.

The only Kiriko seen thus far exhibit perfectly human-like intelligence and behavior, leading a tranquil domestic life in their secluded home, which is indistinguishable from human habitations. They can read, converse with humans and mingle in cities without difficulty by changing their appearance. The daughter also displayed knowledge of the ancient customs of a human tribe, attesting to their ability to learn and share in culture. Their jobs as navigators and impersonators is further proof of their ability to fit into human society.

Playable kiriko characters have already had their own nen awakening. This may have been consensual and the result of training with a nen master. Alternatively, the awakening could have been forced upon them by surviving an assailant's nen attack. Regardless of how it happened, as a nen user, the kiriko has access to a basic nen aura and already knows which primary nen school they belong to.

KIRIKO TRAITS

Kiriko are naturally charismatic, intelligent, and strong combatants. They can specialize in many different ways.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. You can't raise any of your scores above 20.

Age. Unknown

Size. In your natural Kiriko form you are about 7 feet to 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Flight. Because of your wings, you have a flying speed equal to your walking speed. You cannot fly while Shapechanged.

Shapechanger. As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.

Languages. There are many languages in the world, both current and ancient. However, there is a common tongue in the current age that almost everyone uses and understands.



MAAMEN

Maamen are NOT a canon race in HxH. However, we felt like it would be fun to include a fourth playable race based on the unique character Beans who has not yet been confirmed to be human or not. Maamen is meant to be a pun based on "mame", the Japanese word for "bean". Maamen seem to be a very uncommon race of people in the HxH world. So far, we just have Beans.

While we aren't sure what other maamen might look like, we can make some assumptions. Adults stand from 3 feet to 4 feet tall and weigh from 50 to 100 pounds. Maamen skin shades range wildly from green, to pink, to white. It's safe to assume maamen, like jellybeans, can have skin of any color that is shiny like wax. Maamen do not have any body hair that we know of. They seem to have large heads and torsos, but skinny limbs. It's unknown how long maamen can live or how they are born.

Playable maamen characters have already had their own nen awakening. This may have been consensual and the result of training with a nen master. Alternatively, the awakening could have been forced upon them by surviving an assailant's nen attack. Regardless of how it happened, as a nen user, the maamen has access to a basic nen aura and already knows which primary nen school they belong to.

MAAMEN TRAITS

Maamen are naturally intelligent and social creatures.

Ability Score Increase. Your Intelligence score increases by 2 and your Charisma score increases by 1

Age. Unknown

Size. Maamen vary little in height and build, from about 3 feet to 4 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet.

Maamen Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against nen.

Bean There, Read That. You gain proficiency with one of the following skills of your choice: Arcana, History, Nature, or Religion.

Fury of the Bean. When you damage a creature with an attack or an ability and the creature's size is larger than yours, you can cause the attack or ability to deal extra damage to the creature. The extra damage equals your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

Excuse Me You can move through the space of any creature that is of a size larger than yours.

Languages. There are many languages in the world, both current and ancient. However, there is a common tongue in the current age that almost everyone uses and understands.

CLASSES

Nen users are extraordinary people, driven by a thirst for excitement, power, or curiosity. They can be both heroes and villains, compelled to take on challenges that normal people cannot.

Class defines the primary Nen category your character specializes in, determined at birth or shortly thereafter. Your worldview, how you interact with the world, and your relationships with others shape your abilities and potential. For example, a Conjurer might see the world through a lens of strategy and maneuvering, viewing themselves as a mere pawn in a larger game. An Enhancer, on the other hand, might see themselves as an unstoppable force, driven to achieve their goals at any cost. While a Conjurer might devise a

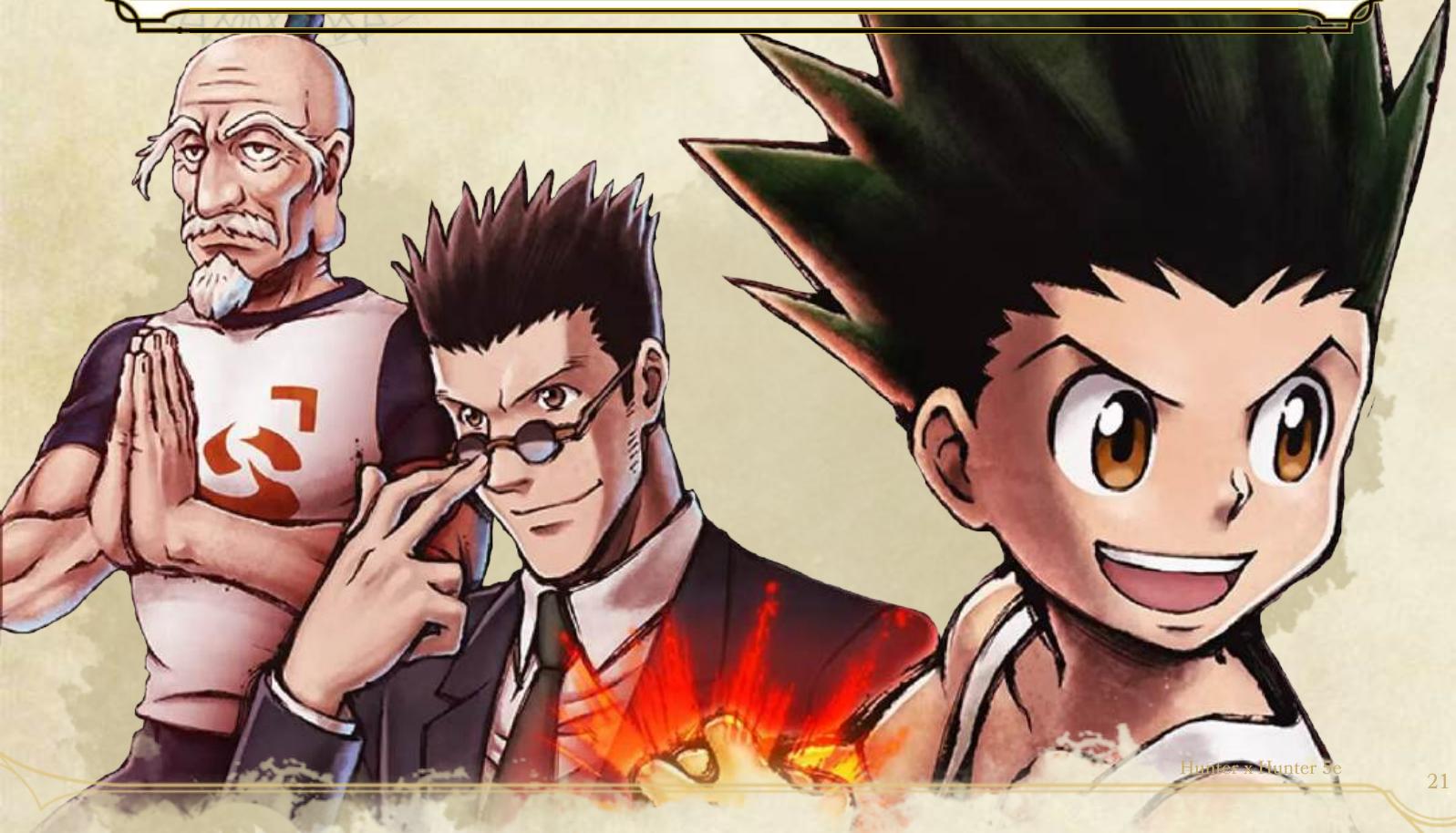
complex plan filled with surprises, blackmail, and precise steps, an Enhancer would likely charge headlong into a situation, fists flying.

Your class grants you various special features, such as an Enhancer's ability to enter a rage state multiple times a day. At lower levels, your class provides only a few features, but as you level up, you gain more, and your existing abilities often improve. Each class entry in this chapter includes a table that summarizes the benefits you gain at every level, along with a detailed explanation of each feature.

To keep things simple, this guide excludes rules for multi-classing. Players can learn hatsu, also known as nen abilities, from any nen category they wish. However, they cannot acquire the class features of another class or master multiple nen categories.

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies
Conjurer	Cautious strategists who are able to create physical, independent, material objects with their aura. Often these objects have unique supernatural properties.	d8	Intelligence	Intelligence & Dexterity
Enhancer	Strong physical combatants who often focus on brute strength, enhancing people or objects with nen, and advanced healing abilities.	d12	Strength	Strength & Constitution
Emitter	Intense fighters powered by their strong emotions. They specialize in ranged nen techniques, often in the form of projectiles, teleportation, or waves of energy.	d10	Wisdom	Wisdom & Dexterity
Manipulator	Strong leaders who use their powers to protect those they care about. They are able to take control of inanimate and living objects, often including other people.	d8	Charisma	Charisma & Wisdom
Transmuter	Fickle tricksters that can change the properties of their aura to mimic something else such as natural elements, man-made substances, and even animals.	d10	Dexterity	Dexterity & Intelligence





CONJURER

As you develop your Conjurer's backstory, consider how your character acquired their conjurer traits. What makes your character so high-strung and serious? What has caused them to become so instinctually cautious and observant of their surroundings? What happens when they are put into a situation that causes anxiety or challenges their status-quo? What are your character's goals that they are so strongly oriented towards completing? Are their abilities simply about creating items out of nen for others to use, or are they a combat-oriented nen user with a unique conjured weapon or other tool with special properties?

Perhaps you were a studious child, always focused on understanding the world around you, but your life took a drastic turn when your younger sister fell terminally ill. Doctors couldn't explain the sudden illness, and no treatment seemed to work. When she passed, you discovered her illness was no accident—it was the result of a curse by someone seeking to manipulate your family. Grief turned to obsession, and you joined a certain organization to understand the mysterious power that killed her. However, now it seems the culprit may be on to you.

THE CONJURER

Level	Proficiency Bonus	Features	Known								
			Cantrip	Hatsu	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Aura Recovery	2	3	2	—	—	—	—	—	—
2nd	+2	Lesser Conjunction	2	4	3	—	—	—	—	—	—
3rd	+2	Elemental Secrets	2	5	4	2	—	—	—	—	—
4th	+2	Ability Score Improvement or Feat	3	6	4	3	—	—	—	—	—
5th	+3	Durable Beasts	3	7	4	3	2	—	—	—	—
6th	+3	Nen Blueprint	3	8	4	3	3	—	—	—	—
7th	+3	Familiar Friend, Elemental Secrets (2)	3	9	4	3	3	1	—	—	—
8th	+3	Ability Score Improvement or Feat	3	10	4	3	3	2	—	—	—
9th	+4	Conjured Strength	4	11	4	3	3	3	1	—	—
10th	+4	Durable Beasts (2)	5	12	4	3	3	3	2	—	—
11th	+4	Elemental Secrets (3), Quick Thinking	5	13	4	3	3	3	2	1	—
12th	+4	Ability Score Improvement or Feat	5	13	4	3	3	3	2	1	—
13th	+5	Greater Conjunction	5	14	4	3	3	3	2	1	1
14th	+5	Conjured Strength (2) Resilient Summons	5	14	4	3	3	3	2	1	1
15th	+5	Elemental Secrets (4), Durable Beasts (3)	5	15	4	3	3	3	2	1	1
16th	+5	Ability Score Improvement or Feat	5	16	4	3	3	3	2	1	1
17th	+6	Conjured Strength (3)	5	17	4	3	3	3	2	1	1
18th	+6	Nen Mastery	5	18	4	3	3	3	3	1	1
19th	+6	Ability Score Improvement or Feat	5	19	4	3	3	3	3	2	1
20th	+6	The Immortal Beast	5	20	4	3	3	3	3	2	1

CLASS FEATURES

As a conjurer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per conjurer level

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

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

PROFICIENCIES

Armor: All

Weapons: All

Tools: Any one type of Kit or Tools

Saving Throws: Intelligence, Dexterity

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

CONJURER AFFINITIES

As a conjurer, based on the nen ring chart you:

- Are **Masterful** with conjurer hatsu
- Are **Efficient** transmuter hatsu.
- Are **Competent** with manipulator and enhancer hatsu.
- Are **Incompetent** with emitter hatsu.
- Cannot use specialization hatsu

AURA RECOVERY

You have learned to regain some of your nen aura by meditating. Once per day when you finish a short rest, you can choose expended slots to recover. The slots can have a combined level that is equal to or less than half your conjurer level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level conjurer, you can recover up to two levels worth of slots. You can recover either a 2nd-level slot or two 1st-level slots.

LESSER CONJURATION

Starting at 2nd level, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a non-nen object that you have seen.

The object disappears after X hours, where X is your conjurer level. It will also disappear if you use this feature again, or if the object takes or deals any damage.

ELEMENTAL SECRETS

At 3rd level, when you conjurer a weapon infused with elemental nen. With it, you can substitute your normal damage type with acid, cold, fire, lightning, necrotic, radiant, or thunder damage. Additionally, the weapon's base damage is increased by an extra 1d4 damage if you are wielding it.

Your Elemental Secrets damage bonus increases but an additional 1d4 when you reach certain levels in this

class. The bonus becomes 2d4 at 7th level, 3d4 at 11th level, and 4d4 at 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DURABLE BEASTS

At 5th level, nen beasts that you create with a conurbation ability have additional temporary hit points equal to your conjurer level. This includes the Conjure Familiar ability.

At 10th level, the bonus is increased to twice your conjurer level. Then at 15th level, it is increased to triple your conjurer level.

NEN BLUEPRINT

Starting at 6th level, you instinctively analyze the composition of objects or structures. By spending 1 minute examining a physical object or terrain feature, you learn its exact dimensions, materials, and weak points. You have advantage on checks to repair, dismantle, or bypass the object (such as breaking a door, dismantling a trap, or identifying flaws in a wall).

In combat, you deal additional damage equal to your proficiency bonus when targeting stationary objects or structures.

FAMILIAR FRIEND

Starting at 7th level, you gain the Conjure Familiar hatsu as a cantrip. If you have already chosen Conjure Familiar as a 1st level hatsu, you can immediately replace it with a different 1st level hatsu of your choice.

Additionally, your familiar is now automatically affected by In, causing it to be invisible to anyone, including nen users, who are not actively using Gyo. Even when using Gyo, non-allied creatures looking at your familiar must pass a perception check to see it.

If your familiar's hit points drop to 0, it will now reappear in an adjacent unoccupied space at the start of your next turn with 1 HP if you want it to. Otherwise it will hide within its pocket dimension until conjured again later.

Lastly, your familiar is now capable of performing one basic attack each turn dealing 1d6 nen-infused damage. It uses your Intelligence bonus for its hit and damage rolls.

CONJURED STRENGTH

At 9th level, nen beasts that you create with conurbation hatsu gain a +1 damage and hit bonus to their attack rolls.

At 14th level, the bonus is increased to +2. Then at 17th level, it is increased to +3.



QUICK THINKING

Starting at 11th level, you become a compendium of knowledge on a vast array of topics. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill.

In addition, your analytical abilities are so well-honed that your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, you can use your Intelligence modifier instead of Dexterity.

GREATER CONJURATION

Starting at 13th level, your Minor Conjunction class feature is upgraded in various ways.

You can now use your action to conjure an inanimate object in your hand or on the ground in an unoccupied space that you can see within 30 feet of you. This object can be no larger than 10 feet on a side and weigh no more than 200 pounds. Its form can be a copy of a nen object, but it won't possess any of the original nen object's unique hatsu abilities. Additionally, you can choose whether the object is in a permanent state of In or not.

You can now conjure and maintain up to 5 objects using this feature. The objects disappear after 24 hours. They will also disappear if an object takes or deals any damage.

RESILIENT SUMMONS

Starting at 14th level, any objects, beasts, constructs, and familiars you create with a conjunction hatsu have a permanent +2 AC bonus. This bonus would apply to objects themselves to prevent taking damage and would not, for example, provide a +2 AC bonus to someone wearing a tunic that you have conjured.

NEN MASTERY

At 18th level, you have achieved such mastery over certain hatsu that you can use them at will. Choose a 1st and 2nd level hatsu that you are able to use. You can now use those hatsu at their lowest level without expending a slot. If you want to use either hatsu at a higher level, you must expend a slot like normal.

By spending 8 hours in study, you can exchange one or both of the hatsu you chose for different hatsu of the same level.

THE INVINCIBLE BEAST

At 20th level, you can choose one of your conjunction hatsu that creates a single nen beast. The hatsu's duration becomes permanent and the created nen beast is indestructible. It will even continue to exist and act if you are unconscious or killed. It only disappears if you voluntarily dismiss it. Once per long rest you can dismiss the invincible nen beast and choose to transfer this feature to a different hatsu.



ENHANCER

As you develop your Enhancer's backstory, consider how your character acquired their Enhancer traits. What makes your character so open and honest with others? Are they even capable of lying, and if so, how often? Did they grow up with a strong connection to nature, or were they raised in an urban environment? Beyond strength and power, what are your character's other goals and ambitions? Are they a battle-obsessed fighter, a healer who can instantly mend wounds, or a support character who enhances the traits of tools, weapons, and armor?

Perhaps you grew up on a rural farm near a forest, spending your youth farming, hunting, fishing, and exploring the natural world. One day, poachers began encroaching on your land, forcing you to defend your family, livelihood, and the forest creatures you consider friends. After driving off the poachers, local law enforcement was so impressed they suggested you take the Hunter's Exam. After passing the exam and becoming a rookie Nen user, you set out on a quest to become a renowned blacklist hunter, dedicated to hunting and capturing poachers around the world.

THE ENHANCER

Level	Proficiency Bonus	Features	Rage			Known									
			Rages	Damage	Cantrip	Hatsu	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Rage	2	+2	2	3	2	—	—	—	—	—	—	—	—
2nd	+2	Reckless Attack	2	+2	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Second Wind	3	+2	2	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement or Feat	3	+2	3	6	4	3	—	—	—	—	—	—	—
5th	+3	Fast Movement	3	+2	3	7	4	3	2	—	—	—	—	—	—
6th	+3	Distance Jumper	4	+2	3	8	4	3	3	—	—	—	—	—	—
7th	+3	Feral Instinct	4	+2	3	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement or Feat	4	+2	3	10	4	3	3	2	—	—	—	—	—
9th	+4	Indomitable (one use)	4	+3	3	11	4	3	3	3	1	—	—	—	—
10th	+4	Healthy Body	4	+3	4	12	4	3	3	3	2	—	—	—	—
11th	+4	Relentless Rage	4	+3	4	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement or Feat	5	+3	4	13	4	3	3	3	2	1	—	—	—
13th	+5	Unrestricted Rage, Indomitable (two uses)	5	+3	4	14	4	3	3	3	2	1	1	—	—
14th	+5	Retaliation	5	+3	4	14	4	3	3	3	2	1	1	—	—
15th	+5	Persistent Rage	5	+3	4	15	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement or Feat	5	+4	4	15	4	3	3	3	2	1	1	1	—
17th	+6	Indomitable (three uses)	6	+4	4	16	4	3	3	3	2	1	1	1	1
18th	+6	Survivor	6	+4	4	16	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement or Feat	6	+4	4	17	4	3	3	3	3	2	1	1	1
20th	+6	Primal Champion	Unlimited	+4	4	18	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As an enhancer, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per enhancer level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per enhancer level after 1st

PROFICIENCIES

Armor: All

Weapons: All

Tools: Any one type of Kit or Tools

Saving Throws: Strength, Constitution

Skills: Choose two from Athletics, Animal Handling, Insight, Intimidation, Nature, Perception, and Survival

ENHANCER AFFINITIES

As an enhancer, based on the nen ring chart you:

- Are **Masterful** with enhancer hatsu
- Are **Efficient** with emitter and transmuter hatsu.
- Are **Competent** with conjurer and manipulator hatsu.
- Cannot use specialization hatsu

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as an enhancer, as shown in the Rage Damage column of the Enhancer table.
- You gain additional resistance to bludgeoning, piercing, and slashing attacks, quartering the damage from conventional weapon attacks not infused with nen.
- You can only use enhancer hatsu while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your enhancer level in the Rages column of the Class table, you must finished a long rest before you can rage again.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

SECOND WIND

At 3rd level you now have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your enhancer level.

Once you use this feature, you must finish a short or long rest before you can use it again.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FAST MOVEMENT

Starting at 5th level, your movement speed increases by 20 feet.

DISTANCE JUMPER

Starting at 6th level, your jump distance is doubled. Additionally, as long as you land normally, you can reduce any falling damage you take by an amount equal to five times your enhancer level.

FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

HEALTHY BODY

At 10th level, your mastery of the nen flowing through you makes you immune to conventional diseases and poisons. This does not apply to diseases and poisons created by nen.

RELENTLESS RAGE

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

UNRESTRICTED RAGE

Starting at 13th level, you can now use all types of hatsu while raging. All other conditions still apply to maintain your rage state.

RETALIATION

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a single melee weapon attack against that creature.

PERSISTENT RAGE

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to $5 + \text{your Constitution modifier}$ if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

VICIOUS ASSAILANT

At 20th level, you are able to channel your rage into additional critical strikes whenever you attack and use your offensive hatsu. As long as you're raging, all attack rolls of 19 or 20 count as critical hits. If you are recklessly attacking, your critical range extends even further to include rolls of 18.





EMITTER

As you develop your Emitter's backstory, consider how your character acquired their Emitter traits. What makes your character so compassionate and open to their emotions? Can they hide their true feelings if they try, or do they truly wear their heart on their sleeve? What happens when they become too angry and volatile? What are your character's goals other than simply strength and power? Are they simply a fighter specializing in ranged combat? Or do they used their abilities to emit other types of energy such as sound, heat, light, or even portals to other dimensions?

Perhaps you grew up in the city with your large family and many siblings. You spent your days going to school and playing with your brothers and sisters. One day disaster struck and your family's apartment building burnt down, leaving you as the only survivor. Years later you learned that the fire wasn't an accident, but was intentionally caused by an arsonist who was never caught. You decided to become a police officer. Eventually you took the hunter's exam to officially become a blacklist hunter to find the one who killed your family.

THE EMITTER

Proficiency		Features	Known										
Level	Bonus		Cantrip	Hatsu	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Aura Blast	2	3	2	—	—	—	—	—	—	—	—
2nd	+2	Slot Recovery	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Homing Strike	2	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement or Feat	3	6	4	3	—	—	—	—	—	—	—
5th	+3	Stunning Strike	3	7	4	3	2	—	—	—	—	—	—
6th	+3	Aura of Protection, Homing Strike (2)	3	8	4	3	3	—	—	—	—	—	—
7th	+3	The Old Switcheroo	3	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement or Feat	3	10	4	3	3	2	—	—	—	—	—
9th	+4	Permanent En	3	11	4	3	3	3	1	—	—	—	—
10th	+4	Aura of Courage	4	12	4	3	3	3	2	—	—	—	—
11th	+4	Infused Projectiles	4	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement or Feat	4	13	4	3	3	3	2	1	—	—	—
13th	+5	Hatsu Extension	4	14	4	3	3	3	2	1	1	—	—
14th	+5	Beast Explosion	4	14	4	3	3	3	2	1	1	—	—
15th	+5	Unyielding Friendship	4	15	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement or Feat	4	15	4	3	3	3	2	1	1	1	—
17th	+6	Charging Up, Infused Projectiles (2)	4	16	4	3	3	3	2	1	1	1	1
18th	+6	Aura range incease, Homing Strike (3)	4	16	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement or Feat	4	17	4	3	3	3	3	2	1	1	1
20th	+6	Volatile Marksman	4	18	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As an emitter, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per emitter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per emitter level after 1st

PROFICIENCIES

Armor: All

Weapons: All

Tools: Any one type of Kit or Tools

Saving Throws: Wisdom, Dexterity

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Survival

EMITTER AFFINITIES

As an emitter, based on the nen ring chart you:

- Are **Masterful** with emitter abilities
- Are **Efficient** with enhancer and manipulator abilities.
- Are **Competent** with transmuter abilities.
- Are **Incompetent** with conjurer abilities.
- Cannot use specialization abilities

AURA BLAST

You have a pool of offensive aura that replenishes when you take a long rest. You can hit an enemy with these unavoidable blasts of pure nen causing damage and knocking them back. You can use this feature a number of times equal to your character level. Aura Blast does not count as a hatsu, it's simply a basic combat application of nen for emitters.

As an action, you create a blast of aura hitting a creature of your choice that you can see within 60ft. The blast causes 1d10 thunder damage and knocks the target back 10ft.

Aura Blast's damage increases by an additional 1d10 and the knockback increases by an additional 5ft at 5th level, 11th level, and 17th level.

SLOT RECOVERY

At 2nd level, you can expend 2 uses of your Aura Blast to fuel your hatsu. As a bonus action, you focus on recovering your aura to regain one expended slot, the level of which can be no higher than half your proficiency bonus (rounded up).

The number of times you can use this feature is based on your level. At level 2, once. level 6, twice. level 18, thrice. You regain all expended uses when you finish a long rest.

HOMING STRIKE

At 3rd level you can use your aura to strike foes at range with supernatural accuracy. When you make a ranged attack, you can choose to gain a +10 bonus to the hit

roll. You make this choice after you see the die roll, but before the DM says whether the attack hits or misses the target. You must then finish a short or long rest to use Homing Strike again.

Beginning at 6th level, you can use Homing Strike twice between rests, and beginning at 18th level, you can use it three times between rests.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

STUNNING STRIKE

Starting at 5th level, you can expend 1 use of your Aura Blast to infuse a melee or ranged weapon attack with electrical energy. When this attack hits a creature, it acts much like a taser would, briefly stunning their body.

The target must succeed on a Constitution saving throw against $8 + \text{your Wisdom modifier} + \text{your proficiency bonus}$. On a failed save, they are stunned until the end of your next turn.

AURA OF PROTECTION

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Wisdom modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

THE OLD SWITCHEROO

At level 7, as a reaction, you gain the ability to instantly switch places with one of your emission-based nen beasts within 60 feet. You can use this class feature once per long rest. If you switch places with your nen beast to avoid an attack, the attack will now target whomever is now switched into the attacked space.

PERMANENT EN

Starting at 9th level, you can use your reaction to detect and deflect missiles with your nen when you are hit by a ranged weapon attack. This includes projectiles such as bullets. When you do so, the damage you take from the attack is reduced by $1d10 + \text{your Wisdom modifier} + \text{your emitter level}$.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 Aura Blast to make a ranged nen attack with a range of 20/60 using the weapon or piece of ammunition you just caught, as part of the same reaction.



AURA OF COURAGE

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

INFUSED PROJECTILES

By 11th level, you are so efficient at emitting nen that all your ranged weapon strikes carry your aura with them. Whenever you hit a creature with a ranged weapon attack, the creature takes an extra 1d6 thunder damage. This bonus increases to 2d6 thunder damage at level 17.

HATSU EXTENSION

At 13th level, you can expend a use of your Aura Blast to extend the maximum range of any hatsu you cast to 60 feet. This includes the range of "Touch".

BEAST EXPLOSION

At 14th level, whenever one of your emission-based nen beast's HP reaches 0, it instantly explodes dealing half of its maximum HP in thunder damage to all creatures within 10 feet of it. Each creature in range can attempt a Dexterity saving roll against $8 + \text{your Wisdom modifier} + \text{your proficiency modifier}$ to only take half damage.

UNYIELDING FRIENDSHIP

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed, petrified, restrained, or stunned when at least 1 friendly creature is within your 10ft auras. The range of this effect increases to 30ft at level 18.

CHARGING UP

Beginning at 17th level, at the start of your turn, you can choose to bypass your entire turn to charge up your aura. This leaves you restrained with no actions, reactions, and unable to move. On your subsequent turn, you must perform an attack action with a ranged weapon. You gain +1 extra attack for this action. Any and all successful ranged weapon attacks are then considered automatic critical hits.

You cannot use this ability to charge up melee attacks or hatsu.

AURA OF PRECISION

Starting at 20th level, you and friendly creatures within 30 feet of you can cause one of their weapon attacks that missed to hit instead.



MANIPULATOR

As you develop your Manipulator's backstory, consider how your character acquired their Manipulator traits. Why is your character so charismatic and friendly? Do they have many allies, or just a few close-knit friends? Did their upbringing push them to cooperate or take on leadership roles? What other goals and ambitions drive them? Are they someone who enjoys having control over others, perhaps as a strong leader like a politician or military officer, or are they more of a supportive and dependable friend?

As an example, you may have been raised in a close-knit village on a small island, where the community revolved around tradition and unity. From a young age, you found yourself leading group activities and mediating disputes, always making sure things went your way. When an influential merchant attempted to exploit the villagers with unfair deals, you organized the community to resist, using your charisma and sharp tongue to outwit the merchant. You later became the mayor of your village, then a diplomat, and then a minister for the entire archipelago. This eventually lead you on a course to take the hunter's exam to gain additional power, influence, and wealth.

THE MANIPULATOR

Proficiency		Features	Known										
Level	Bonus		Cantrip	Hatsu	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Subtle Influence	2	3	2	—	—	—	—	—	—	—	—
2nd	+2	Rousing Speech	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Psychological Warfare	2	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement or Feat	3	6	4	3	—	—	—	—	—	—	—
5th	+3	Subtle Influence (d8), Font of Influence	3	7	4	3	2	—	—	—	—	—	—
6th	+3	Counter-Manipulation	3	8	4	3	3	—	—	—	—	—	—
7th	+3	Battle Influence	3	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement or Feat	3	10	4	3	3	2	—	—	—	—	—
9th	+4	Expertise, Rousing Speech (d8)	3	11	4	3	3	3	1	—	—	—	—
10th	+4	Hatsu Mastery, Subtle Influence (d10)	4	13	4	3	3	3	2	—	—	—	—
11th	+4	Nen Infused Projectiles	4	14	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement or Feat	4	14	4	3	3	3	2	1	—	—	—
13th	+5	Rousing Speech (d10)	4	15	4	3	3	3	2	1	1	—	—
14th	+5	Hatsu Mastery (2)	4	17	4	3	3	3	2	1	1	—	—
15th	+5	Subtle Influence (d12), Self-Motivated	4	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement or Feat	4	18	4	3	3	3	2	1	1	1	—
17th	+6	Expertise (2) , Rousing Speech (d12)	4	19	4	3	3	3	2	1	1	1	1
18th	+6	Hatsu Mastery (3), Flamboyant Casting	4	21	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement or Feat	4	21	4	3	3	3	3	2	1	1	1
20th	+6	Master of Whispers	4	22	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a manipulator, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per manipulator level

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

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

PROFICIENCIES

Armor: All

Weapons: All

Tools: Any one type of Kit or Tools

Saving Throws: Charisma, Wisdom

Skills: Choose two from Acrobatics, Deception, Insight, Intimidation, Perception, Performance, Persuasion

MANIPULATOR AFFINITIES

As a manipulator, based on the nen ring chart you:

- Are **Masterful** with manipulator hatsu
- Are **Efficient** with emitter hatsu.
- Are **Competent** with enhancer and conjurer hatsu.
- Are **Incompetent** with transmuter hatsu.
- Cannot use specialization hatsu

SUBTLE INFLUENCE

You can subtly influence others to succeed through your carefully chosen, inspirational words. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Subtle Influence die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Subtle Influence die, but must decide before the DM says whether the roll succeeds or fails. Once the Subtle Influence die is rolled, it is lost. A creature can have only one Subtle Influence die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Subtle Influence die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

ROUSING SPEECH

Beginning at 2nd level, you can perform a rousing speech to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra Hit Points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

PSYCHOLOGICAL WARFARE

At 3rd level, you gain the ability to make your weapon attacks toxic to a creature's mind.

When you hit a creature with a weapon attack, you can expend one use of your Subtle Influence to deal an additional 2d6 psychic damage to that target. You can do so only once per round on your turn.

The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FONT OF INFLUENCE

At 5th level, you regain all of your expended uses of Subtle Influence when you finish a short or long rest.

COUNTER-MANIPULATION

At 6th level, as an action, you start a speech until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The speech ends early if you are incapacitated, silenced, or if you voluntarily end it (no action required).

BATTLE INFLUENCE

Also at 7th level, you learn to influence others in battle. A creature that has a Subtle Influence die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Subtle Influence die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

EXPERTISE

At 9th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 17th level, you can choose another two skill proficiencies to gain this benefit.

HATSU MASTERY

By 10th level, you have manipulated your own concepts of nen and are better able to use hatsu from other nen categories. Choose any two emission and/or conjuration hatsu that are 3rd-level or lower that you know, including cantrips.

The chosen hatsu now count as manipulator hatsu when you cast them allowing you to utilize them as a Master. However, these abilities still use their normal hatsu modifier bonuses. For example, an emission hatsu like Moonbeam would still use your Wisdom modifier, not your Charisma, to determine its save DC.

You can master two additional hatsu at higher levels. At 14th level you can master a 4th-level conjuration or emission hatsu this way. Then at 18th level you can master a 5th-level conjuration or emission hatsu this way.

UNFAILING INFLUENCE

At 11th level, your influential words are so persuasive that others feel driven to succeed. When a creature adds one of your Subtle Influence dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Subtle Influence die.

SELF-MOTIVATED

At 15th level, as an action, once per short or long rest, you can use your own manipulation powers on yourself. This grants you an hour of increased energy, motivation, and the belief that you can succeed at the task you want to perform.

Start by choosing the skill you want to perform. For the next hour, you temporarily recover from 2 levels of exhaustion. You also gain proficiency and advantage on any tasks you perform with that skill. For example, you could motivate yourself to become very good at History or Stealth checks when the need arises.

FLAMBOYANT CASTING

At 18th level, you have mastered the ability to flamboyantly cast your hatsu in such a way that it distracts your enemy. Whenever you use an action to cast a hatsu, choose one ally and one enemy within 60 feet of you. That ally can perform a melee or ranged weapon attack on the enemy if they are within the weapon's range.

MASTER OF WHISPERS

At 20th level, whenever you give one of your companions a Subtle Influence die, you can choose to provide one to all of your companions within 60 feet that can hear you. Additionally, Subtle Influence no longer has a 10-minute restriction. Creatures can benefit from your Subtle Influence dice until they take a long rest.





TRANSMUTER

As you develop your Transmuter's backstory, think about how your character came to possess their Transmuter traits. What has shaped their fickle and deceitful nature? Do they struggle with trust issues? Did they grow up in a harsh environment? Or did a childhood of abundance lead them to toy with the lives of others? Beyond seeking amusement and power, what other goals and ambitions drive your character? Are they a cold-hearted assassin, a cunning government spy, a powerful martial artist with unique tricks, or someone who can transmute their nen into something truly extraordinary?

Perhaps your character's childhood was spent in the slums of a sprawling city, where neglectful parents forced them to learn how to survive on the streets. In their teenage years, they gathered a small group of other street kids, teaching them to survive through begging and pickpocketing. This escalated into more dangerous endeavors like robbing stores and stealing vehicles. Their talents caught the attention of a powerful organization that recognized their potential and encouraged them to take the Hunter's Exam. Now, having passed the exam, your character feels that the world is theirs for the taking.

THE TRANSMUTER

Level	Proficiency Bonus	Features	Sneak		Known									
			Attack	Cantrip	Hatsu	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Sneak Attack	1d6	2	3	2	—	—	—	—	—	—	—	—
2nd	+2	Cunning Action	1d6	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Assassinate	2d6	2	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement or Feat	2d6	3	6	4	3	—	—	—	—	—	—	—
5th	+3	Uncanny Dodge	3d6	3	7	4	3	2	—	—	—	—	—	—
6th	+3	Skirmisher	3d6	3	8	4	3	3	—	—	—	—	—	—
7th	+3	Evasion	4d6	3	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement or Feat	4d6	3	10	4	3	3	2	—	—	—	—	—
9th	+4	Hatsu Surprise	5d6	3	11	4	3	3	3	1	—	—	—	—
10th	+4	Unpredictable	5d6	4	12	4	3	3	3	2	—	—	—	—
11th	+4	Exposing Strike	6d6	4	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement or Feat	6d6	4	13	4	3	3	3	2	1	—	—	—
13th	+5	Misdirection	7d6	4	14	4	3	3	3	2	1	1	—	—
14th	+5	Improvised Advantage	7d6	4	14	4	3	3	3	2	1	1	—	—
15th	+5	Elusive	8d6	4	15	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement or Feat	8d6	4	15	4	3	3	3	2	1	1	1	—
17th	+6	Cunning Ambusher	9d6	4	16	4	3	3	3	2	1	1	1	1
18th	+6	Stroke of Luck	9d6	4	16	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement or Feat	10d6	4	17	4	3	3	3	3	2	1	1	1
20th	+6	Shadow Tactician	10d6	4	18	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a transmuter, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per transmuter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per transmuter level after 1st

PROFICIENCIES

Armor: All

Weapons: All

Tools: Any one type of Kit or Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Athletics,

Deception, Intimidation, Perception, Performance, Sleight of Hand, and Stealth

TRANSMUTER AFFINITIES

As a transmuter, based on the nen ring chart you:

- Are **Masterful** with transmuter hatsu
- Are **Efficient** with enhancer and conjurer hatsu.
- Are **Competent** with emitter hatsu.
- Are **Incompetent** with manipulator hatsu
- Cannot use specialization hatsu

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Transmuter class table.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ASSASSINATE

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SKIRMISHER

Starting at 6th level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a flamethrower or mortar strike. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

HATSU SURPRISE

Starting at 9th level, if you are hidden from a creature when you use a hatsu on it, the creature has disadvantage on any saving throw it makes against that hatsu's effects.

UNPREDICTABLE

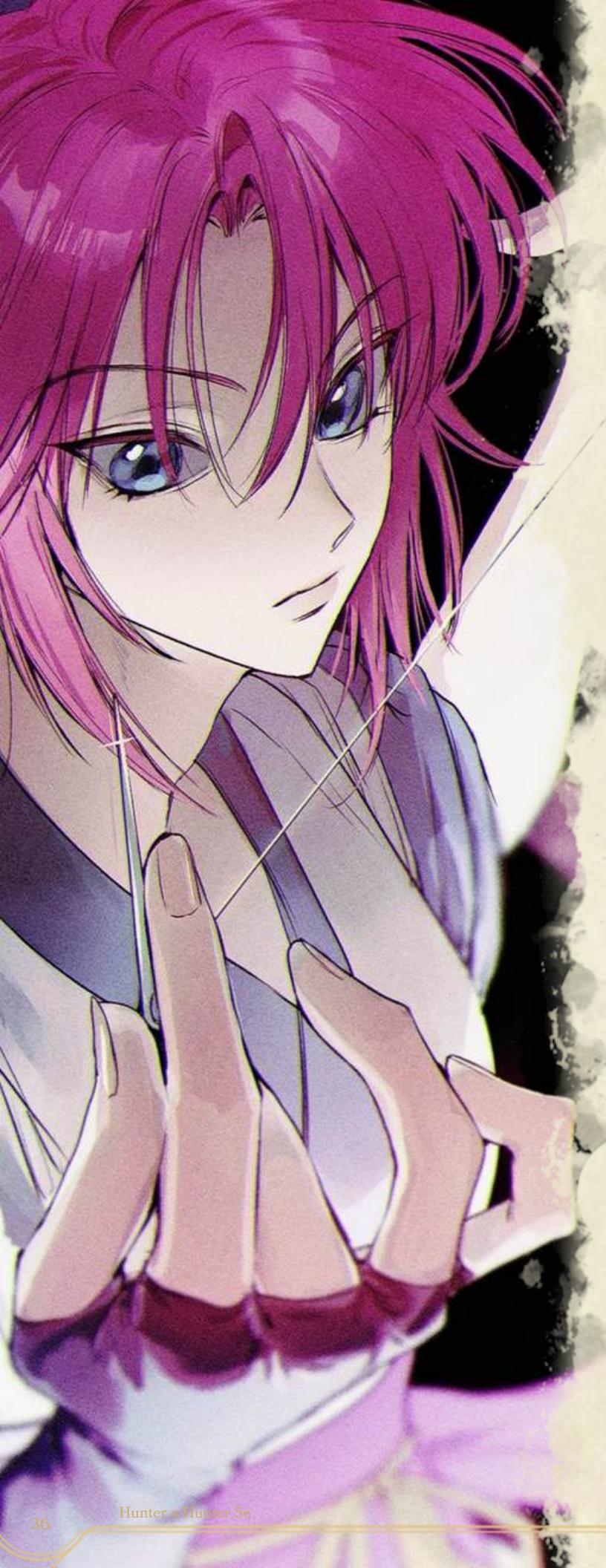
By 10th level, you have acquired the ability to instinctively hide your true motives and pretend to be affected by mind-altering effects to fool your enemies. You have proficiency when rolling saving throws against manipulation-based hatsu.

EXPOSING STRIKE

At 11th level, you learn how to make your strikes undercut a creature's resistance to your hatsu. When you hit a creature with an attack, that creature has disadvantage on the next saving throw it makes against a hatsu you cast before the end of your next turn.

MISDIRECTION

Beginning at 13th level, you can sometimes cause another creature to suffer a ranged weapon attack meant for you. When you are targeted by a ranged weapon attack while a creature within 5 feet of you is also in the path of that attack, you can use your reaction to have it target that creature instead of you.



IMPROVISED ADVANTAGE

When you reach 14th level, you can utilize the unique nature of your nen to transform a failure into success. When you make an ability check that fails, you can spend 1 slot of 2nd level or higher to reroll the d20. You must use the new roll.

ELUSIVE

Beginning at 15th level, you can accurately sense the bloodlust of your foes. This allows you to dodge attacks that would normally give your enemies the upper hand against you. No attack roll has advantage against you while you aren't incapacitated. Some common examples include:

- Being blind, prone, or restrained
- Being attacked by an invisible enemy
- Being attacked by a reckless attack
- Being flanked (if using the flanking variant rule in the DMG)

CUNNING AMBusher

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

STROKE OF LUCK

At 18th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within normal range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

NOTHING PERSONAL

At 20th level, you embody the cunning of the world's most powerful assassins and shadowy organizations. Whenever you land the killing blow on a creature, you can instantly teleport up to 30ft behind another creature in range. You can then perform a sneak attack with advantage on that creature. You can repeat this effect multiple times in a single turn as long as you continue to land killing blows.

FEATS

Feats represent talents or areas of expertise that grant characters special capabilities, reflecting training, experience, or abilities beyond those provided by their class.

To select a feat, you must meet any prerequisites it specifies. If you lose a feat's prerequisite, you cannot use that feat until you regain the prerequisite.

This document introduces additional feats inspired by the HxH world and story. These feats are meant to complement the standard list of feats from the official D&D 5e Player's Handbook. However, keep in mind that some official 5e feats may not be compatible with HxH5e. For instance, Weapon Master has limited utility, as players automatically gain proficiency with all weapon types.

You're encouraged to create fun, unique ideas for your character. Collaborate with your DM to design custom feats that enhance your HxH5e experience!

BEAST TAMER

- Increase your Intelligence by 1, to a maximum of 20.
- The duration of hatsu that create nen beasts is doubled.
- Your nen beasts gain advantage on saving throws against being charmed and feared.

BUTLER TRAINING

- Increase your Wisdom by 1, to a maximum of 20.
- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You never have disadvantage on your Perception checks, even if you are blinded or deafened.

EN MASTER

- You must first have the Nen Feature "En" to take this Feat.
- You now multiply your class' primary attribute modifier one additional time when determining your En's maximum radius in feet. For example, an En Master conjurer with 20 (+5) intelligence would have an En radius of 125(5x5x5) feet.

SHINGEN-RYU STUDENT

- Increase your Strength by 1, to a maximum of 20.
- You are considered to be 1 level higher than normal when using the Ren Strikes table (See the Nen Feature "Ren"). This feat has no effect at level 20.

SLEEP THERAPY

- Increase your Constitution by 1, to a maximum of 20.
- You now fully recover all your hit points at the end of the long rest.
- You recover from 3 levels of exhaustion instead of the normal 2.





HUMAN ORIGIN FEATS

A human origin feat represents a biological or cultural advantage that gives a human character special capabilities. Human origin feats can only be chosen at level 1 by human characters to give them a little extra flavor.

KURTA - SCARLET EYES

Some members of the Kurta clan are born with the power of scarlet eyes. When enraged or upset, their eyes change color and appear to be brilliant red. Due to their beauty, flesh collectors and thieves have hunted the Kurta clan to near extinction.

As a bonus action, you can activate your Scarlet Eyes for 1 minute. This effect cannot be cancelled early. You can activate your Scarlet Eyes once per day at level 1 and one additional time for every odd character level you achieve after that. Having Scarlet Eyes active has the following effects:

- Your Strength or Dexterity score temporarily increases by 2.
- You temporarily gain proficiency and advantage on intimidation checks
- You can't be charmed or frightened. If you already are, the effect is suspended for the duration.
- You can use an action to frighten one creature that you can see within 30 feet of you. If the creature can see your eyes, it must succeed on a Wisdom saving throw (DC equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$) or be frightened of you until the end of your next turn. If the creature succeeds on its saving throw, you can't frighten that creature again this way for 24 hours.

ZOLDYCK - ASSASSIN

The Zoldyck family is considered to be, by far, the deadliest group of professional assassins in the world. They possess a unique set of talents that make them formidable enemies and expensive to hire. Even among nen users, they are considered to be super elite combatants. As a member of the Zoldyck family or one of their highly trained butlers:

- You have advantage on saving throws against poison and you have resistance against poison damage.
- Whenever you make a Dexterity (Stealth) check, you are considered proficient in the Stealth skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You have advantage on Wisdom (Survival) checks made to track or follow nearby creatures.
- You can use the Rhythm Echo hatsu for free once per day.
- At times, the head of the Zoldyck family may interfere with you by issuing you orders or by having you followed.

METEOR CITY - SCAVENGER

You do not exist. You grew up in a junkyard city with no records of your birth or any proof of your existence at all. The existence of Meteor City itself is known to very few people. Because of this, the city has become a huge source of untraceable hitmen, thieves, and assassins. It is a dumping ground for countries around the world. The people who live in Meteor City comb through the newly dumped trash daily, looking for valuables and supplies to survive.

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of nearby valuable objects.
- You have advantage on skill checks and saving throws made to create, setup, hide, and avoid conventional traps.
- You gain proficiency with thieves' tools.
- Anyone attempting to search for information about you, or your past does so with disadvantage.

MAFIA - FAMILY

As a member of a prominent mafia family, you have powerful connections around the world. Your family most likely specializes in something the mafia community finds highly valuable. You know how to find the black market in every big city, how to hire a smuggler to bring you illegal goods, and the best muscle to hire for a job. You have likely attended the annual underground auction before with your family and have a personal interest in certain valuables and collectables.

- You have a reliable and trustworthy contact who acts as your liaison to a network of other mafia members and criminals. You know how to get messages to and from your contact, even over great distances.
- You can easily and discretely purchase most items and vehicles in any city whether they are legal or not. You can also have them delivered to your location within 1 hour.
- Being adjacent to a hostile creature doesn't impose disadvantage on your ranged attacks.
- You gain proficiency with any two conventional land vehicles and one gaming set of your choice.

HEAVEN'S ARENA - COMBATANT

As a Heaven's Arena veteran, you're knowledgeable about one-on-one close-quarters combat. You have likely been fighting and working your way towards the top of the tower over the past few years and then you abruptly learned about nen upon reaching the 200th floor.

- Once per turn, when you hit a creature with a melee attack that deals damage, you can move it 5 feet into an unoccupied space, provided the target is no more than one size larger than you.

- When you score a critical hit that deals damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.
- You have advantage on Intelligence (History) checks made to remember information about world famous combatants and Heaven's Arena contestants.
- You have advantage on Charisma (Performance) checks made to entertain, taunt, and hype audiences for your fights.



MONEY AND EQUIPMENT

The bustling marketplace of a large city is alive with a diverse array of buyers and sellers: blacksmiths, carpenters, farmers, jewelers, and people of all shapes, sizes, and cultures from across the globe. In the largest cities, nearly anything imaginable can be found for sale, from exotic spices and luxurious clothing to wicker baskets and sturdy swords.

For a Nen user, everyday items like armor, weapons, backpacks, and rope are often of little importance. However, such mundane goods can still serve practical purposes. Those skilled in Nen typically seek out rare and powerful items not available in public markets. This section covers both the ordinary and exotic merchandise that adventurers commonly find useful when facing the unique threats of the Hunter x Hunter world.

STARTING EQUIPMENT

When you create your character, you start with 1,000,000 jenny to spend on items from the lists in this section. It's up to you to decide how your character acquired this starting money and gear.

Keep in mind that your character starts at level 1 with the ability to use nen. You are already supernaturally stronger than over ninety-nine percent of other people. So, making money isn't very difficult. Though it's possible you may have inherited the money or earned it as savings while working a normal job. Perhaps you even stole it.

CURRENCY

The common currency in the world of HxH is jenny. A jenny holds roughly the same value as a Japanese yen. You can adjust this value based on real-world inflation and economics if you want but this document is going to base the value of Jenny using prices and values from the story's source materials.

- 120 Jenny is equivalent to a US Dollar.
- 12,000 Jenny is equivalent to a D&D gold coin.

SELLING EXPENSIVE ITEMS

Opportunities to find treasure, equipment, artifacts, and more are plentiful in the places you explore. However, most nen users in the world of HxH aren't interested in mundane trinkets. Professional hunters and world-class thieves typically deal in items worth 100 many millions or billions of Jenny. With this in mind, selling such high-value items might be more challenging than you'd expect.

Scams are rampant in the world of HxH, especially when it comes to money. Many people will go to great lengths to deceive others and steal their fortunes. Be cautious of deals that seem too good to be true—they probably are.

Some common ways to sell expensive, high-profile items include:

- Reputable auction houses
- Secure online auctions
- Blackmarket auctions
- Art dealers and galleries
- Direct sales to collectors
- Brokerage services
- Appraisers
- Antique & Pawn shops

ARMOR AND SHIELDS

The world of HxH is made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from cloth tunics to bulletproof vests. However, it's important to remember that any kind of armor is essentially useless in the face of a nen user's attack. Unless the armor or clothing has been infused with nen in some way.

Armor Proficiency. Since nen users are supernaturally strong and agile, it's safe to assume you can use any kind of armor you want aesthetically. Only the strength of the nen infused into armor really makes any difference, regardless of whether it's cloth or steel.

Armor Class (AC). While using Ten, your AC equals $10 + \text{your Constitution modifier} + \text{your Strength or Dexterity modifier}$. Armor (and shields) infused with nen can have additional protection from attacks further increasing your AC.

Stealth Penalty. Wearing heavy metal armor will likely cause the wearer to have disadvantage on Dexterity (Stealth) checks. Most nen users prefer to wear simple clothing both for improved mobility and stealth.



WEAPONS

Your character can wield any weapon they prefer with proficiency. Nen users possess extraordinary strength, allowing them to carry and use weapons far beyond what an ordinary person could manage. However, most weapons—even firearms—are largely ineffective in nen-based battles. As a result, most nen users rely on martial arts and their unique hatsu, often fighting unarmed. In HxH5e, conventional weapons are typically used for aesthetics or to complement certain hatsu abilities.

Weapons can be infused with nen in a variety of ways. These nen-infused weapons grant bonuses to their wielders. To maintain simplicity and align with the HxH system, all weapons—regardless of size or type—deal damage and gain extra attacks as outlined in the Ren Strikes table shown the “Ren” Nen Feature. Melee weapons use your Strength modifier for attack and damage rolls, while ranged weapons use your Dexterity modifier.

The HxH world accommodates all kinds of weapons, from simple wooden swords to modern rifles. Many nen users embrace unconventional weapons, such as playing cards, yo-yos, or giant smoking pipes, leveraging their unique properties. Since base damage is standardized, you are free to choose a weapon that best suits your character’s unique style and personality.

ITEM RARITY

Every item that can be equipped or used by a character in HxH5e falls into one of five categories: common, uncommon, rare, very rare, and legendary. These categories determine how difficult the item is to find, purchase, sell, and use. An amateur Nen user could injure or even kill themselves if they attempt to use a nen-infused item that is too powerful for them to handle.

Common. Items that have nothing to do with nen. They are simply naturally created, handcrafted, or mass manufactured. The prices and availability for common items are comparable to the real world.

Uncommon. Uncommon items are inscribed, crafted, or otherwise affected by nen in minor ways. When equipped, these items typically provide a +1 AC bonus or +1 weapon bonus to attack and damage rolls. An example of an uncommon item would be a Ben’s knife or possibly Gon’s fishing rod.

Rare. These items are more obviously created or altered by nen. They possess special properties based on who created them. Items of this rarity also often provide a +2 AC bonus or +2 weapon bonus to attack and damage rolls. Examples may include Morel’s smoking pipe and Feitan’s umbrella sword.

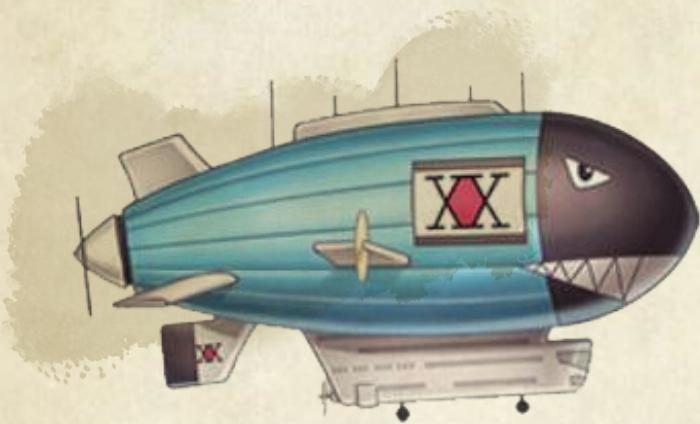
Very Rare. Very rare items are created purely with nen. They possess powerful special properties based on who created them. When equipped, items of this rarity also often provide a +3 AC bonus or +3 weapon bonus to attack and damage rolls. Shizuku’s vacuum and the Greed Island video game fall into this category.

Legendary. One of a kind items likely created by postmortem nen. They possess multiple powerful special properties based on who created them. When equipped, items of this rarity also often provide a +4 AC bonus or +4 weapon bonus to attack and damage rolls. Items of this quality may be similar to objects like Chrollo’s ‘Bandit’s Secret’ book and Kite’s ‘Crazy Slots’ weapons.

ESTIMATED EQUIPMENT COSTS

Experience Points	Minimum Price	Bonus
Common	50,000+	None
Uncommon	25,000,000+	+1
Rare	500,000,000+	+2
Very Rare	5,000,000,000+	+3
Legendary	50,000,000,000+	+4





VEHICLES

There are many different vehicles in the HxH world. Options include sailing ships, motorcycles, cars, trucks, buses, trains, ultralight helicopters, hot air balloons, jets, and various sized airships (blimps). The only conventional vehicle that doesn't seem to exist in the world of HxH are passenger airplanes. Vehicles must be fueled and maintained or they risk breaking down.

With nen, players will be able to quickly travel short distances faster than a car would likely allow them to. However, even masters of nen prefer to use airships to travel long distances for the speed, comfort, and the ability to reserve their energy. Large, luxury vehicles are often equipped with sleeping quarters, restrooms, a kitchen, and rooms designed for leisure activities.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land, air, or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Vehicle Rentals. If you want to rent a vehicle for 7 days, it costs roughly 1/20th the total cost of the vehicle and must be returned to a franchise location in a major city. You must pay for any damage caused to the vehicle.

Passenger Tickets. You can purchase tickets to travel in commercial airships, buses, boats, etc. Commercial vehicles only travel to towns, cities, and landmarks open to the public. The cost is roughly 15 jenny per kilometer you plan to travel. This price increases if the vehicle is luxurious or exceptionally fast.

EXAMPLE VEHICLES

Item	Cost (Jenny)	Max KPH
Airship (small, 4-seat)	50,000,000	70
Airship (medium, 20-seat)	750,000,000	80
Airship (large, luxury, 100-seat)	15,000,000,000	90
Bus	27,000,000	120
Car	3,000,000	130
Car (luxury)	8,000,000	130
Car (sport)	6,500,000	160
Motorcycle	2,000,000	140
Ultralight Helicopter (1-seat)	15,000,000	100
Ship (small, sailboat)	25,000,000	20
Ship (medium, passenger)	60,000,000	25
Ship (large, yacht)	550,000,000	30
Truck (pickup)	6,000,000	130
Truck (semi)	20,000,000	120

EXPENSES

Even in the fantastical world of Hunter x Hunter, people require necessities like shelter, food, and clothing, and these come with a price. A modest lifestyle might include renting a small apartment, eating simple meals, and wearing practical clothing, while a more extravagant lifestyle—such as maintaining a large home or dining at gourmet restaurants—can quickly increase expenses. Adventurers often incur additional costs for equipment repairs, travel, or hiring guides through dangerous regions.

In general, 120 Jenny equals about 1 US Dollar. So, if you need to calculate the cost of something, look up the price equivalent in 1999. For example, let's consider the JoyStation. The real world equivalent would be a PlayStation, which was considered to be an old console around 1999. The cost would have been around \$200. So, we can reasonably assume a JoyStation would be about 24,000 Jenny.

LIFESTYLE EXPENSES

Lifestyle	Price/Day
Modest	15,000
Comfortable	40,000
Wealthy	100,000
Aristocratic	300,000 minimum

Modest. A modest lifestyle keeps you out of the bad parts of town and ensures that you can maintain your most important assets. You live in an older house or rent a studio apartment. You don't go hungry or thirsty, and your living conditions are clean, if simple. You likely own an old used car or motorcycle.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your health and assets. You live in a middle-class neighborhood or in a decent apartment in the heart of the city. You probably own a new car or pickup truck.

Wealthy. A wealthy lifestyle means living a life of luxury. You live comparable to that of someone who owns several successful businesses. You have a spacious home in a good part of town or a suite of private rooms in a hotel. You likely have a small staff of servants to care for your home and assets. You drive a luxury or sports car, and may even own a small airship.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You likely own multiple properties, a large piece of land, and want for nothing when you're at home. You dine at the finest restaurants, have your own full time private chef, retain the city's most skilled tailor, and have servants attending your every need. You receive invitations to social gatherings of the rich and powerful. You spend your evenings in the company of politicians, CEOs, and royalty. You likely own a private yacht or moderately sized private airship.

HATSU

Hatsu, also known as nen abilities, use the same mechanics as standard spellcasting abilities in the official D&D5e PHB. However, they base their save DCs and attack modifiers on the individual hatsu's type, rather than the user's class or traditional spell save DC.

For example, when using the hatsu Bear Hug, the defender must roll their Strength saving throw against $8 + \text{your proficiency} + \text{your Strength modifier}$. This is because Bear Hug is an enhancement hatsu. So, even if you're a conjurer or emitter, the hatsu save DC for Bear Hug is always based on the user's Strength.

- **Hatsu modifier** = the hatsu's category modifier
- **Hatsu attack modifier** = your proficiency bonus + the hatsu's category modifier
- **Hatsu save DC** = $8 + \text{your proficiency bonus} + \text{the hatsu's category modifier}$

HATSU CATEGORY MODIFIERS

Hatsu Type	Category Modifier
Conjurer	Intelligence
Emitter	Wisdom
Enhancer	Strength
Manipulator	Charisma
Transmuter	Dexterity
Specialist	N/A

HATSU DESCRIPTIONS

The hatsu listed here are examples to inspire your creativity. The possibilities with nen are endless, so work with your DM to create unique hatsu tailored to your character. Any nen class can learn any hatsu, but your proficiency with it will depend on your affinity according to the nen ring chart, resulting in varying outcomes.

Hatsu scale based on whether the user is a **Master**, **Efficient**, **Competent**, or **Inefficient** with the specific nen class of that hatsu. Most hatsu include a scaling (X) value in their description, which should be replaced with the appropriate value from the **MECI** scale.

For example, an Enhancer who has Mastered the 1st-level enhancement hatsu Mighty Strike would deal the full 1d10 bonus damage. A Transmuter or Emitter, being Efficient with enhancement hatsu, would deal only 1d8 bonus damage. Similarly, Conjurers and Manipulators, who are only Competent, would deal 1d6 bonus damage when using the same hatsu.

Certain hatsu, like Identify, may not scale easily using the D&D5e ruleset. In these cases, the DM may impose penalties, such as a chance of failure, or disallow certain nen classes from learning the hatsu altogether. For instance, it would not be logical for an Emitter, with only a 40% affinity to Conjunction, to use Identify with the same precision and potency as a Conjurer.

CONDITIONS AND LIMITATIONS

In the world of HxH, most of the powerful hatsu characters use are impacted by quirky risks, conditions, vows, or limitations. We encourage players to add custom flavor and uniqueness to their hatsu via these types of conditions.

For example, you could add a condition to Grease Puddle that makes it highly flammable. However, you would also then need to impose negative limitations to it, such as a smaller surface area or a higher level slot cost.

BEYOND 2ND-LEVEL HATSU

This document intentionally does not include examples of hatsu beyond 2nd-level at this time. Starting at character level 5 and beyond, players are encouraged to get creative and develop their own distinctive hatsu. If there is enough support and demand, we will expand this document in the future to include examples for hatsu levels 3–9.

The hatsu listed in this section are simply examples meant to inspire ideas and provide a foundation for mechanics. To fully bring your HxH character to life, you'll need to work with your DM to invent, negotiate, and refine custom hatsu that suit your unique vision.

We recommend using our examples, along with spells from the official D&D 5e Player's Handbook and other supplemental books, to create your hatsu. While your class's primary nen category should guide your choices, don't feel entirely limited by it. An 80% effective teleport or healing hatsu can still be powerful and beneficial as secondary options for almost any character.

ABSORB ELEMENT

1st-level transmutation

Casting Time: 1 reaction

Range: Self

Duration: 1 round

When you first learn this hatsu, you must choose 1 element: acid, cold, fire, lightning, or thunder. This hatsu captures some of the incoming energy of the type chosen, lessening its effect on you and storing it for your next attack. You have resistance to the damage type until the start of your next turn. Also, the first time you hit with an attack on your next turn, the target takes an extra X damage of that damage type, and then the hatsu ends.

M: 1d10, **E:** 1d8, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 2nd level or higher, the extra damage increases by X for each slot level above 1st.

ACIDIC ARROW

2nd-level emission

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged hatsu attack against the target. On a hit, the target takes **X** acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

M: 2d4, **E:** 1d8, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

AID

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Your hatsu bolsters your allies with toughness and resolve. Choose up to three creatures to touch during your turn. Each target's hit point maximum and current hit points increase by **X** for the duration.

M: 5, **E:** 4, **C:** 3, **I:** 2

When you cast this hatsu using a slot of 3rd level or higher, a target's hit points increase by an additional **X** for each slot level above 2nd.

ALTER SELF

2nd-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You assume a different form. When you cast this hatsu, choose one of the following options, the effects of which last for the duration. While the hatsu lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also don't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this hatsu to become quadrupedal, for

instance. At any time for the duration of the hatsu, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or other natural weapons of your choice. Your unarmed strikes use these natural weapons and you have a +1 bonus to the attack and damage rolls you make using them. This bonus increases to +2 at character level 7, +3 at level 11, and +4 at level 15. This bonus do not apply if you use a weapon to attack.

AMBITION

Manipulation cantrip

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the hatsu ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The hatsu then ends.

AMPLIFY VITALITY

1st-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You channel nen to enhance a creature's physical resilience. The target gains temporary hit points equal to 1d6 + your Strength modifier. While the effect lasts, the target has advantage on Constitution saving throws to maintain concentration.

ANIMAL FRIENDSHIP

1st-level manipulation

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours

This hatsu lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is **X** or higher, the hatsu fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the hatsu's duration. If you or one of your companions harms the target, the hatsu ends.

M: 5, **E:** 4, **C:** 3, **I:** 2

When you cast this hatsu using a slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

ARC LIGHTNING

1st-level emission

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A beam of crackling, blue nen lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged hatsu attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal an additional 1d12 damage to the target automatically. The hatsu ends if you use your action to do anything else. The hatsu also ends if the target is ever outside the hatsu's range or if it has total cover from you.

M: 1d12, **E:** 1d10, **C:** 1d8, **I:** 1d6

When you cast this hatsu using a slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

AURA BLAST

Emission cantrip

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

A sphere of crackling nen energy streaks toward a creature within range. Make a ranged hatsu attack against the target using your Wisdom modifier. On a hit, the target takes **X** force damage.

At higher levels the hatsu creates additional spheres: two at 5th level, three at 11th level, and four at 17th level. You can direct the spheres at the same target or at different ones. Make a separate attack roll for each sphere.

M: 1d10, **E:** 1d8, **C:** 1d6, **I:** 1d4

BANE

1st-level manipulation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Up to **X** creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the hatsu ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

M: 3, **E:** 2, **C:** 2, **I:** 1

When you cast this hatsu using a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

2st-level transmutation

Casting Time: 1 action

Range: Self

Duration: 1 hour

Until the hatsu ends, your nen covers your body and becomes a rough and bark-like. You gain a +1 bonus to your AC for the duration. If you are wearing any armor that is already providing an AC bonus, such as a +1 robe, this hatsu's AC bonus does not stack with it. This AC bonus increases to +2 at character level 7, +3 at level 11, and +4 at level 15.

BEAR HUG

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to (X)

The target must succeed on a Strength saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Strength saving throw. On a success, the hatsu ends on the target. While Bear Hug is active, your movement is halved but you carry the victim around with you.

M: 1 minute, **E:** 48 seconds, **C:** 36 seconds, **I:** 24 seconds

BEAST BOND

1st-level manipulation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to (X)

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The hatsu fails if the beast's Intelligence is **X** or higher. Until the hatsu ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

M: 5, **E:** 4, **C:** 3, **I:** 2

When you cast this hatsu using a slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

BARKSKIN

BINDING YARN

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Duration: X hours

You touch a creature or object, connecting the two of you with a nen string resembling glowing yarn. The string is clearly visible to anyone using Gyo and does not require a perception check to detect. However, it is imperceptible to the target, cannot be felt, and does not restrict their movement.

The string can stretch up to one mile before breaking and disappearing. While it cannot be damaged by conventional means, any nen-infused attack can easily sever it. If you create a new binding yarn, the previous one immediately disappears.

For example, if a vehicle or person comes into contact with a section of the nen string, they unknowingly act as a new anchor and begin stretching it in the direction they are moving. In highly populated areas, such as cities, this hatsu often reaches its stretch limit very quickly due to frequent interactions with numerous stationary and moving anchors.

M: 8, **E:** 6, **C:** 4, **I:** 2

This hatsu's stretch limit increases by another mile when you reach 5th level, 11th level, and 17th level.

BLUR

2nd-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Your nen aura creates confusing after-images of your body's movements. You appear to be randomly 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 has blindsight or truesight.

BRANDING STRIKE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this hatsu ends, your nen causes the weapon to gleam with glowing radiance as you strike. The attack deals an extra 2d6 radiant damage to the target. Your nen causes the target to shed dim light in a 5-foot radius. This prevents them from being invisible and imposes disadvantage on their Stealth (Dexterity) checks. If the target activates Total Zetsu, you can still detect their location for the duration.

M: 2d6, **E:** 2d4, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

BUBBLE

Transmutation cantrip

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 15 minutes

You transmute your aura into a soapy bubble which is just large enough to envelope your entire body in a thin translucent sphere. You can move normally while within the bubble. However, any nen-infused damage, from within or outside, will pierce and pop it immediately. The bubble provides you with a normal atmosphere of breathable air for the duration. It does not insulate against temperature changes, so don't swim in any lava.

The duration of this hatsu increases by an additional 15 minutes when you reach 5th level (30 minutes), 11th level (45 minutes), and 17th level (1 hour).

BULLETPROOF

Enhancement cantrip

Casting Time: 1 action

Range: Self

Duration: 1 round

You extend your hand and prepare to block the next attack targeting you. Until your next turn, the first regular (not infused with nen) attack that hits you will have its damage reduced by (X).

M: 2d6, **E:** 2d4, **C:** 1d6, **I:** 1d4

This hatsu's damage reduction increases by an additional die when you reach 5th level, 11th level, and 17th level.

BURNING HANDS

1st-level transmutation

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

M: 3d6, **E:** 2d8, **C:** 2d6, **I:** 1d10

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CALM EMOTIONS

2nd-level manipulation

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range 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 two effects. You can suppress any effect causing a target to be charmed or frightened. When this hatsu 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 toward. This indifference ends if the target is attacked or harmed by an hatsu or if it witnesses any of its friends being harmed. When the hatsu ends, the creature becomes hostile again, unless the DM rules otherwise.

CAUSE FEAR

1st-level manipulation

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. Constructs such as nen beasts or inanimate objects are immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the hatsu ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

M: 2d6, **E:** 2d4, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CLOCKWORK COMPANION

1st-level conjuration

Casting Time: Up to 10 actions

Range: Self

Duration: Up to 10 minutes

You conjure a clockwork device that resembles a metal, flightless animal such as a rat or crab the size of a dinner plate. Every action used to conjure the device allows it to operate for 1 minute, to a maximum of 10 minutes. While operational, the device uses the accompanying clockwork companion stat block. This construct is under the DM's control. A clockwork companion reduced to 0 hit points is destroyed.

CLOUD OF DAGGERS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You fill the air with conjured spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the hatsu's area for the first time on a turn or starts its turn there.

M: 4d4, **E:** 3d4, **C:** 3d4, **I:** 2d4

When you cast this hatsu using a slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

COIN BARRAGE

1st-level enhancement

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Use your aura to turn (**X**) normal coins into weapons, flipping and rapidly firing them from your hands with more power than bullets. Each coin hits a creature of your choice that you can see within range. A coin deals $1d4 + 1$ nen damage to its target. The coins all strike simultaneously and you can direct them to hit one creature or several.

M: 4, **E:** 3, **C:** 2, **I:** 1

When you cast this hatsu using a slot of 2nd level or higher, the hatsu fires one more coin for each slot level above 1st.

COMMAND

1st-level manipulation

Casting Time: 1 action

Range: X feet

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The hatsu has no effect if the target 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 DM determines how the target behaves. If the target can't follow your command, the hatsu ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no 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.

M: 60, **E:** 50, **C:** 40, **I:** 30

When you cast this hatsu using a slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

COMPELLED DUEL

1st-level manipulation

Casting Time: 1 bonus action

Range: X feet

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this hatsu doesn't restrict the target's movement for that turn.

The hatsu ends if you attack any other creature, if you use an hatsu that targets a hostile creature other than the target, if a creature friendly to you damages the target or uses a harmful hatsu on it, or if you end your turn more than 30 feet away from the target.

M: 30, **E:** 25, **C:** 20, **I:** 15

CONJURE FAMILIAR

1st-level conjuration

Casting Time: 1 hour

Range: 10 feet

Duration: Instantaneous

You gain the service of a familiar, a small nen beast that takes an animal form you choose such as a cat, frog, spider, or bird. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you conjure it again. You can't have more than one familiar at a time. If you cast this hatsu while you already have a familiar, you instead cause it to adopt a new form.

Finally, when you use a hatsu with a range of touch, your familiar can deliver the hatsu. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the hatsu when you use it. If the hatsu requires an attack roll, you use your attack modifier for the roll.

CONJURE OR DESTROY WATER

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You either conjure or destroy water.

Create Water. You conjure up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

When you cast this hatsu using a slot of 2nd level or higher, you conjure or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

CONJURE VEHICLE

2nd-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Duration: 8 hours

You conjure a nen beast that assumes the form of a non-military land vehicle of your choice, appearing in an unoccupied space within range. The vehicle has the statistics of a normal vehicle of its sort, though it is a nen beast. The vehicle may have some beast-like physical characteristics based on your preference such as a sinister-looking front grille with teeth.

You have a bond with the conjured vehicle that allows you to drive beyond your normal hatsu. While driving the conjured vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle. While driving the vehicle, you can make any hatsu you use that targets only you also target the vehicle (at your DM's discretion).

If the vehicle drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the vehicle at any time as an action, causing it to disappear.

You can't have more than one vehicle conjured by this hatsu at a time. As an action, you can dispel the vehicle, causing it to disappear.

CORROSIVE MEMBRANE

*1st-level transmutation**

Casting Time: 1 action

Range: Self

Duration: 1 hour

A protective mucousy membrane covers you and your gear. You gain 8 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes **X** acid damage.

M: 1d8, **E:** 1d6, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 2nd level or higher, both the temporary hit points and the acid damage increase by 5 for each slot.

CROWN OF MADNESS

2nd-level manipulation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A humanoid that you touch must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a nen crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no

creature or if none are within its reach. The target can make a Wisdom saving throw at the end of each of its turns. On a success, the hatsu ends.

CURE WOUNDS

1st-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A creature you touch regains a number of hit points equal to (**X**) + your STR modifier. This hatsu has no effect on undead or constructs.

M: 1d8, **E:** 1d6, **C:** 1d4, **I:** 1d2

When you cast this hatsu using a slot of 2nd level or higher, the healing increases by an additional die for each slot level above 1st.

DARK TENDRILS

1st-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Instantaneous

You conjure tendrils of dark energy that erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

M: 2d6, **E:** 1d10, **C:** 1d8, **I:** 1d6

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DARKNESS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

Supernatural darkness spreads from a point you choose within range to fill a **X**-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and normal light can't 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 the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this hatsu's area overlaps with an area of light created by an hatsu of 2nd level or lower, the hatsu that created the light is dispelled.

M: 15, **E:** 10, **C:** 10, **I:** 5

DATAPAD

Conjuration cantrip

Casting Time: 1 action

Range: Self

Duration: 1 hour

You conjure a small datapad that fits in the hand and stores information similar to a book. The datapad can hold the equivalent of one book that's no more than 320 pages long. The datapad can be created blank or already be filled with information. When the datapad is created, the creator can set a passphrase that must be spoken to access the information stored within.

While holding the datapad, anyone can use an action to open their mind to it, seeing its content in their mind. On subsequent rounds, reading the text or scribing new text on blank "pages" in the datapad requires concentration and takes the same amount of time it takes to read and write normally. Thinking of a particular phrase or topic draws the holder to the first section in the datapad that addresses it. The information is not automatically translated into different languages.

The creator can dismiss the datapad or reset its passphrase by touching it. The datapad disappears after an hour and must be conjured again by the creator. The creator can only have one datapad at any time. Once a datapad is made blank, the data it once held can never be recovered.

DIAMOND HANDS

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 round

You channel your nen to cause your hands to harden and sharpen as if they were covered in a thin layer of crystals. Make an unarmed melee attack against one creature within 5 feet of you. On a hit, the target takes 1d8 slashing damage. After you make the attack, your AC is increased by +1 until the beginning of your next turn.

DISEASED TOUCH

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Make a melee hatsu attack against a creature you can reach. On a hit, your disease infested aura causes the target to take **X** necrotic damage.

M: 4d10, **E:** 4d8, **C:** 3d8, **I:** 2d10

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

DISGUISE SELF

1st-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You use your nen aura to make yourself – including your clothing, armor, weapons, and other belongings on your person – look different until the hatsu ends or until you use your action to dismiss it. You can't change your body type too drastically and you can only add, not subtract, from your normal mass. So, you must adopt a form that is roughly the same size and shape, with some room to increase your perceived height by up to 1ft and weight by up to 100lb. Your new form must also have the same basic arrangement of limbs. Otherwise, the extent of the disguise is up to you.

The changes wrought by this hatsu will hold up to basic physical inspection. For example, if you cast this hatsu to add a hat to your outfit, the hat would be made out of your nen aura, and anyone who touches it would feel a solid surface. However, the surface of the hat would not feel like authentic fabric. The hat would also be impossible to remove from your head without it disappearing. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your hatsu save DC minus **X**. Anyone using Gyo automatically succeeds this check and can see that you are using nen to disguise yourself.

M: 0, **E:** 2, **C:** 4, **I:** 6

DISSONANT WHISPERS

1st-level manipulation

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

M: 3d6, **E:** 2d8, **C:** 2d6, **I:** 1d8

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DUST DEVIL

2nd-level emission

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You shoot a condensed, spinning ball of air towards an unoccupied space in range. This causes a dust devil to appear in that space that lasts for the hatsu's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes **X** bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

M: 1d8, **E:** 1d6, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 3rd level or higher, the damage increases by **X** for each slot level above 2nd.

EARTHBIND

2nd-level emission

Casting Time: 1 action

Range: **X** feet

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. You throw yellow rings of nen-infused energy which loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the hatsu's duration. An airborne creature affected by this hatsu descends at 60 feet per round until it reaches the ground or the hatsu ends.

M: 300, **E:** 240, **C:** 180, **I:** 120

ELASTIC AURA

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Duration: 10 minutes

You transmute your aura into an elastic form, allowing you to extend your reach. For the duration, your melee attacks and interactions can target creatures and objects within **X** feet of you.

M: 15, **E:** 10, **C:** 10, **I:** No effect

ELECTRIC WHIP

Transmutation cantrip

Casting Time: 1 action

Range: Self (15-foot radius)

Duration: Instantaneous

You create a lash of electrical energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

This hatsu's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELEMENTAL BURST

Emission cantrip

Casting Time: 1 action

Range: **X** feet

Duration: Instantaneous

When you first take this cantrip, select one the following elements: cold, fire, lightning, thunder. You emit a concentrated blast of nen energy at a creature or object within range. Make a ranged hatsu attack roll against the target. On a hit, the target takes 2d4 damage of the type you chose.

M: 80, **E:** 70, **C:** 50, **I:** 30

This hatsu's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

EMBARRASSING BLUNDER

1st-level manipulation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of yourself succeeds on an attack roll, an ability check, or a saving throw

Range: 60 feet

Duration: Instantaneous

You distract the triggering creature with your nen and attempt to cause an embarrassing blunder. The triggering creature must roll another d20 and use the lower roll for the triggering action.

If the triggering action fails, you can then choose a different creature you can see within range (you can choose yourself). The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A creature can be empowered by only one use of this hatsu at a time.

EN OF HEALING

2nd-level enhancement

Casting Time: 10 minutes

Range: 30 feet

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to (**X**) + your STR modifier. This hatsu has no effect on nen beasts or other constructs.

M: 2d8, **E:** 2d6, **C:** 1d8, **I:** 1d6

When you cast this hatsu using a slot of 3rd level or higher, the healing increases by an additional die for

ENERGY BOLT

1st-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You hurl a concentrated bolt of nen energy at a creature within range. Make a ranged weapon attack against the target. On a hit, the target takes **X** force damage.

M: 4d6, **E:** 3d8, **C:** 3d6, **I:** 2d8

At Higher Levels: When you use a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ENHANCE HATSU

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a creature and infused them with your nen, providing them with various benefits. Choose one of the following effects; the target gains the effect until the hatsu ends.

Foxbear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the hatsu ends.

Great Stamp's Strength. The target has advantage on Strength checks, and their carrying capacity doubles.

Speckled Squirrel's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Spider Eagle's Splendor. The target has advantage on Charisma checks.

Ruse Raven's Cunning. The target has advantage on Intelligence checks.

Piko's Wisdom. The target has advantage on Wisdom checks.

When you cast this hatsu using a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

ENSNARING STRIKE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Your nen transforms into a writhing mass of small thorny vines. The next time you hit a creature with a weapon attack before this hatsu ends, the target must succeed on a Strength saving throw or be restrained by the vines until the hatsu ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this hatsu, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check

against your hatsu save DC. On a success, the target is freed.

If you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ENTANGLE

1st-level conjuration

Casting Time: 1 action

Range: **X** feet

Duration: Concentration, up to 1 minute

You conjure a mass of weeds and vines that sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you use the hatsu must succeed on a Strength saving throw or be restrained by the entangling plants until the hatsu ends. A creature restrained by the plants can use its action to make a Strength check against your hatsu save DC. On a success, it frees itself.

When the hatsu ends, the conjured plants wilt and disappear.

M: 90, **E:** 70, **C:** 50, **I:** 30

ENTHRALL

2nd-level manipulation

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

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 a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the hatsu ends or until the target can no longer hear you. The hatsu ends if you are incapacitated or can no longer speak.

FLAME BLADE

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

You conjure a fiery blade into your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can conjure the blade again as a bonus action.

You can use your action to make a melee hatsu attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

M: 3d6, **E:** 3d4, **C:** 2d6, **I:** 2d4

When you cast this hatsu using a slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

FLAMING SPHERE

2nd-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You lob a 5-foot-diameter sphere of fiery nen in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes **X** fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

M: 2d6, **E:** 2d4, **C:** 2d4, **I:** 1d6

When you cast this hatsu using a slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

FLOATING DISK

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

This hatsu creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to **X** pounds. If more weight is placed on it, the hatsu ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes, and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it were created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the hatsu ends.

M: 500, **E:** 400, **C:** 300, **I:** 200

FLOCK OF FAMILIARS

2nd-level conjuration

Casting Time: 1 minute

Range: Touch

Duration: Concentration, up to 1 hour

You temporarily conjure three familiars – spirits that take animal forms of your choice. Each familiar uses the same rules and options for a familiar conjured by the Conjure Familiar hatsu. All the familiars conjured by this hatsu must be the same type of creature. If you already have a familiar conjured by the Conjure Familiar hatsu or similar means, then one fewer familiars are conjured by this hatsu.

Familiars summoned by this hatsu can telepathically communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you use an hatsu with a range of touch, one of the familiars conjured by this hatsu can deliver it, as normal. However, you can use a touch hatsu through only one familiar per turn.

When you cast this hatsu using a slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

FOG CLOUD

1st-level emission

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

You emit a **X**-foot-radius sphere of fog made of nen centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

M: 20, **E:** 15, **C:** 10, **I:** 5

When you cast this hatsu using a slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

FORTUNE'S FAVOR

2nd-level manipulation

Casting Time: 1 minute

Range: Touch

Duration: 1 hour

You impart latent luck to yourself or one willing creature you can touch. When the chosen creature makes an attack roll, an ability check, or a saving throw before the hatsu ends, it can dismiss this hatsu on itself to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against the chosen creature, it can dismiss this hatsu on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled.

If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll.

When you cast this hatsu using a slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FRIENDS

Manipulation cantrip

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the hatsu ends, the creature realizes that you influenced its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

GIFT OF ALACRITY

1st-level enhancement

Casting Time: 1 minute

Range: Touch

Duration: 8 hours

You touch a willing creature. For the duration, the target can add (X) to its initiative rolls.

M: 1d8, **E:** 1d6, **C:** 1d4, **I:** 1d2

GLITTER BLAST

1st-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Each object in a X-foot cube within range is outlined in glowing blue, green, and violet glitter made of nen.

Any creature in the area when the hatsu is used is also outlined in glowing glitter if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

M: 20, **E:** 15, **C:** 15, **I:** 10

GROUND ANCHOR

Conjuration cantrip

Casting Time: 1 bonus action

Range: Touch

Duration: 1 minute

You conjure a weightless, glowing anchor of nen energy. It attaches a friendly creature you touch and secures them to the ground. The anchor prevents the target from being forcefully pushed or pulled more than 5 feet in any direction. The anchor freely moves with the creature and does not hinder their own movements.

If the creature moves more than 5ft away from the ground, such as high jumping or taking flight, the anchor is dismissed. The friendly creature can choose to voluntarily dismiss the anchor at any time.

GREASE PUDDLE

1st-level transmutation

Casting Time: 1 action

Range: Self

Duration: 1 minute

Your nen transforms into a slick grease that spreads across the ground in an X-foot circle centered on you, turning it into difficult terrain for the duration. When the grease puddle appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also make a Dexterity saving throw or fall prone. You are unaffected by the grease's negative effects.

In fact, moving through any unoccupied space containing your grease does not cost you any movement. However, if you move into a space that is not within or adjacent to the puddle, the grease immediately disappears. Similarly, if the grease puddle flows away down a sloped surface or is blown away by something like a strong gust of wind, those portions will disappear as soon as the grease is no longer physically connected to you.

M: 20, **E:** 15, **C:** 15, **I:** 10

GUST OF WIND

2nd-level emission

Casting Time: 1 action

Range: Self (\mathbf{X} -foot line)

Duration: Concentration, up to 1 minute

A line of strong wind \mathbf{X} feet long and 10 feet wide blasts from you in a direction you choose for the hatsu's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the hatsu ends, you can change the direction in which the line blasts from you.

M: 60, **E:** 50, **C:** 40, **I:** 30

GUT KICK

Enhancer cantrip

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

As a bonus action, you can enhance a melee weapon attack with extra force to try and interrupt your target's ability to maintain their concentration. If you cause damage with the attack, the target rolls their Constitution saving throw to maintain their concentration with disadvantage.

HACKATHON

2nd-level manipulation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

You gain advantage on all Intelligence checks using hacking tools to break software encryption or online security when using a foreign system.

This hatsu also allows you to break 2nd level and lower protective hatsu such as Arcane Lock by making an Intelligence check using hacking tools against the hatsu save DC of the hatsu's user.

When you cast this hatsu using a slot of 3rd level or higher, you can attempt to counteract a hatsu set to secure the foreign system if the hatsu's level is equal to or less than the level of the slot you used.

HEALING ORB

1st-level emission

Casting Time: 1 bonus action

Range: \mathbf{X} feet

Duration: Instantaneous

Borrowing some aspects of enhancement-based healing, you emit a softly glowing orb of healing nen at a creature of your choice that you can see within range. They regain hit points equal to $1d4 + \text{your hatsu modifier (WIS)}$. This hatsu has no effect on nen constructs.

When you cast this hatsu using a slot of 2nd level or higher, the healing increases by $1d4$ for each slot level above 1st.

M: 60, **E:** 50, **C:** 40, **I:** 30

HEALING ELIXIR

1st-level emission

Casting Time: 1 minute

Range: Self

Duration: 24 hours

You conjure a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains \mathbf{X} hit points.

M: $2d4 + 2$, **E:** $2d4$, **C:** $1d4 + 2$, **I:** $1d4$

HEALING SPIRIT

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You conjure forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fairy.

Until the hatsu ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore $1d6$ hit points to that creature (no action required). The spirit can't heal nen constructs.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see. The spirit can heal a number of times equal to $\mathbf{X} + \text{your hatsu modifier}$ (minimum of twice). After healing that number of times, the spirit disappears.

M: 2, **E:** 1, **C:** 1, **I:** 0

When you cast this hatsu using a slot of 3rd level or higher, the healing increases $1d6$ for each slot level above 2nd.

HELLISH REBUKE

2nd-level transmutation

Casting Time: 1 reaction, which you take when you are damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes **X** fire damage on a failed save, or half as much damage on a successful one.

M: 4d8, **E:** 3d10, **C:** 3d8, **I:** 2d10

When you cast this hatsu using a nen slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

HEROISM

1st-level manipulation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

A willing creature you touch is affected by your nen imbued with your positive emotions. Until the hatsu ends, the creature is immune to being frightened and gains temporary hit points equal to your CHA modifier at the start of each of its turns. When the hatsu ends, the target loses any remaining temporary hit points from this hatsu.

When you cast this hatsu using a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

HIDEOUS LAUGHTER

1st-level manipulation

Casting Time: 1 action

Range: **X** feet

Duration: Up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this hatsu affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the hatsu ends.

M: 30, **E:** 25, **C:** 20, **I:** 15

HUNTER'S MARK

1st-level manipulation

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a creature and place a nen mark on it, identifying them as your quarry. Until the hatsu ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it.

If the target drops to 0 hit points before this hatsu ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

When you cast this hatsu using a slot of 3rd or 4th level, you can maintain your concentration on the hatsu for up to 8 hours. When you use a slot of 5th level or higher, you can maintain your concentration on the hatsu for up to 24 hours.

HUNKER DOWN

Enhancer cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 round

Until the end of your next turn, the next time you would take damage, you take 1d10 less damage. Additionally, you cannot be knocked prone.

The damage reduction is increased by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

IDENTIFY

1st-level conjuration

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You choose one object that you must touch throughout the duration of the hatsu. If it is an object created by, affected by, or imbued with nen, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any hatsu are affecting the object and what they are. If the object was created by a hatsu, you gain a rough understanding of the hatsu that created it.

If you instead touch a creature throughout the casting, you gain a rough understanding of what hatsu, if any, are currently affecting it.

ICY TOUCH

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Your hand suddenly drops in temperature as if it were covered with liquid nitrogen. Make a touch hatsu attack against an adjacent creature to freeze a portion of their body. On a hit, the target takes 1d8 cold damage and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

This hatsu's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

IMMOVABLE ROD

2nd-level conjuration

Casting Time: 1 bonus action

Range: Touch

Duration: 8 hours

You conjure a flat rod that has a button on one end. You can use an action to press the button, which causes the rod to become supernaturally fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to **X** pounds of weight. More weight causes the rod to break and disappear. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success. If the rod is more than 1 mile away from you, it disappears.

M: 8,000, **E:** 6,000, **C:** 4,000, **I:** 2,000

INFESTATION

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You conjure a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The hatsu's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

INTANGIBLE REACH

1st-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Your nen transmutes your hand into an intangible force capable of bypassing physical barriers for a short

duration. While intangible, your hand can explore and manipulate objects or mechanisms beyond a thin physical surface. This allows you to interact with the internal workings of mechanical devices, feel the contents of a locked box, massage a stopped heart to restart it, and perform various other creative actions. Only your bare hand, up to the wrist, becomes intangible, meaning you cannot extract or insert objects through physical barriers using this hatsu.

While your hand is intangible, it cannot use or be affected by other hatsu and is immune to all damage. For instance, you cannot conjure objects inside someone's body, and if someone attempts to harm your intangible hand—such as smashing it while you reach through a door—it remains unaffected. However, your hand will be repelled if you attempt to reach into the body of someone using Ten or into a nen construct. For this hatsu to succeed, the target must first deactivate their Ten, though they do not need to be in a state of total Zetsu.

INTERDIMENSIONAL JAB

1st-level emission

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You create a small nen portal that allows you to deliver a melee strike to a distant target. Choose a creature within range to attack. They must succeed a Dexterity saving throw or take **X** bludgeoning damage.

A critical failure on the saving roll results in the target being struck on the chin, stunning them until the end of their next turn. The portal closes immediately after the attack, leaving no trace of its existence.

M: 3d8, **E:** 3d6, **C:** 2d8, **I:** 2d6

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

INVISIBILITY CLOAK

2nd-level conjuration

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You conjure a shimmering cloak made of nen to hide yourself in plain sight. For the duration, you have advantage on Dexterity (Stealth) checks and you can only be seen by other creatures using Gyo. They must also succeed on a perception check against your Dexterity (Stealth) in order to see you. If you make an attack, use a hatsu, make a loud sound, or perform an obvious physical action, such as opening a door or lifting a crate, the cloak instantly disappears.

JUMP

1st-level enhancement

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You enhance the touched creature's legs with your nen. The creature's normal jump distance is **X** until the hatsu ends.

M: quadrupled, **E:** tripled, **C:** doubled, **I:** unaffected

KAMIKAZE BEETLE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You conjure a tiny, flying insect-shaped nen beast that zips through the air at your command. Choose a target within range. The insect can fly up to 60 feet on its turn, navigating around corners, through small holes, over obstacles, and ignoring cover before detonating in a small burst of energy. The target creature succeed on a Dexterity saving throw or take 1d8 force damage.

M: 1d8, **E:** 1d6, **C:** 1d6, **I:** 1d4

The damage increases by an additional die at 5th level, 11th level, and 17th level.

KNOCK

2nd-level manipulation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Choose an object that you can touch. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or supernatural means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with a hatsu, that hatsu is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast this hatsu, a loud knock, audible from as far away as 300 feet, emanates from the target object.

LESSER NEN BEAST

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You conjure forth a nen beast which manifests in an unoccupied space that you can see within range. Its conjured form uses the Lesser Nen Beast stat block. When you cast the hatsu, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the hatsu ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

When you cast this hatsu using a slot of 3rd level or higher, use the higher level where the hatsu's level appears in the stat block.

LESSER NEN FEY

2nd-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You emit forth a fey which manifests in an unoccupied space that you can see within range. Its emitted form uses the Lesser Nen Fey stat block. When you cast the hatsu, choose a mood. Fuming, Mirthful, or Tricksy. The creature resembles the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the hatsu ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

When you cast this hatsu using a slot of 4th level or higher, use the higher level wherever the hatsu's level appears in the stat block.

LESSER RESTORATION

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

LIFTLING

2nd-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You emit a small, winged, incorporeal nen beast that grabs onto one creature or loose object of your choice that you can see within range. It rises vertically, up to 20 feet, and remains suspended there for the duration. This hatsu can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the hatsu's range.

When the hatsu ends, the nen beast floats gently to the ground and releases the target before disappearing.

LIGHT

Emission cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the hatsu ends, the object emits bright light in a **X**-foot radius and dim light for an additional **X** feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The hatsu ends if you use it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Wisdom saving throw to resist your nen's effect.

M: 20, **E:** 15, **C:** 10, **I:** 5

LONGSTRIDER

1st-level enhancement

Casting Time: 1 action

Range: Touch

Duration: 30 minutes

You enhance the touched creature's legs with your nen. The target's speed increases by **X** feet until the hatsu ends.

M: 20, **E:** 15, **C:** 10, **I:** 5

When you cast this hatsu using a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

LOST KEY

Manipulation cantrip

Casting Time: 1 action

Components: a key

Range: Touch

Duration: 1 minute

Using nen you manipulate a small key into believing it will open a nearby conventional lock. A question mark appears onto the head of this key. The key has a **X** percent chance of unlocking the intended lock. If it fails to open the lock, an skull mark appears onto the lock indicating it cannot be opened with a lost key ever again.

Once a lost key unlocks or fails to unlock something, the key completely disappears. After a minute of not being used, the key will return to normal.

M: 10, **E:** 5, **C:** 5, **I:** 0

MAGIC MOUTH

2nd-level manipulation

Casting Time: 1 minute

Range: Touch

Duration: Until dispelled

You implant a message within an object you touch, a message that is uttered when a trigger condition is met. Choose an object that you can touch and that isn't being worn or carried by another creature. The object cannot be a nen-construct. Then speak the message, which must be **X** words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the hatsu to deliver your message.

When that circumstance occurs, a strange mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that words appear to come from the object's mouth. When you cast this hatsu, you can have the hatsu 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 mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

M: 25, **E:** 20, **C:** 15, **I:** 10

MAGNETIZE

Transmutation cantrip

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

By transmuting your nen into a burst of magnetic energy, you can manipulate ordinary metallic objects within range. Select any number of items made partially or entirely of metal that weigh 15 pounds or less and are fully within the ability's range. This hatsu does not affect metal objects infused with nen. If an object is not being worn or carried, you can move it up to 15 feet in any direction, as long as it stays within range.

For objects being worn or carried, the creature makes a Strength saving throw. On a failure, you dislodge the object and move it up to 15 feet in any direction, keeping it within range.

Once moved, the magnetic influence dissipates, and the object is no longer under your control.

MENDING

Enhancement cantrip

Casting Time: (X)

Range: Touch

Duration: Instantaneous

This hatsu 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 in any dimension, you mend it, leaving no trace of the former damage.

This hatsu can physically repair a nen-infused item or construct, but the hatsu can't restore nen to such an object.

M: 1 minute, **E:** 2 minutes, **C:** 3 minutes, **I:** 5 minutes

MESSAGE

Emission cantrip

Casting Time: 1 action

Range: X feet

Duration: 1 round

You point your finger toward a creature within range 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 hatsu through solid objects if you are familiar with the target and know it is beyond the barrier. Supernatural silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the hatsu. The hatsu doesn't have to follow a straight line and can travel freely around corners or through openings.

M: 120, **E:** 100, **C:** 80, **I:** 60

MIGHTY STRIKE

1st-level enhancement

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee attack during the hatsu's duration, your attack deals an extra (X) nen damage to the target and optionally knocks them back 15ft.

M: 1d10, **E:** 1d8, **C:** 1d6, **I:** 1d4

When you cast this hatsu using a slot of 2nd level or higher, the extra damage dealt by the attack increases by an additional die for each slot above 1st.

MIND SLIVER

Manipulation cantrip

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Charisma saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

This hatsu's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MIND SPIKE

2nd-level manipulation

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking X psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the hatsu ends. While you have this knowledge, the target can't become hidden from you, and if it's invisible or uses Total Zetsu, it gains no benefit from those condition against you.

M: 3d8, **E:** 3d6, **C:** 2d8, **I:** 2d6

When you cast this hatsu using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

MINEFIELD

2nd-level manipulation

Casting Time: 1 action

Range: 5 feet

Duration: 8 hours

You plant **X** pieces of normal ammunition – arrow, bolts, bullets, etc. – in the ground within range and infuse them with nen to protect an area. Until the hatsu ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 force damage. The piece of ammunition is then destroyed. The hatsu ends when no ammunition remains. When you cast this hatsu, you can designate any creatures you choose, and the hatsu ignores them.

M: 4, **E:** 3, **C:** 2, **I:** 2

When you cast this hatsu using a slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

MINOR ANIMATION

Manipulation cantrip

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You channel your nen into a small, lightweight, inanimate object such as a child's toy, paper plane, skull, or spinning top making it indestructible. You can then command the object to melee attack your enemies once each turn using your hatsu attack modifier for the attack dealing 1d6 bludgeoning, slashing, or piercing damage. You can move the object up to **X** feet during your turn.

M: 20, **E:** 15, **C:** 15, **I:** 10

MISTY STEP

2nd-level emission

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to **X** feet to an unoccupied space that you can see.

M: 30, **E:** 25, **C:** 15, **I:** 10

MOONBEAM

2nd-level emission

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot radius, 40-foot-high cylinder centered on a point within range. Until the hatsu ends, dim light fills the cylinder.

When a creature enters the hatsu's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

On each of your turns after you cast this hatsu, you can use an action to move the beam up to 60 feet in any direction.

M: 2d10, **E:** 2d8, **C:** 2d6, **I:** 2d4

When you cast this hatsu using a slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

NEN BARRIER

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

A semi-transparent solid barrier springs into existence in an unoccupied space you can see within range. The barrier doesn't need to rest on a firm foundation. The barrier is a solid object that can be damaged, broken, and possibly scaled.

Each barrier is a single panel of up to 5 feet tall by 10 feet wide, is 6 inches thick, has an AC equal to 10 + your Intelligence modifier, and has **X** hit points. Reducing the barrier to 0 hit points causes it to be destroyed.

On each of your turns for the duration of the hatsu, you can use your action to repair a barrier to full hit points. The barrier disappears if you move outside the hatsu's range.

M: 15, **E:** 12, **C:** 9, **I:** 6

When you cast this hatsu using a slot of 2nd level or higher, the number of panels you can create increases by one for each slot level above 1st.

NEN BERRIES

1st-level conjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You conjure up to ten berries in your hand that are infused with nen. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of being conjured.

NEN HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

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 cast this hatsu again.

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 supernatural items, or carry more than 10 pounds.

NEN GRENADE

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You conjure a grenade made of nen and toss it towards a creature within range. Make a hatsu attack against the target. On a hit, the target takes 1d6 bludgeoning damage. Hit or miss, the grenade then explodes. The target and each creature within 5 feet of the point where the grenade exploded must succeed on a Dexterity saving throw or take **X** bludgeoning damage.

M: 2d10, **E:** 2d8, **C:** 2d6, **I:** 1d10

When you cast this hatsu using a slot of 2nd level or higher, the explosion damage increases by 1d10 for each slot level above 1st.

NOMOPHOBIA

2nd-level manipulation

Casting Time: 1 minute

Range: Self

Duration: Concentration, up to 10 minutes

With this hatsu, you can target any creature with whom you have spoken previously. When you use the hatsu, the nearest functioning cellphone or similar communications device within 100 feet of the target begins to ring. If there is no suitable device close enough to the target, the hatsu fails.

The target must make a successful Charisma saving throw or be compelled to answer your call. Once the connection is established, the call is crystal clear and cannot be dropped until the conversation has ended or the hatsu's duration ends. You can end the conversation at any time, but a target must succeed on a Charisma saving throw to end the conversation.

GUNPOWDER

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Duration: 1 round

You conjure a handful of gunpowder and toss it towards a creature within range. It explodes, confusing and harming them. The target must succeed on a Dexterity saving throw or take 1d4 fire damage and suffer disadvantage on the first attack roll it makes before the end of your next turn.

This hatsu damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PARLOR TRICK

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This hatsu represents a beginner's attempt to transmute nen into small, harmless effects, ideal for training precision and control. Within range, you can create one of the following effects with your nen aura:

- Produce a brief, harmless sensory phenomenon, such as glowing sparks, a gentle breeze, soft chimes, or a peculiar scent.
- Instantly ignite or extinguish a candle, torch, or small campfire.
- Clean or soil an object no larger than 1 cubic foot instantaneously.
- Alter the temperature or taste of up to 1 cubic foot of nonliving material for one hour.
- Project a color, mark, or symbol onto a surface or object for one hour.
- Create a simple illusory image or small trinket that fits in your hand, lasting until the end of your next turn.

You can maintain up to three non-instantaneous effects simultaneously, and you can dismiss any of them as an action.

PORTALS

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 5 minutes

During the turn you initiate this hatsu, you must create two shimmering portals of nen energy on physical surfaces that you touch. A portal can be created before and after your movement action(s). As long as the two portals are within **X** of each other, they connect the two points together, allowing up to medium sized creatures to move between them as if stepping through a doorway. Both portals will collapse if either takes 10 or more damage in a single hit, or if you cast this hatsu again.

M: 60ft, **E:** 50ft, **C:** 30ft, **I:** 20ft

PROTECTION FROM POISON

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch a creature. If it is poisoned, even with poison created by a hatsu, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

PROVOKING QUIP

Manipulation cantrip

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

You manipulate nen into your words, lacing them with an irritating energy designed to spark hostility. Choose a creature within range that can hear you (even if it cannot understand you).

The target must succeed on a Wisdom saving throw or succumb to a surge of anger, forcing it to focus on you when determining who it will attack. Once the target succeeds, it cannot be affected by you using this hatsu again in the same encounter.

The number of creatures you can target increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

PUPPET

1st-level manipulation

Casting Time: 1 action

Range: X feet

Duration: Instantaneous

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This hatsu has no effect on a humanoid that is immune to being charmed.

M: 120, **E:** 90, **C:** 60, **I:** 30

PURIFY FOOD AND DRINK

1st-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

All food and drink within a 5-foot-radius sphere centered on the point you touch is purified and rendered free of poison and disease. This does not work on food, drink, poisons, or diseases created by hatsu.

PYROTECHNICS

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a target and transmute your superheated nen aura to cause one of two effects:

Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target, not including yourself, must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it. This smoke does not impede your hatsu to see.

RAY OF ENFEEBLEMENT

2nd-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

A black beam of energy springs from your finger toward a creature within range. Make a ranged hatsu attack against them. On a hit, the target deals only half damage with melee weapon attacks until the hatsu ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the hatsu. On a success, the hatsu ends.

RAY OF SICKNESS

1st-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A ray of sickening negative nen lashes out toward a creature within range. Make a ranged hatsu attack against the target. On a hit, the target takes X poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

M: 2d8, **E:** 2d6, **C:** 1d8, **I:** 1d6

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

REACTIVE SHIELD

1st-level transmutation

Casting Time: 1 reaction, taken when you are hit by an attack

Range: Self

Duration: 1 round

You quickly transmute your aura into a protective shield. You gain a +5 bonus to AC until the start of your next turn, including against the triggering attack. If the attacker is within 10 feet, they take **X** force damage as the aura deflects energy back.

M: 6, **E:** 4, **C:** 2, **I:** 0

REMOTE ACCESS

1st-level manipulation

Casting Time: 1 action

Range: **X** feet

Duration: 10 minutes

You can manipulate any electronic device within range as if it were in your hands. This is not a telekinesis effect. Rather, this hatsu allows you to simulate a device's mechanical functions electronically. You are able to access only functions that a person using the device manually would be able to access. You can use remote access with only one device at a time.

M: 120, **E:** 90, **C:** 60, **I:** 30

RHYTHM ECHO

2nd-level emission

Casting Time: 1 action

Range: Self

Duration: 1 minute

You emit three illusory duplicates of yourself that appear in your space. Until the hatsu ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the hatsu's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals $10 + \text{your Wisdom modifier}$. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The hatsu ends when all three duplicates are destroyed.

A creature is unaffected by this hatsu if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

RICOCHET

1st-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You fire a nen projectile that bounces between enemies. Make a ranged nen attack against the target. On a hit, the target takes 2d8 force damage. If there is another creature within 15 feet of the first target, the nen projectile ricochets, allowing you to make another ranged hatsu attack on the second creature.

When you cast this hatsu using a slot of 2nd level or higher, you can ricochet the projectile to an additional extra target for each slot level above 1st.

ROPE TRICK

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You conjure a length of rope that is 60 feet long. One end of the rope rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the hatsu ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as **X** Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and hatsu can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the hatsu ends.

M: 8, **E:** 6, **C:** 5, **I:** 3

ROTEN FINGERS

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 round

You make a melee hatsu attack against a creature you can touch. On a hit, you cause 1d8 necrotic damage and the target creature cannot heal until the end of your next turn.

M: 1d8, **E:** 1d6, **C:** 1d6, **I:** 1d4

This hatsu's damage increases by an additional die when you reach 5th level, 11th level, and 17th level.

SCORCHING RAY

2nd-level emission

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You emit three rays of fiery nen energy and hurl them at targets within range. You can hurl them at one target or several. Make a ranged hatsu attack for each ray. On a hit, the target takes **X** fire damage.

M: 2d6, **E:** 2d4, **C:** 2d4, **I:** 1d6

When you cast this hatsu using a slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SECOND DEGREE BURN

Transmutation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Duration: Instantaneous

You make a melee attack with your fist or weapon against one creature within 5 feet of you. On a hit, the target suffers the attack's normal effects, and you can cause fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your Dexterity modifier.

At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to $1d8 + \text{your Dexterity modifier}$. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

SEISMIC TOSS

Enhancer cantrip

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You channel your nen into a burst of energy to hurl your opponent. Make a melee hatsu attack against a creature up to one size category larger than yourself. On a successful hit, the target is flung up to 10 feet in a direction of your choice and falls prone. If the target lands in a space occupied by another creature, that creature must succeed on a Dexterity saving throw or also be knocked prone.

This hatsu deals 1d6 bludgeoning damage to the target and the distance you can throw the target increases by 5 feet when you reach 5th level (1d6, 15 feet), 11th level (2d6, 20 feet), and 17th level (3d6, 25 feet). You can choose not to deal the additional bludgeoning damage.

SHADOW BLADE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, Up to 1 minute

You transmute your shadowy nen to create a sword of solidified gloom in your hand. This nen sword lasts until the hatsu ends. It counts as a simple melee weapon with the light and finesse properties. It deals 2d8 psychic damage on a successful hit. In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage. While holding the sword, your vision is not impeded by any kind of darkness or smoke, even if it's the result of a hatsu.

If you drop or otherwise stop touching the weapon, it dissipates at the end of the turn.

M: 2d8, **E:** 2d6, **C:** 2d4, **I:** 1d8

When you cast this hatsu using a 3rd- or 4th-level slot, the damage increases by an additional die. When you cast it using a 5th- or 6th-level slot, the damage increases by 2 dice. When you cast it using a slot of 7th level or higher, the damage increases by 3 dice.

SPIDER CLIMB

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Until the hatsu ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

SHU WEAPON

2nd-level enhancement

Casting Time: 1 bonus action

Range: Touch

Duration: Concentration, Up to 1 minute

You touch a weapon, tool, or other inanimate object that is not infused with nen. Until the hatsu ends, that object becomes a nen weapon with a +1 bonus to attack rolls and damage rolls.

When you cast this hatsu using a slot of 4th level or higher, the bonus increases to +2. When you use a slot of 6th level or higher, the bonus increases to +3.

SHRINK SERVANT

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Duration: Until the target disappears

You can touch one of your nen beasts and reduce its size by 1 stage. For example, a medium nen beast would become small, and a small nen beast would become tiny. The nen beast's stat block is not affected in any other way. A nen beast cannot be targeted by this cantrip multiple times.

SIGNAL FLARE

1st-level emission

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

A flash of red light streaks toward a creature of your choice within range. Make a ranged hatsu attack against the target. On a hit, the target takes **X** fire damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the bright red light illuminating the target until then.

M: 4d6, **E:** 3d8, **C:** 3d6, **I:** 2d8

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SILENT IMAGE

1st-level emission

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You emit the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. This image is made entirely out of nen, so only nen-users can see it. 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 a nen-based illusion, 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 Intelligence (Investigation) check against your hatsu save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

SLEEP

1st-level manipulation

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

This hatsu sends creatures into a supernatural slumber. Roll **X**, this is how many hit points of creatures this hatsu can affect. Creatures within 20 feet of a point you choose are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature falls unconscious until the hatsu ends, the sleeper takes damage, or someone uses an action to awaken the sleeper. Subtract each

creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Creatures immune to being charmed aren't affected by this hatsu.

M: 5d8, **E:** 4d8, **C:** 3d8, **I:** 2d8

When you cast this hatsu using a slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

SMART LOCK

2nd-level manipulation

Casting Time: 1 action

Range: Touch

Duration: Until dispelled

You touch a closed door, datapad, window, computer, gate, chest, cellphone, or other entryway, and it becomes locked for the duration.

You and the creatures you designate when you cast this hatsu can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this hatsu for 1 minute. Otherwise, it is impassable until it is broken or the hatsu is dispelled or suppressed. Casting Knock on the object suppresses Smart Lock for 10 minutes.

While affected by this hatsu, the object is infused with nen and is more difficult to break or force open; the DC to break it or pick any locks on it increases by **X**.

M: 10, **E:** 8, **C:** 6, **I:** 4

SNARE TRAP

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

You conjure a barely visible trap made of nen energy on a surface within range. The trap can cover up to a 5-foot square and triggers when any creature moves into its space. To see the trap and avoid it, creatures must use Gyo and succeed on a DC **X** perception check. The triggering creature must succeed on a Dexterity saving throw or take 2d6 force damage and be restrained for 1 minute. A restrained creature can make a Strength saving throw at the end of each of its turns to escape.

M: 14, **E:** 12, **C:** 10, **I:** 8

SNIPER ARROW

1st-level emission

Casting Time: 1 bonus action

Range: 200 feet

Duration: Concentration, up to 1 minute

You conjure a glowing arrow of nen energy, ready to be fired. The first time you make a ranged weapon attack on your turn during the duration, the attack deals an additional 1d8 piercing damage if it hits. If the target is more than **X** feet away, the attack roll has advantage.

M: 30, **E:** 60, **C:** 90, **I:** 120

SPEAK WITH ANIMALS

1st-level manipulation

Casting Time: 1 action

Range: Self

Duration: 10 minutes

You gain the hatsu to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

SPIRITUAL WEAPON

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You conjure a floating, intangible weapon within range that lasts for the duration or until you cast this hatsu again. The weapon can take whatever form you choose.

When you cast the hatsu, you can make a melee hatsu attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your hatsu modifier. 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.

When you cast this hatsu using a slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

SUBTLE WHISPERS

1st-level manipulation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You manipulate nen to subtly influence a creature's mind. Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or be charmed by you for the duration. While charmed, the creature regards you as a trusted ally but won't act against its basic nature.

THAUMATURGY

Manipulation cantrip

Casting Time: 1 action

Range: 30 feet

Duration: Up to 1 minute

You channel your nen into subtle manipulations of your surroundings, manifesting minor supernatural effects that showcase your control. Choose one of the following effects within range:

- Your voice resonates unnaturally, booming up to three times its normal volume for 1 minute.
- Flames within range flicker, brighten, dim, or shift colors according to your will for 1 minute.
- You create harmless vibrations in the ground that persist for 1 minute.
- An instantaneous noise of your choice originates from a point within range, such as a crack of thunder, a raven's caw, or unsettling murmurs.
- An unlocked door or window in range abruptly flies open or slams shut.
- You temporarily change the appearance of your eyes, making them glow, change color, or reflect an otherworldly pattern for 1 minute.

You can maintain up to three of these effects simultaneously if cast multiple times. You may dismiss any effect as an action.

THREADBIND

2nd-level manipulation

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, Up to 1 minute

You manipulate threads of nen to restrain a creature. Choose a creature within range. It must succeed on a Strength saving throw or be restrained for the duration. The restrained creature can repeat the saving throw at the end of its turns, ending the effect on a success.

When you use a slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

THROWING CARD

Enhancement cantrip

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You enhance a playing card or similar item after enhancing it to be as hard and sharp as a razor blade. Make a ranged hatsu attack against a target in range. On a hit, the target takes (**X**) damage.

M: 1d8, **E:** 1d6, **C:** 1d6, **I:** 1d4

This hatsu's damage increases by an additional die when you reach 5th level, 11th level, and 17th level.

THUNDER CLAP

Emission cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Duration: Instantaneous

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

The hatsu's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

THUNDEROUS SCREAM

1st-level enhancement

Casting Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes (X) thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the hatsu's effect, and the hatsu emits a thunderous boom audible out to 300 feet.

M: 2d8, **E:** 2d6, **C:** 1d8, **I:** 1d6

When you cast this hatsu using a slot of 2nd level or higher, the damage increases by an additional die for each slot level above 1st.

TIGER BITE FIST

2nd-level enhancement

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee attack during the hatsu's duration, your attack deals an extra (X) nen damage to the target. Additionally, the creature cannot perform any opportunity attacks until their next turn.

M: 5d4, **E:** 4d4, **C:** 3d4, **I:** 2d4

When you cast this hatsu using a slot of 3rd level or higher, the extra damage dealt by the attack increases by an additional die for each slot above 2nd.

UNSEEN SERVANT

1st-level conjuration

Casting Time: 1 action

Range: X feet

Duration: 1 hour

This hatsu creates an invisible, mindless, shapeless, nen beast that performs simple tasks at your command until

the hatsu ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the hatsu ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its hatsu until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than X feet away from you, the hatsu ends.

M: 60, **E:** 50, **C:** 40, **I:** 30

VICIOUS MOCKERY

Manipulation cantrip

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This hatsu's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

WARDING BOND

2nd-level enhancement

Casting Time: 1 action

Range: Touch

Duration: 1 hour

This hatsu wards a willing creature you touch and creates a mystic connection between you and the target until the hatsu ends.

While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all nen-infused damage. Also, each time it takes damage, you take the same amount of damage.

The hatsu ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the hatsu is cast again on either of the connected creatures. You can also dismiss the hatsu as an action.

WARDING WIND

2nd-level transmutation

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Your aura transmutes into a strong wind (20 miles per hour) that blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the hatsu's duration. The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

WEB

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You transform your nen into a mass of thick, sticky webbing and throw it at a point of your choice within range. The webs expands to fill a **X**-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the hatsu ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your hatsu save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

M: 20, **E:** 15, **C:** 15, **I:** 10

WILD LEGS

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

This hatsu allows you to transform your legs into that of a gazelle or similar beast so that you can move at an incredible pace. When you cast this hatsu, and then as a bonus action on each of your turns until the hatsu ends, you can take the Dash action.

ZEPHYR STRIKE

1st-level enhancement

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

You move like the wind. For the duration, your movement doesn't provoke opportunity attacks.

Once before the hatsu ends, you can give yourself advantage on one melee attack roll on your turn. That attack deals an extra (**X**) force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

M: 1d8, **E:** 1d6, **C:** 1d4, **I:** 1d2

SPECIAL ITEMS

Unique, expensive, and nen-infused items can be found throughout the HxH world. Many are one-in-the-same. These nen-infused items come into existence due to nen inscription, item conjuration, enhancement abilities, or post-mortem nen. The exact method of infusion is less important than the item's capabilities and impact on the world. Not all special items involve nen though. There are also plenty of rare items in the world created by famous craftsmen and advantages in technology.

This section provides examples of known items inspired by the HxH series. Most of the equipment and magic items from the official D&D5e PHB can seamlessly fit into HxH5e too. For instance, a Bag of Holding might be the creation of a skilled conjurer, preserved through post-mortem nen, and traded across the world for generations.

When adapting a D&D magic item into a nen-infused item for HxH5e, it typically becomes rarer and significantly more valuable. This reflects the more grounded and practical economy of the HxH world, where truly magical effects are rare and command extraordinary prices.

BANDIT'S SECRET

Wondrous Item, Legendary (requires attunement)

A book conjured by Chrollo Lucifer as part of his Skill Hunter hatsu ability. The hatsu he has stolen from other nen users is stored within Bandit's Secret.

There are many unknown conditions that must be followed to steal and use the hatsu within Bandit's Secret. Expert nen users can see through some of these conditions, as Zeno Zoldyck rightly guessed that Chrollo needed to fulfill four or five of them before he could steal an ability. So far we have seen the following stolen abilities, although unknown dozens could exist:

Fun Fun Cloth. A cloth is conjured and can increase and decrease in size according to the user's will. Whatever is covered in the cloth, even an object as large as a car, decreases in size until it fits in the palm of one's hand.

Indoor Fish. Conjures flying nen beasts that take the form of skeletal fish that can only exist in a sealed environment. They feed on human flesh. While a person is being consumed by the fish, they feel no pain and do not bleed. The victim remains fully conscious and alive, even if gravely injured. However, once the fish vanish, the wounds take effect, leading to the victim's immediate death.

Lovely Ghostwriter. Creates accurate predictions of future events. The user cannot predict their own future.

Teleportation. The capacity to teleport a person from one place to another without that person's consent.

BEATLE-07

Wondrous Item, Common

The Beatle-07 is a rhinoceros beetle-shaped cellphone with a horn-like antenna, two "eyes," and wings that open to reveal a screen and keypad. Though heavier and pricier than other models, it boasts features like worldwide usability, a translation tool for over 200 languages, and the ability to watch and record television, making it a practical choice for travelers and adventurers.

BEN'S KNIFE

Weapon (Dagger), Common

A total of 288 unique Ben's knives exist, each forged by the serial killer and blacksmith Benny Delon. He crafted one knife for every victim he claimed, marking a grim tally of 288 lives. Displaying a chilling lack of remorse, Benny sold these knives in his shop alongside standard swords and ordinary blades.

Nen-Infused. Attacks made with this knife are considered to be nen-infused.

GREED ISLAND (GAME DISC)

Wondrous Item, Very Rare

Greed Island is a rare and dangerous video game designed exclusively for nen users, played on the JoyStation console. It transports players to a real-world island disguised as the game's setting, where they can only exit by winning or using rare in-game items. Players can also technically leave by dying—though death in the game results in real-life death.

Out of print and with only 100 copies in existence, each copy sells for at least 6 billion jenny at auctions. Each disc only allows a few people to play, meaning there's a small limit to the number of people who can play at any given time. Gon Freecss won the game around the year 2001. It's unknown what happened to Greed Island afterward.

Nen-Infused. Copies of greed island are infused with a heavy amount of complex nen. The disc, the JoyStation it's inserted into, the memory card data is saved on, and the player's ring granted in-game are all protected by layers of nen to prevent damage, sabotage, and duplication.

FEITAN'S UMBRELLA SWORD

Weapon (Shortsword) +2, Rare (requires attunement)

This slim, double-edged sword resembles a jian or shikomizue, discreetly hidden within an umbrella. The sword's hilt is designed to mimic an umbrella handle, wrapped in dark purple bandages. The umbrella itself is maroon in color, featuring a black skull emblem painted on its surface. Beyond serving as a sheath for the sword's blade, the umbrella can be opened to momentarily distract opponents and create an opening. It also has a sharp tip capable of stabbing enemies, which can be launched like a projectile by pressing a button on the handle.

+2 Weapon. You gain a +2 bonus to attack and damage rolls made with this weapon. Attacks made with this weapon are considered to be nen-infused.

Distracting. While wielding the unfolded umbrella sheath in your off-hand, you can use your bonus action to distract a creature within 30 feet. This allows you to sneak attack that creature without needing advantage or an adjacent ally.

Projectile. Once per combat encounter, as an action, you can fire the tip of this weapon up to 60 feet to perform a ranged weapon attack. On a hit, the target takes 3d6 nen-infused piercing damage.

GON'S FISHING ROD

Weapon (Whip or Club) +1, Uncommon (requires attunement)

This rod was originally owned by Ging Freecss but was left behind on Whale Island. Gon inherited it as a child and used it to catch the Master of the Swamp. Gon continued to use this fishing rod throughout his Hunter's Exam and then when battling on floor 200 in Heaven's Arena.

+1 Weapon. You gain a +1 bonus to attack and damage rolls made with this weapon. Attacks made with this fishing rod are considered to be nen-infused.

Resilient. Gon's Fishing Rod is remarkably durable, capable of hooking and lifting stone slabs weighing hundreds of pounds. Its rod, reel, line, and hook appear to be indestructible, leading many to speculate that it was enhanced with nen at some point in its history.

Versatile. The rod can be used as a whip to provide your attacks with reach, a rope to climb, or as a hook to grab and pull objects up to 100 feet away.



HUNTER'S LICENSE

Wondrous Item, Very Rare

This license card is awarded to individuals who successfully pass the Hunter Exam. It is an incredibly valuable item, with a market value of at least several billion jenny. However, it comes with a strict policy: if the card is lost or stolen, it cannot be replaced, and even those who have passed the exam are not permitted to retake it. One in five hunters lose their license within the first year of obtaining it. Licensed hunters enjoy numerous material benefits, including:

Access to Public Services. Hunters can use 95% of all public facilities free of charge and receive first-class service in doing so.

Unrestricted Travel. Hunters have unmatched freedom to travel worldwide, with access to approximately 90% of countries that typically limit entry and 75% of restricted or prohibited areas.

Legal Leniency. Hunters face reduced legal accountability for acts of murder. However, repeated unjustified killings or attacks on political envoys can still lead to prosecution.

Monetary Value. A hunter license can be sold as a collector's item, fetching a sum substantial enough to support a family for at least seven generations. However, only the original license holder can access the privileges the card grants.

Financial Perks. Hunters can use their license as collateral for a zero-interest loan of 100 million jenny at any bank.

Exclusive Online Resources. Hunters gain free access to cyberspace (the internet) and a private, hunters-only website featuring secret intelligence available for purchase.

Control Over Convicts. Hunters can hire convicts under strict terms of obedience and may even reduce their sentences. Death-row convicts can be executed by the hunter or a designated proxy if they breach agreements.

Professional Advantages. Hunters are exempt from certain educational or professional degree requirements.

Age Restrictions. Hunters can bypass laws that impose age-based restrictions.

INSCRIPTION LOCKBOX

Wondrous Item, Uncommon

An inscribed lockbox is crafted from numerous small metal plates bound together with nen. It is assembled around the specific contents it is designed to secure. Gon demonstrates the ability to open one of these lockboxes simply by channeling his own nen while holding it. Whether additional conditions can be set to unlock such boxes remains unknown. The lockbox is impervious to conventional damage, and it is unclear whether the metal plates can be reused to recreate the lockbox after dismantling it.

KILLUA'S YO-YO

Weapon (Whip), Common

Killua's preferred weapons are a pair of custom-designed yo-yos. Exceptionally durable and weighing about 110 pounds each, they are crafted from a unique, unnamed metal alloy that is both incredibly sturdy and an excellent conductor of electricity.

Nen-Infused. Attacks made with this yo-yo are considered to be nen-infused.

POOR MAN'S ROSE

Wondrous Item, Rare

The Miniature Rose is a compact mass destruction weapon with a box-like design, known for its deadly efficiency and affordability. When detonated, its fallout forms a distinctive rose-like cloud, giving the weapon its name.

Nicknamed the Poor Man's Rose, it is cheap to produce, can be manufactured quickly, and is a favored weapon among smaller dictatorships. Despite an international treaty banning its production after it caused catastrophic casualties during a terrorist attack, many nations retained their stockpiles. To date, the weapon has been responsible for millions of deaths, with hundreds of thousands still in existence.

The Poor Man's Rose creates a massive explosion with intense heat capable of melting stone into lava and a blast powerful enough to obliterate rock formations. The site of detonation remains incandescent for minutes, with the explosion spanning several city blocks. Survivors of the initial blast are exposed to a deadly poison that destroys their organs from within, causing a slow and painful death. The poison is highly contagious, spreading to others as victims become toxic agents, propagating a chain reaction of casualties. Identifiable by symptoms like nosebleeds and coughing blood, the toxin's molecular nature ensures its lethality and rapid spread.

PROMISE STRING

Wondrous Item, Uncommon

Through nen inscription, a special string is imbued with nen and tied around a person's finger, serving as a physical representation of a promise. A specific condition is set, and if the wearer breaks that condition, the string snaps as a result. The string is unbreakable by any other means and cannot be repaired once it's broken.

RISKY DICE

Wondrous Item, Legendary

This a special 20-sided die that only exists on Greed Island as part of the game. Nineteen of its faces bestow excellent luck upon the player when rolled, but if the die lands on the one "very bad luck" side, the resulting misfortune is so severe that it negates all the good luck accumulated by everyone on the island since the last bad roll. This can often lead to the user's death. The die can be used in virtually any situation where a boost in luck is desired.

SHIZUKU'S VACUUM CLEANER

Weapon (Quarterstaff) +3, Very Rare (requires attunement)

This vacuum cleaner is technically a nen beast called Blinky. It's capable of inhaling an infinite number of nonliving objects. However, it cannot suck up anything considered to be a living creature or made with nen, which helps in detecting traps. Only the last object inhaled can be regurgitated, and the location of the rest of the vacuumed items remains unknown.

The ability can be used to remove foreign materials, such as poisons or gases, from living bodies, though the user must verbally state what they wish to vacuum up. Direct contact is not always required for the vacuum to inhale an object. In combat, the vacuum can be wielded as a weapon, and it is particularly lethal when used to suck blood from open wounds, effectively exsanguinating the target.

+3 Weapon. You gain a +3 bonus to attack and damage rolls made with this weapon. Attacks made with this weapon are considered to be nen-infused.

Exsanguination. As an action, you can command the vacuum to begin sucking up blood from a wounded creature within 30 feet. Each turn that creature must roll a Constitution saving throw vs a DC of 16. On a failure, the creature takes 4d10 necrotic damage. On a successful save, they only take half damage. You can continue to use this action on subsequent turns.

SONATA OF DARKNESS

Wondrous Item, Legendary

The Sonata of Darkness is a legendary piece of music rumored to have been composed by Satan himself. According to tales, anyone who performs or listens to it is doomed to suffer a terrible curse. The composition features solo parts for piano, violin, harp, and flute. Even hearing fragments of the piece is said to result in a gruesome death or horrific disfigurement for the listener.

THUNDER SERPENT WHIP

Weapon (Whip), Common

A sleek black whip with a tip resembling a snake's head, featuring a switch on its long handle. When activated, the switch delivers a shocking charge of 1,000,000 volts into the creature gripped by the snake-like tip's bite.

1,000,000 Volts. On a successful weapon attack, you can use your reaction to deal an additional 1d10 lightning damage. However, attacks with this whip are not imbued with nen, causing both its physical and lightning damage to be halved against a nen user protected by Ten.

CREATURES

The world of HxH brims with life, from the bizarre and harmless to the cunning and deadly. Animals, nen users, and conjured beasts alike inhabit this dangerous landscape, each contributing to the rich diversity of encounters possible in your campaign. This section provides stat blocks and tools for creating everything from loyal nen beast companions to formidable humanoid foes, offering a wide variety of challenges for your players.

You can easily incorporate most monsters from the official 5e Monster Manual and supplemental books into an HxH5e campaign. Creatures like the allosaurus, flail snail, phase spider, and yeti fit naturally into the world of Hunter x Hunter. For higher-level encounters, particularly with creatures of CR2 and above, consider adjusting their abilities and attacks to include nen-infused damage to present a real challenge to your players. Otherwise, the majority of official monsters should integrate seamlessly without additional modifications.

More creatures, nen users, and challenging encounters will be added to this section over time in newer versions of this document. For now, we're just including a handful so you can easily start a low level campaign.

BUBBLE HORSE

medium nen beast

Armor Class 12

Hit Points 62 (9d10 + 13)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	14 (+2)

Condition Immunities Charmed, Paralyzed, Poison

Senses Darkvision 60 ft., Passive Perception 13

Challenge 4 (1100 XP)

Nen-Infused. This creature deals nen-infused damage.

Nen Resistance. This creature has advantage on saving throws against hatsu and other nen effects.

Charge. If the bubble horse moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. It must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Bursting Bubbles. The bubble horse releases red and white bubbles from its mouth and shakes them around with its tail covering a 25ft sphere area. The bubbles linger in the air for 5 minutes or until a strong wind (such as the one created by Gust of Wind) disperses them. Each creature that starts its turn in the sphere of bubbles must succeed on a DC 13 Dexterity saving throw. On a failure, the creature's turn immediately ends and they are pushed 5ft in a random direction.

Multattack. The bubble horse attacks twice with its hooves.

Hooves. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 3) bludgeoning damage.



CHIMERA ANT OFFICER

Medium Humanoid

Armor Class 16

Hit Points 50 (8d10 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	11 (0)	8 (-1)	11 (0)

Senses Passive Perception 9

Challenge 4 (1,100 XP)

Nen-Infused. This creature deals nen-infused damage.

Phagogenetic Mutation. See the chimera ant soldier stat block for details.

Telepathy. This creature can communicate with other chimera ants from the same hive telepathically across long distances.

Nen User. The chimera ant squadron leader has a nen type and variety of hatsu:

- Cantrips (choose 3)
- 1st level (3 hatsu, 3 slots)
- 2nd level (2 hatsu, 3 slots)
- 3rd level (2 hatsu, 2 slots)

ACTIONS

Multiattack. The creature attacks three times with its claws.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Call Soldiers. The chimera ant officer screams a summoning call to its nearby subordinates. Two chimera ant soldiers appear in empty spaces within 20ft. This action can only be used once per day.

CHIMERA ANT SOLDIER

Medium Humanoid

Armor Class 14

Hit Points 25 (4d10 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	7 (-2)	8 (-1)	7 (-2)

Senses Passive Perception 8

Challenge 1 (300 XP)

Telepathy. This creature can communicate with other chimera ants from the same hive telepathically across long distances.

Phagogenetic Mutation. The bodies of chimera ants are shaped by the genetics of the creatures their queen devoured and used to create them. This creature has one of the following:

- **Superior Darkvision.** You can see in dim light within 120 feet of you as if it were bright light
- **Amphibious.** - You can breathe air and water
- **Shell Defense.** You can withdraw into your shell as an action. You gain a +4 bonus to your AC, you have advantage on Strength and Constitution saving throws, you are prone, your speed is 0, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Flight.** You have a flying speed equal to your walking speed.
- **Feline Agility.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

ACTIONS

Multiattack. The creature attacks twice with its claws.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.



CHIMERA ANT SQUADRON LEADER

Medium Humanoid

Armor Class 17

Hit Points 56 (9d10 + 11)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	11 (0)	8 (-1)	12 (+1)

Senses Passive Perception 10

Challenge 6 (2,300 XP)

Nen-Infused. This creature deals nen-infused damage.

Phagogenetic Mutation. See the chimera ant soldier stat block for details.

Telepathy. This creature can communicate with other chimera ants from the same hive telepathically across long distances.

Nen User. The chimera ant squadron leader has a nen type and variety of hatsu:

- Cantrips (choose 3)
- 1st level (3 hatsu, 4 slots)
- 2nd level (2 hatsu, 3 slots)
- 3rd level (2 hatsu, 3 slots)
- 4th level (1 hatsu, 2 slots)

ACTIONS

Multiattack. The creature attacks three times with its claws.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Call Soldiers. The chimera ant squadron leader screams a summoning call to its nearby subordinates. Three chimera ant soldiers appear in empty spaces within 20ft of the squadron leader. This action can only be used once per day.

CLOCKWORK COMPANION

Tiny construct

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

Nen-Infused. This creature deals nen-infused damage.

Voice Lock. The clockwork companion must move toward and attack the source of the nearest voice within 60 feet of it, to the exclusion of all other targets, for as long as it remains operational.

Spider Climb. The clockwork companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pincer. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) nen-infused damage plus 3 lightning damage.

CYCLOPS

Giant nen beast

Armor Class 11

Hit Points 59 (7d10 + 21)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8

Challenge 2 (450 XP)

Nen Resistance. This creature has advantage on saving throws against hatsu and other nen effects.

Nen-Infused. This creature deals nen-infused damage.

Weak Eye. Any successful attack on the cyclop's eye is considered an automatic critical hit.

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

FOXBLEAR

Large beast

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

LESSER NEN BEAST

Small nen beast

Armor Class 11 + the level of the hatsu (natural armor)

Hit Points 20 (Air only) or 30 (Land and Water only) + 5 for each hatsu level above 2nd

Speed 30 ft., climb 30 ft. (Land only), fly 60 ft. (Air only), swim 30 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	16 (+3)	4 (-3)	14 (+2)	5 (-3)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Proficiency Bonus equals your bonus

Nen-Infused. This creature deals nen-infused damage.

Flyby (Air Only). The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

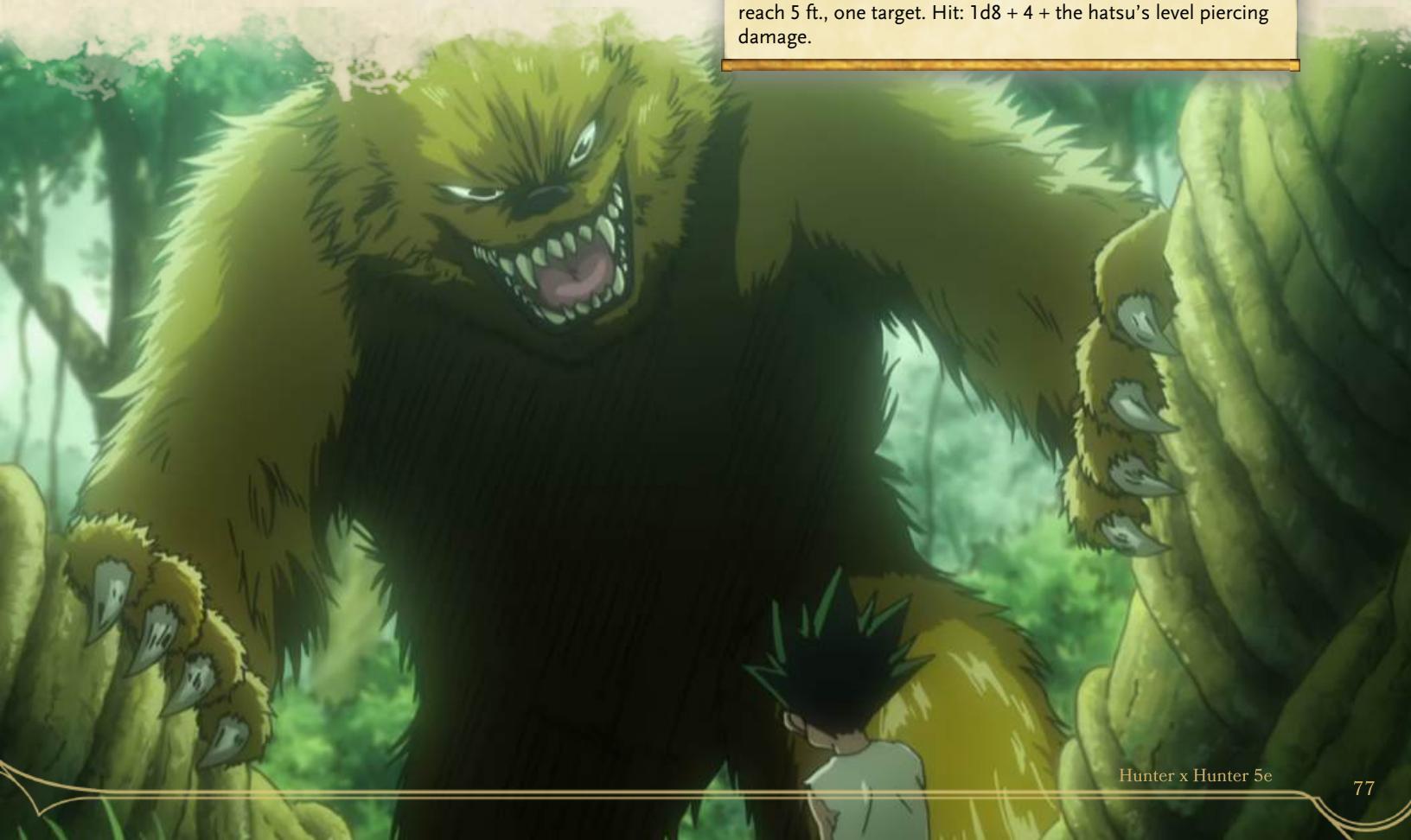
Pack Tactics (Land and Water Only). The beast has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing (Water Only). The beast can breathe only underwater.

ACTIONS

Multiattack. The beast makes a number of attacks equal to half this hatsu's level (rounded down).

Maul. Melee Weapon Attack: your hatsu attack modifier to hit, reach 5 ft., one target. Hit: 1d8 + 4 + the hatsu's level piercing damage.



LESSER NEN FEY

Small nen beast

Armor Class 11 + the level of the hatsu (natural armor)

Hit Points 25 + 5 for each hatsu level above 2nd

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	14 (+2)	11 (0)	16 (+3)

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Proficiency Bonus equals your bonus

Nen-Infused. This creature deals nen-infused damage.

ACTIONS

Multiattack. The Fey makes a number of attacks equal to half this hatsu's level (rounded down).

Shortsword. *Melee Weapon Attack:* your hatsu attack modifier to hit, reach 5 ft., one target. Hit: $1d6 + 4 +$ the hatsu's level piercing damage + $1d4$ force damage

BONUS ACTIONS

Fey Step. The Fey teleports up to 30 feet to an unoccupied space it can see. Then one of the following effects occurs:

Fuming. The Fey has advantage on the next attack roll it makes before the end of this turn.

Mirthful. The Fey can force one creature it can see within 10 feet of it to make a Wisdom saving throw against your hatsu save DC. Unless the save succeeds, the target is charmed by you and the Fey for 1 minute or until the target takes any damage.

Tricksy. The Fey can fill a 5-foot cube within 5 feet of it with nen-infused darkness, which lasts until the end of its next turn.

NOGGIN LUGGING TORTOISE

Large beast

Armor Class 18 (natural armor)

Hit Points 33 ($6d8 + 6$)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	3 (-4)	10 (0)	10 (0)

Saving Throws. Con +3

Senses passive Perception 14

Challenge 1 (200 XP)

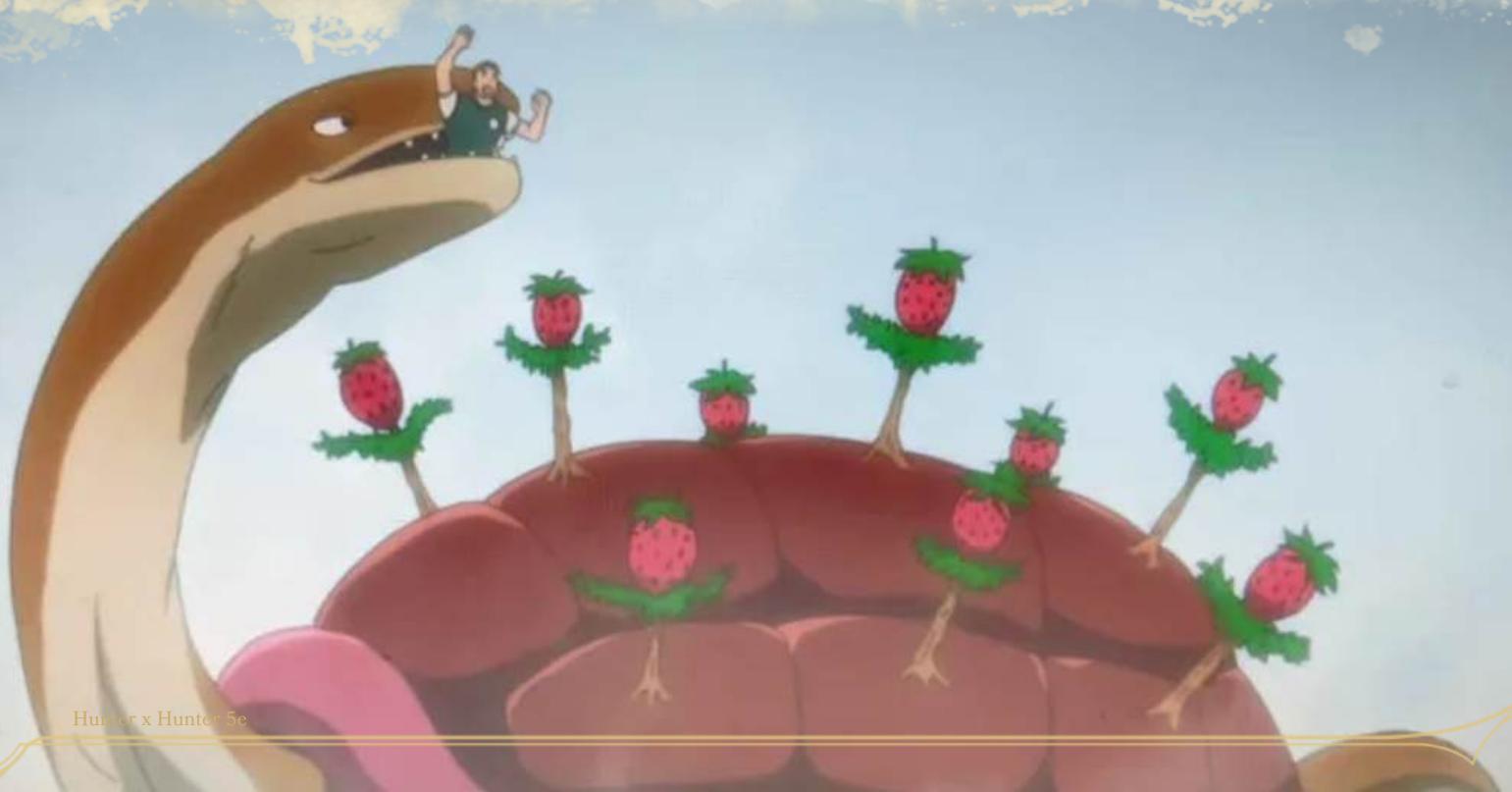
Strawberry-Men. The beast has advantage on Stealth (Dexterity) and Charisma (Deception) checks to lure prey closer to them.

ACTIONS

Multiattack. The beast makes two melee attacks as described below

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 6 ($1d8 + 2$) piercing damage.

Stomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 ($1d10 + 2$) bludgeoning damage.



ROOKIE HUNTER: CONJURER

Medium humanoid (any race)

Armor Class 13

Hit Points 27

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	16 (+3)	11 (0)	13 (+1)

Skills Investigation +7, Persuasion +3, Insight +5

Senses passive Perception 11

Challenge 2 (450 XP)

Nen-Infused. This creature deals nen-infused damage.

Nen User. This creature can use the following hatsu:

- Cantrips (at will): Infestation, Nen Hand, Ground Anchor
- 1st level (4 slots): Entangle, Nen Barrier, Nen Grenade
- 2nd level (3 slots): Invisibility Cloak, Spiritual Weapon

ACTIONS

Multiattack. The hunter makes two attacks.

Unarmed. Melee Attack +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) damage.

ROOKIE HUNTER: Emitter

Medium humanoid (any race)

Armor Class 13

Hit Points 33

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	13 (+1)	10 (0)	15 (+2)	12 (+1)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Challenge 2 (450 XP)

Nen-Infused. This creature deals nen-infused damage.

Nen User. This creature can use the following hatsu:

- Cantrips (at will): Aura Blast, Light, Vicious Mockery
- 1st level (4 slots): Energy Bolt, Sniper Arrow, Healing Orb
- 2nd level (3 slots): Dust Devil, Misty Step

ACTIONS

Multiattack. The hunter makes two attacks.

Unarmed. Melee Attack +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 2) damage.

ROOKIE HUNTER: ENHANCER

Medium humanoid (any race)

Armor Class 15

Hit Points 49

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	10 (0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 11

Challenge 2 (450 XP)

Nen-Infused. This creature deals nen-infused damage.

Nen User. This creature can use the following hatsu:

- Cantrips (at will): Throwing Card, Bulletproof, Diamond Hands
- 1st level (4 slots): Amplify Vitality, Longstrider, Mighty Strike
- 2nd level (3 slots): Lesser Restoration, Bear Hug

ACTIONS

Multiattack. The hunter makes two attacks.

Unarmed. Melee Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) damage.

ROOKIE HUNTER: EMITTER

Medium humanoid (any race)

Armor Class 12

Hit Points 27

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)	16 (+3)

Skills Intimidation +7, Perception +3, Persuasion +5

Senses passive Perception 13

Challenge 2 (450 XP)

Nen-Infused. This creature deals nen-infused damage.

Nen User. This creature can use the following hatsu:

- Cantrips (at will): Ambition, Mind Sliver, Vicious Mockery
- 1st level (4 slots): Cause Fear, Command, Dissonant Whispers
- 2nd level (3 slots): Mind Spike, Entrall

ACTIONS

Multiattack. The hunter makes two attacks.

Unarmed. Melee Attack +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) damage.

ROOKIE HUNTER: TRANSMUTER

Medium humanoid (any race)

Armor Class 14

Hit Points 33

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	10 (0)	12 (+1)

Skills Deception +4, Persuasion +4

Senses passive Perception 11

Challenge 2 (450 XP)

Nen-Infused. This creature deals nen-infused damage.

Nen User. This creature can use the following hatsu:

- Cantrips (at will): Second Degree Burn, Light, Bulletproof
- 1st level (4 slots): Diguiuse Self, Absorb Element, Burning Hands
- 2nd level (3 slots): Blur, Shadow Blade

ACTIONS

Multiattack. The hunter makes two attacks.

Unarmed. *Melee Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) damage.

SIX-LEGGED FLYING BEAST

Large beast

Armor Class 12 (natural armor)

Hit Points 49 (5d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 13

Challenge 1 (200 XP)

Keen Sight. The beast has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The beast makes two melee attacks as described below

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

