



www.imbriaarts.com/naruto

IMBRIAARTS
ONLINE

www.imbriaarts.com

Index

1	Introduction to Naruto RPG	pg. # 003
2	Getting Started	pg. # 004
3	Ninja Races	pg. # 017
4	Player Classes	pg. # 025
5	Advance Player Classes	pg. # 092
6	Skills	pg. # 122
7	Abilities	pg. # 198
8	Quirks and Defects	pg. # 209
9	Feats	pg. # 217
10	Ninja Clans, Families and Organizations	pg. # 247
11	Weapons	pg. # 250
12	Armor	pg. # 270
13	Items	pg. # 277
14	Money System, Weight limits, Misc. Character info	pg. # N/A
15	Stronghold Building	pg. # N/A
16	Creating Techniques and Powers	pg. # 285
17	Established Techniques (not complete)	pg. # 310
18	Game Combat	pg. # N/A
19	Basic Training	pg. # N/A
20	Advance Rules	pg. # N/A
21	History of the World	pg. # N/A
22	World Hotspots and Villages	pg. # N/A
23	Mission Builder	pg. # N/A
24	Monsters Of the World	pg. # N/A
25	Pre Generated NPC's	pg. # N/A

Welcome To Naruto RPG:

Hello and welcome to Naruto RPG. This is a table top role playing game based of the popular anime series Naruto. In the following you will find the rules of playing the game including the player classes' abilities and unique powers that can be used to further make an enjoyable playing experience. Although a lot has been done there is still a lot more being added and yet unwritten so we here at Imbria Arts Online would love to hear you incite, input and gain any assistance in writing this game.

Naruto RPG 2.0

If you played the previous version of the game then you will notice many changes to the game it now follows the example created in our other RPG title, One Piece RPG. The changes make the game a far more balanced game while offering many ways to create ones own techniques and attacks.

Please send your comments to imbriaart@aol.com or contact Brittany at btdod@aol.com. Thank you.

Brittany Dodson

Game designer / Graphic Designer - Brittany Dodson

Game Testers – George Davis, Tom Siliman, Brandon Farmer, William, Wayne, Sean McKay, Brittany Dodson



Game Terms

Naruto RPG uses a number of terms, abbreviations, and definitions in presenting the rules of the game. The following are among the most common.

Ability: A unique skill or a action that is used by a creature to perform tasks. These can both be taught thru action in game and rewarded to the player, or purchased with build points.

Ability Score: Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

Action: An action is a discrete measurement of time during a round of combat. Using abilities, using chi, using special actions, and making attacks all require actions to perform. There are a number of different kinds of actions, such as a standard action, move action, swift action, free action, and full-round action.

Alignment: Alignment represents a creature's basic moral and ethical attitude.

Armor Class (AC): All creatures in the game have an Armor Class. This score represents how hard it is to hit a creature in combat. As with other scores, higher is better.

Armor Bonus: Each Class helps train characters in how to take a more defensive position in combat. Thus the classes grant a bonus to AC per level of the class.

Background Abilities: Each player in order to better individualize their character can add Defects and Advantages to their character giving them a type of social and physical standing.

Base Attack Bonus (BAB): Each creature has a base attack bonus and it represents its skill in combat. As a character gains levels or Hit Dice, his base attack bonus improves. When a creature's base attack bonus reaches +6, +11, or +16, he receives an additional attack in combat when he takes a full-attack action.

Build Points: A set number of points used to buy unique abilities, Special Attacks, Extra uses of ability a day, Bonus feats, Bonus Skill points, and Extra HP

Bonus: Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are non cumulative (do not "stack")—only the greater bonus granted applies.

Chi: The source of all life an the way a ninja is able to perform unique and learned abilities and tasks power and ability when casting spells. When a creature uses chi, it often contains a number of variables, such as range or damage. That is based on the user's level.

Class: Classes represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as unique abilities or chi use. As a creature gains levels in a given class, it gains new, more powerful abilities. Most PCs gain levels in the core classes or prestige classes, since these are the most powerful.

Check: A check is a d20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks, and saving throws.

Concentration Check: When a creature is using Chi, but is disrupted during the casting, he must make a concentration check or fail to perform the action being performed.

Creature: A creature is an active participant in the story or world. This includes PCs, NPCs, and monsters.

Damage Reduction (DR): Creatures that are resistant to harm typically have damage reduction. This amount is subtracted from any damage dealt to them from a physical source. Most types of DR can be bypassed by certain types of weapons. This is denoted by a "/" followed by the type, such as "10/cold iron." Some types of DR apply to all physical attacks. Such DR is denoted by the "—" symbol.

Difficulty Class (DC): Whenever a creature attempts to perform an action whose success is not guaranteed, he must make some sort of check (usually a skill check). The result of that check must meet or exceed the Difficulty Class of the action that the creature is attempting to perform in order for the action to be successful.

Exceptional Abilities (Ex): Exceptional abilities are unusual abilities that do not rely on Chi to function.

Experience Points (XP): As a character overcomes challenges, defeats monsters, and completes quests, he gains experience points. These points accumulate over time, and when they reach or surpass a specific value, the character gains a level.

Feat: A feat is an ability a creature has mastered. Feats often allow creatures to circumvent rules or restrictions.

Creatures receive a number of feats based off their Hit Dice, but some classes and other abilities grant bonus feats.

Game Master (GM): A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game.

Hit Dice (HD): Hit Dice represent a creature's general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Monsters, on the other hand, gain racial Hit Dice, which represent the monster's general prowess and ability. Hit Dice are represented by the number the creature possesses followed by a type of die, such as "3d8." This value is used to determine a creature's total hit points. In this example, the creature has 3 Hit Dice. When rolling for this creature's hit points, you would roll a d8 three times and add the results together, along with other modifiers.

Hit Points (hp): Hit points are an abstraction signifying how robust and healthy a creature is at the current moment.

To determine a creature's hit points, roll the dice indicated by its Hit Dice. A creature gains maximum hit points if its first Hit Die roll is for a character class level. Creatures first Hit Die comes from an NPC class or from his race roll their first Hit Die normally. Wounds subtract hit points, while healing (both natural and magical) restores hit points. Some abilities and spells grant temporary hit points that disappear after a specific duration. When a creature's hit points drop below 0, it becomes unconscious. When a creature's hit points reach a negative total equal to its Constitution score, it dies.

Initiative: Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Jutsu: A jutsu is an technique performed with chi. Divided into 3 categories, Genjutsu – Mental, Taijutsu – Physical, and Ninjutsu – Supernatural. Other divisions such as Bloodline, Possessed, Family and Forbidden jutsu all fall under one or more of the three primary.

Level: A character's level represents his overall ability and power. There are three types of levels. Class level is the number of levels of a specific class possessed by a character. Character level is the sum of all of the levels possessed by a character in all of his classes. In addition, the build points are gained at each new level based on the game power level.

Monster: Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Natural Alignment (NA): Natural Alignment is a creature's natural connection to the elements, Fire, Water, Earth, Wind, Lightning. Each character has two the Primary and Secondary. When learning a technique those that match the creature's NA make it easier to learn a technique. Also some techniques require a Natural Alignment to be able to be used by the creature. Sub-alignments are some time created with two different alignments.

Non-player Character (NPC): These are characters controlled by the GM.

Penalty: Penalties are numerical values that are subtracted from a check or statistical score. Penalties do not have a type and most penalties stack with one another.

Player Character (Character, PC): These are the characters portrayed by the players.

Powers: Unique attacks and abilities granted the player through Family or Possession, however Monsters and some classes also offer these as means of attacks. Powers have a use per day based on the build points bought. A basic Power is granted to Possessed and Family Ninja and they start 1 use of it a day. New powers can be created and other can be expanded on.

Reputation Score (RS): This score determines how Famous or Infamous the character has become. High fame can grant the character a bonus on purchases or even rewards. High Infamy grants bonuses to intimidation and fear inducing abilities.

Resistance (R): Some creatures are resistant to elements and gain spell resistance. When a creature with resistance is targeted by an attack, the user of the attack must make level check to see if the attack affects the target. The DC of this check is equal to the target creature's R (some attacks do not allow R checks).

Round: Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world.

Rounding: Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

Saving Throw: When a creature is the subject of a dangerous attack, or effect it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw—they are made automatically. There are three types of saving throws: Fortitude (used to resist poisons, diseases, and other bodily ailments), Reflex (used to avoid effects that target an entire area, such as *explosives*), and Will (used to resist mental attacks and Genjutsu).

Skill: A skill represents a creature's ability to perform an ordinary task, such as climb a wall, sneak down a hallway, or spot an intruder. The number of ranks possessed by a creature in a given skill represents its proficiency in that skill. As a creature gains Hit Dice, it also gains additional skill ranks that can be added to its skills.

Special Abilities (Sp): Spell-like abilities function just like normal abilities, but are granted through a special racial ability or by a specific class ability.

Stacking: Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties do stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that the penalties might negate or exceed part or all of the bonuses, and vice versa.

Supernatural Abilities (Su): Supernatural abilities are attacks, defenses, and qualities. These abilities can be always active or they can require a specific action to utilize. The supernatural ability's description includes information on how it is used and its effects.

Turn: In a round, a creature receives one turn, during which it can perform a wide variety of actions. Generally in the course of one turn, a character can perform one standard action, one move action, one swift action, and a number of free actions. Less-common combinations of actions are permissible as well, see Chapter 8 for more details.

Generating a Character

At the start of the Game the GM will state what difficulty they are giving the game which will determine the starting build points.

20 – Tough the Gm is giving a stronger restriction on early build and is keeping a tighter grip on players

30 – Average the Gm is granting the player plenty of room to create while keeping it balanced overall

40 – Weak the Gm is granting the players a strong role in playing a character and often battles weigh towards players

Either copy the character sheet we provide or create your own.

Step 1—Determine Ability Scores: Start by generating your character's ability scores. These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

Step 2—Pick Your Race: Next, pick your character's race, noting any modifiers to your ability scores and any other racial traits. There are 5 to choose from, although your GM might have others to add to the list.

Step 3—Pick Your Class: A character's class represents a profession, such as Ninja or other classes. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) for defeating monsters, he goes up in level, granting him new powers and abilities.

Step 4—Pick Skills and Select Feats: Determine the number of skill ranks possessed by your character, based on his class and Intelligence modifier (and any other bonuses, such as the bonus received by humans). Then spend these ranks on skills, but remember that you cannot have more ranks than your level in any one skill (for a starting character, this is usually one). After skills, determine how many feats your character receives, based on his class and level.

Step 5—Buy Equipment: Each new character begins the game with an amount of money, based on his class and background abilities that can be spent on a wide range of equipment and gear,

from armor to backpacks. This gear helps your character survive while adventuring. Generally speaking, you cannot use this starting money to buy Chi items without the consent of your GM.

Step 6—Finishing Details: Finally, you need to determine all of a character's details, including his starting hit points (hp), Armor Class (AC), saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name, alignment, Background Abilities, and physical appearance. It is best to jot down a few personality traits as well, to help you play the character during the game.

ABILITY SCORES

Each character has six ability scores that represent his character's most basic attributes. They are his raw talent and prowess. While a character rarely rolls a check using just an ability score, these scores, and the modifiers they create, affect nearly every aspect of a character's skills and abilities. Each ability score generally ranges from 3 to 18, although racial bonuses and penalties can alter this; an average ability score is 10.

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. Special modifiers are applied after the scores are generated.

Standard: Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method is less random than Classic and tends to create characters with above-average ability scores.

Classic: Roll 3d6 and add the dice together. Record this total and repeat the process until you generate six numbers. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further, with the totals applied to specific ability scores in the order they are rolled. Characters generated using this method are difficult to fit to predetermined concepts, as their scores might not support given classes or personalities, and instead are best designed around their ability scores.

Heroic: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This is less random than the Standard method and generates characters with mostly above-average scores.

Dice Pool: Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three highest dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised

above 18 using this method. After all the points are spent, apply any racial modifiers the character might have. The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. Average non-player characters (NPCs) are typically built using as few as 3 points. See Table 1–2 on the next page for a number of possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters.

Luck of the Draw: What is needed for this is a deck of cards and a set of dice (multiple dice sets are suggested)

The Drawing: Well now that we know about the ability scores now we need to know how to determine them. At creation all characters have all 10s to start. At either end the soul must gamble with the creator to determine your starting abilities. The Player shuffles the deck in front of the GM to avoid cheating then hands the deck back to the GM for inspection. After noting that the deck is random the player will draw 6 cards and lay them face down on the table. The player can decide to keep a 10 in any ability but once decided he cannot go back unless he draws the joker. If the player is unsatisfied with average he or she can decide to gamble with the creator for greater ability. The player then places his wager which can be as small as a Coin toss or as high as a d8 which is the dream of great power.

Once the wager is laid the GM must ask “Your Fate has been Judged! Do you Accept Fate?”

If the player says no then the bet is off and they have their 10. If they say yes the card is turned over to reveal their fate. If the Card is red then they have won the wager and may roll their dice and add that number to their current score. If the card is Black then they lose the wager and must subtract that amount. If the player takes the highest of the bets either win or lose and rolls the maximum amount they are bid to roll again. If the maximum amount is rolled a second time they are allowed to roll an extra d4 to add to their stat in the case of a win and the stat is reduced to 1 in the case of a loss. If the player has drawn the joker Chaos has decided to allow for a change to fate. The color of the card still determines loss or gain but the amount of the bet may be changed with the added penalties or bonuses it may give. If the player draws a joker when they decided not to gamble they are given the chance to roll a die if they wish to add or subtract depending on the color of the joker involved. They are always allowed to keep their 10 if they chose not to gamble and those stats not gambled on are always held to the last. This Choice is Utter Chaos and can result in a weak character as often as a strong one. So it is suggested when a player chooses this method to roll that the GM offer a bonus level, ability or Build Points.

Determine Bonuses

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. The chart below shows the modifier for each score. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
42-43	+16
44-45	+17
ect.	

The Abilities

Each ability partially describes your character and affects some of his actions.

Strength (Str)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat, such as fighters, monks, Martial Artists, and Combat Ninja. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to move in any way and is unconscious. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon, including a sling. (Exceptions: Off-hand attacks receive only half the character's Strength

bonus, while two-handed attacks receive 1–1/2 times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

- Climb and Swim checks.
- Strength checks (for breaking down doors and the like).

Dexterity (Dex)

Dexterity measures agility, reflexes, and balance. This ability is the most important one for rogues, but it's also useful for characters who wear light or medium armor or no armor at all. This ability is vital for characters seeking to excel with ranged weapons, such as the bow or sling. A character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and many ranged chi attacks like *Dragon Fire* or *Shadow Shuriken*.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding *explosives* and other attacks that you can escape by moving quickly.
- Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks.

Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have a Constitution score. Their modifier is +0 for any Constitution-based checks. A character with a Constitution score of 0 is dead.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Fortitude saving throws, for resisting poison, disease, and similar threats.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

You apply your character's Intelligence modifier to:

- The number of bonus languages your character may know at the start of the game. All characters start with Common but there is different languages and codes used to keep secrets between allies and out of the hands of enemies. If you have a penalty, you can still read and speak your racial languages unless your Intelligence is lower than 3.
- The number of skill points gained each level, though your character always gets at least 1 skill point per level.
- Appraise, Craft, or Knowledge skill checks.
- Tactics Ninja uses their Intelligence in creating ambush attacks. (See Tactics Ninja class for more details)

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, awareness, and intuition. Wisdom is the most important ability for Healers and is a useful thing for all classes for noticing ones surroundings. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. A character with a Wisdom score of 0 is incapable of rational thought and is unconscious.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effects of *charm person* and other spells).
- Heal, Notice, Profession, and Survival checks.
- Healers use their Wisdom Score to heal others with chi. (see Healer Ninja Class for more)

Charisma (Cha)

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance. It is the most important ability for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to channel energy. For undead creatures, Charisma is a measure of their unnatural "life-force." Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert themselves in any way and is unconscious.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, and Perform checks.
- Checks that represent attempts to influence others.
- Ninja Spies can channel chi through their Charisma to influence others (see Ninja Spy for more).

Character Build Points

All players start the game with Build points at the start of the game and automatically gain another 5 points after every level these points can be spent on any of the following. The Amount of beginning build points depend on how high powered the GM wants the game to be. The levels are as follows.

High Powered Game 40 Starting Points

Medium Powered Game 30 Starting Points

Low Powered Game 20 Starting Points

HP Boost Attack Bonus Special Ability Additional Use Extra Skill points New Feat Special Attacks
Battle rewards / Character Rewards

Special attacks* - Grant a new attack based of ether powers, chi, or physical abilities of that character - **5 BP points**

HP Boost - Gains a Bonus hit die roll – **1 BP point**

HP Max Boost – Gains a Maxed Hit die result without having to roll – **2 BP points**

Attack Bonus - this can be granted to a play via a certain weapon or facing a certain class, race or sex - **4 BP points**

Additional Use* - grants a bonus use per day of special ability, power or attack - **2 BP points**

Extra Skill Points - Grants more 5 skill points - **1 BP points**

New Feat* - Grants an extra Feat - **3 BP points**

Techniques* – Only at the start of the game can a player purchase techniques with points. It cost 1 point for a technique that is D –class no higher level technique can be purchased at the start of the game. – 1 BP point for D class, 2 BP points for C class, 4 BP points for B class, 8 BP points for A class, S class cannot be Purchased

Abilities* – abilities are unique actions that allow the player to do unusual things without using chi or a power – 3 BP points

Combos* – The true way to fight in the game. Combining or Linking Abilities to Techniques or having two Techniques work together – 2 BP points

Power Burn – Power burn is done much the way Action points are done in game. If the player has any unspent points and is in a dire situation they can use their power point to aid them in this situation. The situations are as follows.

Saving Grace: Player is knocked well below –10 and should be dead but spends their point to be stabilized at -10 instead – 1 BP point

Heroic Surge: Player spends a point to be granted a temp +10 to all hits for the next Game Hour – 1 BP point

Slam Master: Player spends a point to be granted a temp x2 to all damage rolls for the next Game Hour – 1 BP point

Angel of Mercy: Player spends a point to bring another dead player back from the dead to stabilized -10 BP points

* - can also be gained in game through battle lessons or spending learning or training. For these.

Character Alignment

Unlike other D20 based games the Character alignment is less a basis of where one stands in Good and evil sense on a morel sense, and more where they stand on a mental level. The two categories stand as Laws and Mental Status

Laws Alignments

(O) Order - A person of order has a strong sense of laws ether of social or personal nature. They use these laws to guide their actions through choices.

(F) Freewill – A person of individual choice. The hardest of the choices a freewill person takes and weighs the decisions of each choice. Choosing the one that they feel will be best at the time.

(C) Chaos – A person of Chaos never makes choices and lets events play out as they go. Often they will do something merely to see what chaos is comes from it.

Mental Status

(S) Sane – A sane person is solid strong mind that thinks things through to their conclusion.

(W) Weird – A Weird person will make random thoughts and actions.

(I) Insane – A Insane Person will make crazy non sense based decisions in their life.

Example of how each player works on a situation.

The group arrives in a massive room. A large Casket with Gold coins spilling out stands on a raised dais in the middle of the room, columns line the room each with a nude statue. A massive Beast stands between the party and is ready to attack.

The OS Character will strike at the beast in the most logical way

The OW Character will seek for a way to start a chain reaction of explosives on the Statues in the room to harm the beast with shrapnel.

The OI Character will also seek for a way to start a chain reaction but on the columns of the room. Hoping to bring the room down on it and then digging the treasure free afterwards.

The FS will let the Beast move to attack them and spring an attack on them as an act of defense.

The FW will let the Beast attack his teammates then attack it from behind.

The FI will let the Beast attack his Teammates while he goes after the treasure.

The CS will try to go around the beast striking it from behind, while ducking behind the statues, hoping the beast's strength won't push the statues into the columns crushing him.

The CW will run head forward willing to take the beast head on.

The CI will run head first on a suicide bomb quest of trying to toss explosives into the beast's mouth or personally delivering them.

Now the Beast lay dead and the treasure before them.

The OS character will study the dais making sure its not trapped then will demand they divide the treasure fairly between the party.

The OW character will let the others pick up the treasure in turns. Choosing the items that fit for each member perfectly.

The OI character will divide the treasure in piles of equal size and give a pile to each member.

The FS character will divide the treasure giving items to those that contribute the most or give the best use to each member.

The FW character will divide the treasure into items of value to sell off and items that may be useful to him.

The FI character will randomly hand out treasure to those he feels may be useful later.

The CS character will gather the treasure and take what they find they want if they can use it or not for use or sale later.

The CW character will demand the group gamble for the treasure here and now.

The CI character will take all the treasure and toss it in the air what falls near each person is theirs to keep.

Natural Alignment

An added thing in Naruto is the characters Natural Alignment. This is the elements of Nature that they find a greater draw to them. The Natural Alignment can manifest itself in learning technique, empowering techniques or powers, and even in granting special abilities at time. Each person has two of these Alignments but one is always stronger then the other.

Fire
Water
Wind
Lighting
Earth

The first five are the basis of all ninja techniques The five basic Natural Alignments in both primary and secondary lead to subcategories below. Additional Elements can be learn or taught but without the alignment they won't have it easy and contradicting elements have harder time at learning techniques or using powers.

Primary	Secondary	Sub
Fire	Fire	Fire
Fire	Water	Steam
Fire	Wind	Smoke
Fire	Lighting	Lava
Fire	Earth	Acid
Water	Water	Water
Water	Fire	Glass
Water	Wind	Ice
Water	Lighting	Storm
Water	Earth	Mud
Wind	Wind	Wind
Wind	Fire	Heat
Wind	Water	Mist
Wind	Lighting	Light
Wind	Earth	Sand
Lighting	Lighting	Lighting
Lighting	Fire	Shadow
Lighting	Water	Sonic
Lighting	Wind	Gravity
Lighting	Earth	Wood
Earth	Earth	Earth
Earth	Fire	Metal
Earth	Water	Plant
Earth	Wind	Dust
Earth	Lighting	Magnet

Contradicting Elements
Fire -> Water
Water -> Lighting
Lighting -> Earth
Earth -> Wind
Wind -> Fire

Ninja Rank

Ninja rank has the set Rank Technique one can learn or train for. It also decides on the mission types one is given and on if they have an instructor with them or not. At the start of the game the players tend to be Academy Students, or if the GM wishes to ignore the basic training Genin. To achieve Chunin one must be either Rewarded it through a great service for ones Village or Through showing great promise in the Chunin Exam.

Academy Student – make up the student body of the Academy, where they are trained and prepared for life as a shinobi. They are not an actual part of the shinobi force, as they are still in the process of mastering the very basics of the ninja lifestyle. However, they can be conscripted as part of the war potential in times of emergency Only can be on Rank D missions, and have Class D Techniques and never has an mission without a Instructor. Tasks are performed in large groups.

Genin – are the lowest level of ninja and also the ones that display the most difference in power. When they become genin, ninja start to do their bit for their village's economy – being sent on missions that the village gets paid for. They are typically sent either on D-rank missions, which are almost entirely risk-free jobs of manual labour, or, rarely, on C-rank missions, which are a cut above that and begin to verge on real "ninja" work that have a very low possibility of risk to the ninja involved. When Konohagakure was short-handed on upper-level ninja because of the invasion, the village had to occasionally send genin on higher-ranked missions Can take part in Rank D and C Missions, and only have access with Class C techniques upon special permission, They also work under an Instructor but work in groups of three or Four.

Chunin – are ninja who are qualified to guide other ninja and lead missions. Chūnin have reached a level of maturity and ability that primarily consists of leadership skills and tactical prowess. Genin who do not have the skills to become chūnin are weeded out in the chūnin exams. Some of them, like Iruka Umino and Daikoku Funeno move on to function as Academy teachers and others, like Shikamaru Nara, serve as team leaders in charge of small teams who need to make decisions and utilize the skills of the shinobi under their command to the maximum effect. Chūnin are typically sent on C-rank or B-rank missions. Can take part in Rank D – B Missions, with at dire times take place in Class A, They have access to D – B class Techniques but the B ones still need permission to use. They can lead a group but are not given solo missions.

Jonin – are generally highly-experienced shinobi with great individual skill who serve as military captains. They are often sent on A-rank missions, and experienced jōnin may even be sent on S-rank missions (which are considered to be the greatest difficulty). It is not unusual for jōnin to go on missions alone. Jōnin are generally able to use at least two types of elemental chakra, some genjutsu, and above average taijutsu skills. Can take part in Missions of Rank D – A, They can learn Techniques from Rank D – A with no restrictions. They also can take place in solo missions.

Special Jonin – are ninja who, rather than all-around jōnin training, have jōnin-level ability in a specific area or skill, much like warrant officers in real-world militaries. They are elite specialists in their areas and are often assigned as subordinates to regular jōnin when their services are needed.

Master nin – A solitary ninja that wanders the world in search for something dear to them. While not an official rank. It makes them none the less respected throughout the world, as skilled users of many techniques and great skill. They tend to only take a mission when they wish to.

Missing nin – A solitary ninja that left the village on disagreeable terms, Sought often for death by their own village they will freely take any mission given to them to make money and they aren't limited by status to learn techniques.

Kage – is the leader of one of the five most powerful Hidden Villages and generally are also the most powerful ninja in their respective villages. They are collectively known as the Five Kage. While other villages have leaders that may call themselves Kage the other villages don't respect them as such.

Anbu - short for **Ansatsu Senjutsu Tokushu Butai** (暗殺戦術特殊部隊; Literally meaning "Special Assassination and Tactical Squad"), take orders directly from the Kage, performing special high-level missions, such as assassinations and torture. The ANBU usually work in teams formed to the requirements of the mission, ensuring maximum success. The shinobi in the ANBU are hand-picked by the Kage; chosen for their individual capabilities and special skills. Age, gender, background, or previous rank bear no weight in this decision. They wear their mask even in their own village, for their identity as an ANBU agent is to be known only by the Kage and village elders, with the exception of Konohagakure's "Root" ANBU members who, unless ordered to, will otherwise only act on Danzō Shimura's orders.

There are apparently no true ranks within the ANBU, unlike within the regular forces. Team leadership and hierarchy seem to be based on merit and experience. The leaders of the teams are called squad leaders (分隊長, *Buntaichō*), a position held in high regards

Medical Team - The Medical Teams (医療班, *Iryō-han*) are the back-up of the shinobi forces. They consist of medical-nin, working behind the scenes to heal the sick and injured shinobi and to make sure the organisation is always in peak condition. Medical-nin are also similar to a Hospital Corpsman or HM of the military in real life. They also do extensive research into new techniques, medicine, and into diseases and the human body. Although not seen very often, they are highly respected. Even to a jōnin, the advanced skills of these shinobi seem like magic. Not all medical-nin are members of the Medical Teams, though. There are also medical-nin within the regular forces, who go along on standard missions to increase the success-rate. However, back in the village, it is the Medical Teams who run the hospital and treat the wounded.

Ninja Races

Unlike in One Piece RPG, Naruto doesn't have much in the ways of races, its more a division of Class and what family you are born into. There are also races that are more distorted such as the Possessed, Bestial and Monstrous. The races are divided as Follows, Normal, Bloodline, Clan, Possessed, Bestial, and Monstrous. The last 3 choices have Level adjustments and can be restricted by the GM upon creation.

Normal

The basic character, with nothing special about their powers or abilities. A Normal is your average character and the greatest amount of the worlds Population.

Racial Traits:

- Skill Point Bonus- +4 Skill Points at creation, +1 Skill Point Per level
- Bonus Feat – at Creation a Normal gains one extra feat
- C-Class (Ninja only) – at creation a Normal that plays a Ninja class gets one C – Class Technique
- Build Point Bonus (All classes other then Ninja) – at Creation a Normal that plays a class that is not a ninja gains 5 extra Build Points.
- Stat Bonus – at Level 5 and every 5th level on a Normal gains an extra Stat Boost of +1

Racial Defects:

Unlike other races Normal has no set racial Defect

Example Character in Naruto, Sakura



Bloodline

Those with bloodline abilities prevent themselves from gaining possessed souls. They gain unique abilities that are unable to be gain by the Normal class of ninja.

The abilities come from there families and ancestors. Characters with Bloodline gain one really, powerful ability at the start of the game and can keep buying into it to release new moves the best example of this is the Sharingan.

Where one is able to read the moves of they're opponnet and eventually use them against them.



(note: the Sharingan is limited try a different ability)

The only real in game difference is what would take time in game of several weeks of game play ones with bloodline abilities have the chance to gain new moves quicker. Where as a normal ninja takes average time to adjust to a new technique.

Example Character in Naruto with Bloodline, Sasuke

Racial Traits:

- Family Chi Pool:** A Blood Line character has Inherited a small portion of their families chi through the ages granting the character +10 chi per level
- Fast Learner:** The Bloodline character gains the “Fast Learner” feat for free. Fast Learner, let's the character study new techniques at a sudden rate of hours or days where normally it takes a player days or weeks have in game time to learn techniques. This is a major advantage for players to learn techniques during adventures and not in the down time of old quests
- Bloodline / Clan Ability:** New abilities act as one two levels above the original but cost double in chi Points buy. See complete Bloodline and Clan lists for more.

Racial Defects:

- Heritage** – causes the future of your family to rest on your hands making what you do in game play as a good or bad mark for your whole family
- Marked** – Your abilities when identified link your heritage to you

Clan

Clan ninja much like Bloodline gain their powers thru the family however their powers are identified much easier and have better control over their abilities.

Example Character in Naruto with Clan, Choji

Racial Traits:

- Bloodline / Clan Ability:** New abilities act as one two levels above the original but cost double in chi Points buy. See complete Bloodline and Clan lists for more.
- Clan Feat** – The clan has a free choice in a feat befitting of their clan
- Clan Connections** – A strong connection allows access to information that is kept a secret only to members of the clan.
- Clan Rank** - Each Clan has ranks which depending on that rank may grant the player access to rare techniques and special clan only items

Racial Defects: Heritage, Marked

- Heritage** – causes the future of your family to rest on your hands making what you do in game play as a good or bad mark for your whole family
- Marked** – Your abilities when identified link your heritage to you



Possessed

Those with Possessed souls are the most powerful of all ninjas but many fall to the souls that possess them and have potential to corrupt their minds or twist their thinking. However they gain vast amounts of Chi and a few rare abilities that grant them super human like powers. The basic possession is monsters or ghosts of former warriors. (Great spirits such as the Celestial creatures, Demon Kings, and even Gods possess the rarest.) Because of the possession the character has a difficult time with learning new techniques and forming Chi outside of the spirit that possesses them. Possessed have the ability to tap into a hidden Chi Pool.



Example Character in Naruto with Possessed Soul: Naruto

Racial Traits:

- **Possessed Souls Powers** - The powers granted by souls are beyond the abilities that humans could have (such as Gaara's control of sand, Or Naruto's 0 cost claws and 0 cost Transformation) see Powers Section to create and use new powers.
- **Possessed Form** – The character has a secondary form to fight as the stronger the possession the more the form takes a look beyond that of the possessed character. Strong training lets one control and be able to achieve this form on Command.
- **Possessed Chi Pool** – The character playing a Possessed character has a second pool of chi to draw from. This Based on the DC of the Possessed is figured by (Possession DC x Character Level)

Racial Defects:

- **Chi Struggle** (level based on possession) - It gives the player a DC +5 per level in using their chi with anything other than the powers their possession grants them.
- **Marked** - The soul inside them will from time to time cause fear with people and may even bring fourth someone who is hunting his or her character.
- **Control DC** (level based on possession) - When a character relies too heavily on the possessed souls powers they have to make a DC will save that increases by 5 with each time they use powers after the first check is made that in game day. If the player fails the save they lose control of their character temporarily as the possessed soul takes over. A Well skilled Possessed Soul can unleash by making a Control Shape roll.



Naruto's Game Hint

Possessed Ninja May seem to be a great character for power but the chance of going berserk on your team mates brings problems to both you as a player and you as a character.

BESTIAL

Bestial is a form of Intelligent Beasts, Animal or monster that Counts as a Character on their own. These Creatures have harder time with using weapons but make up with in Stat Bonuses and Unique abilities.



Example Character in Naruto with Bestial: Akamaru

Racial Traits:

- **Stat Bonus** – Bestial's gain a stat bonus based on the Animal type they are.
- **Beast Ability** – Bestial's gain unique abilities and free feats based on their type
- **Natural Empowerment** – Using powers or Techniques with a link to their Natural Alignment that counts as if you have 2 more levels then you do.
- **Natural Resistance** – Bestial characters are so use to their Natural Alignment they have a + 5 Resistance to their Primary

Racial Defects

- **No Grip** – do to the lack of opposable thumbs gripping weapons and items are difficult giving them a -4 to use a weapon that isn't a natural one
- **No Seriously** – has a difficult time getting people to listen or acknowledge them as a voice to be heard -4 to all social rolls

Armadillo - AC +6, -2 STR -2 INT, Weakness to Water
Medium Size
Endurance Feat
Dig Movement 30ft

Boar - +2 STR +2 CON -2 WIS -2 CHA
Medium Size
Toughness feat
Scent Ability

Fox / Kitsune - +2 DEX +2 INT -2 STR -2 CON
Medium Size
Lighting Reflexes Feat
Scent Ability

Bear - +4 STR +2 CON -2 INT -2 DEX -2 CHA
Large size
Natural Weapon Claws 1d8 x2 Slashing
Toughness Feat

Lizard - +2 DEX +2 WIS -2 STR -2 CHA,
Medium Size
+5 Stealth
+5 Climb
Run Feat

Dugong - +2 STR +2 CON -2 DEX -2 WIS

Small Size

Feat Loyal

+5 to swim check

Giant Mantis - +2 STR +2 DEX -2 INT -2 WIS

Medium Size

Natural Weapon sword-like arms 1d12 x2 Slashing

Two weapon feat

Mink - +2 DEX +4 CHA -2 STR -2 Con -2 WIS

Medium Size

Scent ability

Lighting Reflexes Feat

Mouse / Rat-man - +2 DEX +2 CON -2 STR -2 WIS

Small Size

Track Feat Free

Scent Ability

Otter - +2 DEX +2 INT -2 STR -2 CON

Small Size

Iron Will Feat

Natural attack Bite 1d8 x2 Piercing

Raccoon /Tunki - +4 DEX +2 INT -2 STR -2 WIS, Fears Crowds

Small Size

Toughness Feat

Scent Ability

Rabbit - +4 DEX +2 CHA, -2 STR -2 INT -2 CON

Small Size

Run Feat

+5 Stealth

+5 Notice

+5 Jump

Dog / Wolf - +2 STR +2 WIS, -2 CON -2 INT

Medium Size

Scent Ability

Natural Weapon Bite 1d8 x2 Piercing

Cat - +2 DEX +2 WIS, -2 STR -2 CON

Medium Size

+5 Jump

+5 Stealth

Natural Attack Claws 1d8 x2 Slash

Squirrel - +4 DEX +2 CON -2 STR -4 INT

Small Size

Great Fortitude

Scent Ability

Turtle / Kappa - +4 AC, +2 INT -2 DEX -2 STR - 2 CON

Small Size
+5 Swim
+5 to Intimidate
Toughness feat

Bird - +6 DEX, -2 STR - 2 CON -2 INT

Small Size
Flight 60ft/ good movement
Natural Attack 1d6 Claw x2 Slash

Snake - +2 DEX +2 INT +2 WIS, - 2 CON, Weakness to Cold

Medium Size
Improved Grapple

Frog / Toad - +2 DEX +2 INT, -2 CHA, Weakness to Heat

Small Size
Breath Water Ability
+5 Jump
+5 Swim

Slug - +2 CON +2 WIS, -2 CHA, Weakness to Salt

Small Size
Heal Slime – Heals 1d8 a round others
Fast Healing 5

Sheep / Ram - +2 CON +2 STR, -2 INT -2 WIS

Medium Size
Run Feat
Natural Attack Head-butt 1d10 x2 Bashing

Bat - +4 DEX +2 WIS, -4 STR -2 CHA

Small Size
Flight 60ft/good
Blind Sight Ability

Monkey - +2 STR +2 INT, -2 WIS -2 DEX

Medium Size
Monkey Grip Feat
Tool User Ability

Hedgehog/ Porcupine - +2 DEX +2 INT, -2 STR -2 CON

Small Size
Body Spines (when attacked by melee body does 1d6 Damage in defense)
Dig Movement 30ft

Tiger - +4 DEX +2 STR, -2 INT -2 WIS, Fear of Fire

Large Size
Natural Attack Claws 1d12 x2 Slashing
Jump +5
Hide +5

Horse - +4 STR +2 DEX, -2 WIS -2 CON, Fear of Electrical

Large Size
Natural Attack Kick 1d12 x2 Bashing
Run Feat



MONSTEROUS

Example Character in Naruto with Monsterous: Kisame

Monsterous characters have a basic human look and shape but possess a very odd look and unique abilities and due to their form they tend to have a greater stats than a normal character would. But they make up with it for being alienated as something not human.

Racial Traits:

- **Monsterous Ability** – Monsterous characters gain 2 unique abilities (listed below)
- **Monsterous Stat Boost** – STR, DEX or CON can have a increase of +1 to +6 however it is Balanced out in the Characters CHA, INT and WIS

Racial Defects:

- **Marked** – Character has a very unusual look to their body
- **Feared** – People fear you and it shows, Character starts out with a Infamy Reputation

Monsterous Abilities

Water Breathing – doesn't need air when under water

Elongated Limbs – Limbs stretch granting reach

Extra Limbs – extra attacks can be made

Body Spines – Does damage when defending from a Melee Attack 1d6 Piercing

Claws – Natural Weapons 1d8 x2 Slashing

Fangs - Natural Weapon 1d8 x2 Piercing

Shark's Jaw – Natural Weapon 1d8 x2 piercing

Skin Flap (as in flying Squirrels) – Glide 30' Fair

Wings – Flight 30' Fair

Horns – Natural Weapon 1d8 x2 Bashing

Scales – +4 AC

Shell - +4 AC

Slime - +8 Vs Grapple Checks

Bark Skin – DR 4/Fire

Stone Skin – DR 4/Water

Bug Eyes - +8 Notice

Bat Ears – Blind Sight

Tiger Eyes – Dark Vision

Tentacle – Improve Grapple and Improve Trip

Tail – Improved Trip and +4 Acrobatics

Monkey Feet – Can hold extra weapon in Feet

Fin – Swim Speed of 60'

Lion Roar – Causes Fear Check DC 10 + Level + STR MOD



Classes

A character's class is one of his most defining features. It's the source of most of his abilities, and gives him a specific role in any adventuring party. The following seven Ninja Classes and Fifteen other classes allow a wide selection of abilities and tasks.

Barbarian: The barbarian is a brutal berserker from beyond the edge of civilized lands.

Bard: The bard uses skill and abilities alike to bolster his allies, confound his enemies, and build upon his fame.

Basic-Nin: The basic balance of Ninja, building on all areas of expertise of the way of the Ninja.

Bounty Hunter: The Bounty Hunter is a skill man hunter. A well balance of combat and tracking makes them a force to reckon with.

Combat-Nin: A strong Focus on being a force to reckon with in combat. Focus is on Taijutsu and Strength.

Combo-Nin: A Skilled backup for any companion. Focus given on support and Ninjutsu with strong Constitution.

Healer-Nin: A Vital part of any Ninja Team. The Healer brings Ninjutsu and Ginjutsu and Has good Wisdom.

Lore Master: A Master of many tasks spread throughout the world.

Martial Artist: A warrior with great focus on their physical Strength and even know how to channel chi to perform Techniques in Taijutsu.

Messenger-Nin: Ninjas of Great speed and quickness. Brings Taijutsu and Ginjustu and has great Dexterity.

Monk: A student of martial arts, the monk trains his body to be his greatest weapon and defense.

Noble: A Person of great social status and strong skills in leadership yet weak in combat.

Pirate: A skilled traveler of the sea. Strong fighting skills and diverse fighters make them good fighters in a battle.

Priest: A soul following the path of god uses their spiritual soul to combat and help others.

Ranger: A tracker and hunter, the ranger is a creature of the wild and of tracking down his favored foes.

Rogue: The rogue is a thief and a scout, an opportunist capable of delivering brutal strikes against unwary foes.

Samurai: Masters of the Blade, Honor bound and deadly combatants make Samurai one of the strongest classes.

Spy-Nin: Trickery and Stealth in a crowd is this ninja's Mastery. They Bring Ginjutsu to the Table and Have good Charisma.

Tactics-Nin: Strong Leaders are formed from the great tactical ninjas. They bring Ninjutsu and Taijutsu and Intelligence to any battle.

Trainer: A skilled trainer brings an ally to battles and together they perform great acts and actions.

Wander: A well learned individual that brings vast knowledge and skills to the group.

Warrior: Brave and stalwart, the fighter is a master of all manner of arms and armor.

Level	EXP need	Level	EXP need
1	0	11	135
2	10	12	155
3	20	13	175
4	30	14	195
5	40	15	215
6	55	16	240
7	70	17	265
8	85	18	290
9	100	19	315
10	115	20	340

Experience Chart The following is a complete listing of how much experience is needed for leveling your character

Experience Points and Level Progression

At the end of each mission, or game (up to the GM) the players are rewarded EXP to get them closer to a level above is the level progression chart for this game. When a player levels they gain a certain amount of Power points based on the class they choose to take the next level in. The player upon leveling up gains a new feat every 3rd level, Stat Boost every 4th level and 5 build points every level.

Character Advancement

As player characters overcome challenges, they gain experience points. As these points accumulate, PCs advance in level and power. The rate of this advancement depends on the type of game that your group wants to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best.

Advancing Your Character

A character advances in level as soon as he earns enough experience points to do so—typically, this occurs at the end of a game session, when your GM hands out that session's experience point awards. The process of advancing a character works in much the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat. Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees. When adding new levels of an existing class or adding levels of a new class, (see Multi-classing, below), make sure to take the following steps in order. First, select your new class level. You must be able to qualify for this level before any of the following adjustments are made. Second, apply any ability score increases due to gaining a level. Third, integrate all of the level's class abilities and then roll for additional hit points. Finally, add new skills and feats.

Multi-classing

Instead of gaining the abilities granted by the next level in your character's current class, he can instead gain the 1st-level abilities of a new class, adding all of those abilities to his existing ones. This is known as "multi-classing." For example, let's say a 5th-level Warrior decides to dabble in the Ninjutsu, and adds one level of ninja when he advances to 6th level. Such a character would have the powers and abilities of both a 5th-level Warrior and a 1st-level Ninja, but would still be considered a 6th-level character. (His class levels would be 5th and 1st, but his total character level is 6th.) He keeps all of his bonus feats gained from 5 levels of Warrior, but can now also use Ninja Techniques. He adds all of the hit points, base attack bonuses, and saving throw bonuses from a 1st-level Ninja on top of those gained from being a 5th-level Warrior.

Note: that there are a number of effects and prerequisites that rely on a character's level or Hit Dice. Such effects are always based on the total number of levels or Hit Dice a character possesses, not just those from one class. The exception to this is class abilities, most of which are based on the total number of class levels that a character possesses of that particular class.

Barbarian

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	0	0	2	Fast Movement, Illiteracy, Rage 1/day
02	2	3	0	0	3	Uncanny Dodge
03	3	3	1	1	3	Trap Sense +1
04	4	4	1	1	4	Rage 2/day
05	5	4	1	1	4	Improved Uncanny Dodge
06	6/1	5	2	2	5	Trap Sense +2
07	7/2	5	2	2	5	Damage Reduction 1/-
08	8/3	6	2	2	6	Rage 3/day
09	9/4	6	3	3	6	Trap Sense +3
10	10/5	7	3	3	7	Damage Reduction 2/-
11	11/6/1	7	3	3	7	Greater Rage
12	12/7/2	8	4	4	8	Trap Sense +4, Rage 4/day
13	13/8/3	8	4	4	8	Damage Reduction 3/-
14	14/9/4	9	4	4	9	Indomitable Will
15	15/10/5	9	5	5	9	Trap Sense +5
16	16/11/6/1	10	5	5	10	Damage Reduction 4/-, Rage 5/day
17	17/12/7/2	10	5	5	10	Tireless Rage
18	18/13/8/3	11	6	6	11	Trap Sense +6
19	19/14/9/4	11	6	6	11	Damage Reduction 5/-
20	20/15/10/5	12	6	6	12	Mighty Rage, Rage 6/day

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

Role: Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

Alignment:

Fast Movement - A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Illiteracy - Barbarian must take Common Language as a feat to read or write

Rage - A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal.

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and power enhance feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.



A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter.

At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck

Uncanny Dodge - At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Trap Sense - At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Damage Reduction - At 7th level, a Barbarian, gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage- At 11th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will - While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantments and Genjutsu. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage - Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage - At 20th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d12

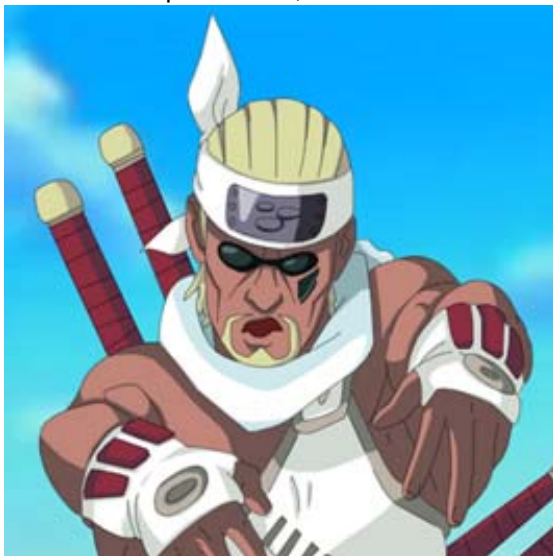
Skills: (points per level 30 + INT MOD), Animal Empathy, Climb, Craft, Intimidate, Jump, Notice, Ride, Survival, Swim, Taunt

Example in Naruto: Sasuke Uchiha and Gaara

Bard

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Bardic Knowledge, Bardic Music, Inspire Courage +1, Counter Song, Fascinate, Distraction
02	1	0	3	3	1	Inspire Disorder -1
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Twang
05	3	1	4	4	2	
06	4	2	5	5	3	Suggestion
07	5	2	5	5	3	Pleasant Melody
08	6/1	2	6	6	3	Inspire Courage +2, Doom-song
09	6/1	3	6	6	4	Inspire Greatness, Inspire Disorder -2
10	7/2	3	7	7	4	Combine Songs, Sproing
11	8/3	3	7	7	4	Inspire Chaos
12	9/4	4	8	8	5	Song of Freedom, Soothing Melody
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3, Freighting Tune
15	11/6	5	9	9	6	Inspire Heroic, Inspire Disorder -3
16	12/7	5	10	10	6	Rip a Cord
17	12/7	5	10	10	6	
18	13/8	6	11	11	7	Mass Suggestion
19	14/9	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4, Final Performance

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and Abilities, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day



brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Role: Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and Abilities, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

Bardic Knowledge - A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Music - A bard is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action.

At 13th level, a bard can start a bardic performance as a swift action. Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components. If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Counter Song - At 1st level, a bard learns to counters effects that depend on sound (but not spells that have verbal components). Each round of the counter song he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent actions such as an opposing bard, noble or Genjutsu may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counter song is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the counter song, but it must use the bard's Perform skill check result for the save. Counter song does not work on effects that don't allow saves. Counter song relies on audible components.

Fascinate - At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Distraction - At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) Genjutsu attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) Genjutsu attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save (DC = $\frac{1}{4}$ Bard performance skill roll). Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Inspire Courage - A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Disorder – A bard of 2nd level or higher Similar to Inspire Courage effects targets the bard decides are enemies in the area. Grants a negative Moral bonus on enemies in 30ft. At 6th level and every 5 levels thereafter, this negative grows by -1 to a maximum -3 at 18th level. Inspire disorder is a mind-affecting ability. Inspire disorder can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Twang – A bard at 4th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard $\frac{1}{2}$ level in d6's for one use of music, Ranged attack

Suggestion - A bard of 6th level or higher can use his performance to make a suggestion to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance. Once under the influence of suggestion the Bard can ask things that the target normally would do but to the Bard's aid. Such suggestions like Flee from battle, Provide Defense (Bard or Allies), Give me your stuff, or convince them that one of their allies is out to harm them. You can not ask something put the targets life at direct risk.

Making a suggestion does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + $\frac{1}{2}$ the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language dependent ability and relies on audible components.

Pleasant Melody – A Bard of 7th level or higher can use his performance to heal a single ally (or himself) with a (Performance roll + Bard Level + Charisma Score) in healing. In addition, this performance removes the fatigued, sickened, and shaken conditions. This turn must be played for 4 rounds and the target can not move out of 30ft from the bard. Pleasant melody relies on audible and visual components.

Doom-song - A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Doom-song is a mind-affecting fear effect, and it relies on audible and visual components. (DC = ¼ Performance roll)

Inspire Greatness - A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Combine Songs- A bard at 10th or higher can play two songs in one turn. It takes a full round to pull off both songs but the effects can be used to grant allies with bonuses and enemies with discord.

Sproing – A bard at 10th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at a 30 ft cone your ½ level in d6's for one use of music

Inspire Chaos – A bard at 11th level or higher can use one of his bardic music uses to cause confusion to 30ft area of enemies DC 10 +Level +CHA MOD Will

Soothing Melody - A bard of 12th level or higher can use his performance to create an effect of healing a large group (Performance + Bard Level + Charisma Score). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing melody affects all targets that remain within 30 feet throughout the performance. Soothing melody relies on audible and visual components.

Song of Freedom – A bard of 12th level or higher can use there Bardic music to free a person from any Enchantments and Genjutsu without the target having to roll another save and grants them a +4 bonus to avoid any new enchantment or Genjutsu.

Frightening Tune - A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and f lees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

Inspire Heroics - A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Rip a cord – A bard at 16th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard level in d6's and maintains for time equal to your level, for one use of music, Ranged Touch

Mass Suggestion - This ability functions just like suggestion, but allows a bard of 18th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components.

Final Performance - A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Final performance is a mind-affecting death effect that relies on audible and visual components.

Weapon Proficiencies: Simple, Rapier, Long sword, sap, short sword, short bow, and Whip

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d6

Skills: (points per level 50 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gamble, Gather Info, Jump, Knowledge (all skills), Medical, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Read Lips, Ride, Seduction, Stealth, Swim, Taunt

Example in Naruto: Killer B

Ninja (Basic)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Replacement, Technique
02	2	1	1	1	1	30	
03	3	1	1	1	2	60	Technique
04	4	2	2	2	2	90	
05	5	2	2	2	3	120	Ninja Vanish , Technique
06	6/1	3	3	3	3	150	
07	7/2	3	3	3	3	180	Technique
08	8/3	4	4	4	4	210	
09	9/4	4	4	4	4	240	Technique
10	10/5	5	5	5	5	270	Ninja Leap
11	11/6/1	5	5	5	5	300	Technique
12	12/7/2	6	6	6	5	330	
13	13/8/3	6	6	6	6	360	Technique
14	14/9/4	7	7	7	6	390	
15	15/10/5	7	7	7	7	420	Ninja Teleport, Technique
16	16/11/6/1	8	8	8	7	450	
17	17/12/7/2	8	8	8	7	480	Technique
18	18/13/8/3	9	9	9	8	510	
19	19/14/9/4	9	9	9	8	540	Technique
20	20/15/10/5	10	10	10	9	570	Cheater of Death

Skilled warriors through out the land, The basic ninja uses all the type of Jutsu to aid them in their goals. Unlike other classes of Ninja anyone can be a basic ninja so long as they choose to specialize their actions. While Other Abilities such as Tree Climbing and Water Walking are popular to have the Basic Ninja must gain them ether thru training in game or by purchasing them with build points



Chi - power from with that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level. Basic Ninja instead gain them from 3rd every 2 levels there after.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more then, 125 damage, or more in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Ninja Vanish - Grants the Ninja Invisibility for one round per 4 chi. This ability grants a +20 Stealth bonus. Using techniques while this is active requires a concentration roll to maintain the invisibility. Failing to pass a roll (DC 10 +ninja level) cause the invisibility to drop yet the technique will still be performed.

Ninja Leap - Grants the Ninja a Glide movement for one round per 10 chi. The Ninja Leap allows the character to glide across a small area beyond jumping distance, Leaping 120ft forward or upward.

Ninja Teleport - Grants the Ninja a Teleport for 15 chi per use. The Ninja Teleport allows the Ninja to move across a full Miles distance in a brief moment. Covering a great distance in mere moments of time.

Cheater of Death - Grants the Ninja a chance to survive death 200 chi, Cheater of Death allows the Ninja to expel a vast amount of chi to heal and stabilize themselves at +10 Hp per level

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Naruto Uzumaki

Bounty Hunter

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	2	0	1	Track, Wild Empathy
02	2	3	3	0	1	Bonus Feat
03	3	3	3	1	2	Uncanny Dodge
04	4	4	4	1	2	
05	5	4	4	1	3	Trap Sense +1
06	6/1	5	5	2	3	Bonus Feat
07	7/2	5	5	2	3	Improved Uncanny Dodge
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion
10	10/5	7	7	3	5	Bonus Feat, Trap Sense +2
11	11/6/1	7	7	3	5	
12	12/7/2	8	8	4	5	Fast Movement +5
13	13/8/3	8	8	4	6	
14	14/9/4	9	9	4	6	Bonus Feat
15	15/10/5	9	9	5	7	Trap Sense +3
16	16/11/6/1	10	10	5	7	Fast Movement +10
17	17/12/7/2	10	10	5	7	
18	18/13/8/3	11	11	6	8	Bonus Feat
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	Trap Sense +4



A Bounty Hunter, is a skilled hunter in urban environments. Skilled warriors built to bring justice down upon the wicked of the world.

Track- A Bounty Hunter adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy - A Bounty Hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Bounty Hunter rolls 1d20 and adds her Bounty Hunter level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Uncanny Dodge - At 3rd level, a Bounty Hunter gains the ability to react to danger before her senses would

normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A Bounty Hunter with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead

Trap Sense - At 5th level, a Bounty Hunter gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every five Bounty Hunter levels thereafter (10th, 15th, and 20th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 7th level and higher, a Bounty Hunter can no longer be flanked. This defense denies a rogue the ability to sneak attack the Bounty Hunter by flanking her, unless the attacker has at least four more rogue levels than the target has Bounty Hunter levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker - Beginning at 8th level, a Bounty Hunter can move at her normal speed while using Survival to follow tracks without taking the normal –10 penalty. She takes only a –30 penalty (instead of the normal –60) when moving at up to twice normal speed while tracking.

Evasion - At 9th level or higher, a Bounty Hunter can avoid damage from many area-effect attacks. If a Bounty Hunter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Bounty Hunter is wearing light armor or no armor. A helpless Bounty Hunter does not gain the benefit of evasion.

Fast Movement – At 12th level and higher, The Bounty Hunter's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the Bounty Hunter's land speed.

Bonus Feat - Able Sniper, Catch off Guard, Cleave, Close Shot, Combat Reflexes, Dazzling Display, Deadly Aim, Exhausting Critical, Far Shot, Greater Two Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improvised Weapon Mastery, Lucky Bullet, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Quick Draw, Rapid Reload, Ranged Disarm, Ranged Sunder, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shot on the Run, Spirited Charge, Staggering Critical, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Cloak Dance, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Reckless Offense, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Wind Stance, Known Killer.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Concentration, Craft, Drive, Forgery, Gather Info, Intimidate, Jump, Knowledge Nature, Knowledge Area, Knowledge Law, Medical, Notice, Pilot, Profession, Stealth, Survival, Swim, Taunt, Use Rope

Example in Naruto: Haku

Ninja (Combat)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Replacement, Technique
02	2	1	1	1	1	30	Bonus Feat
03	3	1	1	1	2	60	Technique
04	4	2	2	2	2	90	
05	5	2	2	2	3	120	Chi STR +1, Snipe Attack +1d6
06	6/1	3	3	3	3	150	Technique, Bonus Feat
07	7/2	3	3	3	3	180	
08	8/3	4	4	4	4	210	Snipe Attack +2d6
09	9/4	4	4	4	4	240	Technique
10	10/5	5	5	5	5	270	Chi STR +2, Bonus Feat
11	11/6/1	5	5	5	5	300	Snipe Attack +3d6
12	12/7/2	6	6	6	5	330	Technique
13	13/8/3	6	6	6	6	360	
14	14/9/4	7	7	7	6	390	Snipe Attack +4d6, Bonus Feat
15	15/10/5	7	7	7	7	420	Chi STR +3, Technique
16	16/11/6/1	8	8	8	7	450	
17	17/12/7/2	8	8	8	7	480	Snipe Attack +5d6
18	18/13/8/3	9	9	9	8	510	Technique, Bonus Feat
19	19/14/9/4	9	9	9	8	540	
20	20/15/10/5	10	10	10	9	570	Chi STR +4, Snipe Attack +6d6

Skilled warriors through out the land, the Combat Ninja focus on Taijutsu and they tend to focus heavily on Strength Training to aid them in their goals. They also focus on things like Combat Feats and have the ability to attack in stealth doing greater damage at range.

Chi - power from within that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level.



Bonus Feat - Able Sniper, Catch off Guard, Cleave, Close Shot, Combat Reflexes, Dazzling Display, Deadly Aim, Exhausting Critical, Far Shot, Greater Two Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Weapon Mastery, Lucky Bullet, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Quick Draw, Rapid Reload, Ranged Disarm, Ranged Sunder, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shot on the Run, Spirited Charge, Staggering Critical, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Cloak Dance, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Reckless Offense, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Known Killer.

Chi STR – A Combat Ninja of level 5 or higher can infuse their physical Strength with chi. Costing 1 chi per bonus per round (the bonuses increases every 5 levels after level 5 giving a max +4 Bonus by level 20.) Performing other techniques while this is active requires a concentration check (DC 10 +ninja level)

Snipe Attack - If a Combat Ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Combat Ninja's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Combat Ninja flanks her target. This extra damage is 1d6 at 5th level, and increases by 1d6 every three levels thereafter. Should the Combat Ninja score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Combat Ninja must be able to see the target well enough to Pick out a vital spot. A Combat Ninja cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge ninjutsu, Move Silently, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Might Guy

Ninja (Combo)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	2	0	0	1	10	Replacement, Technique
02	2	3	1	1	1	30	
03	3	3	1	1	2	60	Technique
04	4	4	2	2	2	90	Northern Lights
05	5	4	2	2	3	120	Ninja Vanish
06	6/1	5	3	3	3	150	Technique
07	7/2	5	3	3	3	180	Protective
08	8/3	6	4	4	4	210	Companion / Partner
09	9/4	6	4	4	4	240	Technique
10	10/5	7	5	5	5	270	Inspire , Combo Attack
11	11/6/1	7	5	5	5	300	
12	12/7/2	8	6	6	5	330	Technique
13	13/8/3	8	6	6	6	360	Weaken Effect
14	14/9/4	9	7	7	6	390	
15	15/10/5	9	7	7	7	420	Technique, Combo Attack
16	16/11/6/1	10	8	8	7	450	
17	17/12/7/2	10	8	8	7	480	
18	18/13/8/3	11	9	9	8	510	Technique
19	19/14/9/4	11	9	9	8	540	
20	20/15/10/5	12	10	10	9	570	Combo Attack

Skilled warriors through out the land, The Combo Ninja are a skill team worker; they tend to lend a supportive role to the group, from giving bonuses to combination attacks with team members / pets. They tend to focus their abilities with Ninjutsu and a strong Constitution.



Chi - power from with that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more then, 125 damage in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Northern Lights – at level 4 and higher a Combo ninja can use this ability to Daze a single target at the cost of 4 chi, The effect lasts for the ninja level in rounds, Will Save DC 10+Ninja Level

Ninja Vanish - Grants the Ninja Invisibility for one round per 4 chi. This ability grants a +20 Stealth bonus. Using techniques while this is active requires a concentration roll to maintain the invisibility. Failing to pass a roll (DC 10 +ninja level) cause the invisibility to drop yet the technique will still be performed.

Protective - At level 7 and higher, a Combo Ninja can grant their teammates, including themselves a +1 AC bonus per 1/4 their Ninja level lasting their ninja level in rounds. This Ability cost 5 chi to activate.

Companion / Partner – At level 8 and higher grants the Combo Ninja can form a close bond with a Pet or Partner. A Combo Ninja unlike a ranger can take a monster, animal or NPC character as their companion can choose from. This pet/partner is a loyal companion that accompanies the Combo Ninja on his adventures as appropriate for its kind.

The Pet / Partner also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well at and 2 points every level afterwards.

Losing a Partner or Pet. Should a Partner / pet die then the owner must find a replacement and until that time much of the team work abilities and attacks are not useable. Even after the new partner is achieved the GM may judge a certain amount of time must go by to train the partner to do the things the last one could.

Inspire – At level 10 and higher, a Combo ninja can use Inspire to grant bonuses to all attacks, saves and skills, At +1 per every ¼ ninja level, lasting as long as the ninja maintains the chi spent into it, (using this along with a technique or another ability calls for a concentration roll), 5 chi per round.

Combo Attack – At level 10 and higher a Combo Ninja along with their Companion/partner can get a special attack that they use in sync with each other that attack has a critical range of 18-20/x4 no matter what weapons they are using. This attack is often a combination of special attacks the two may possess, but can be a wholly new attack or ability, See Creating Special attacks / Abilities section on how to create this action. This is a freely given action and does not cost the 5 build points to create (For all damage purposes this counts as one single attack from two sources) The ability is also given at 15 and 20 allowing two more combo attacks. (Two new combinations of attacks from the two) They can use this action 1/per day.

Weaken Effect – At level 13 and Higher a Combo Ninja can lessen the effects of Curses, Poisons, Injuries, Diseases, or Unique ill effects on one of his allies, For the cost of 10 chi a round. The effect is not removed and the defect is cut in half (can get no lower then -1 or 1 point of damage) Using this ability does not require a concentration roll be made while using other techniques, but does use up chi.

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Kakashi Hatake

Ninja (Healer)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	2	1	10	Replacement, Technique
02	2	1	1	3	1	30	Lay On Hands
03	3	1	1	3	2	60	Technique
04	4	2	2	4	2	90	
05	5	2	2	4	3	120	Read HP
06	6/1	3	3	5	3	150	Technique
07	7/2	3	3	5	3	180	Healing Touch
08	8/3	4	4	6	4	210	
09	9/4	4	4	6	4	240	Technique
10	10/5	5	5	7	5	270	Read Chi
11	11/6/1	5	5	7	5	300	Blessed Touch
12	12/7/2	6	6	8	5	330	Technique
13	13/8/3	6	6	8	6	360	
14	14/9/4	7	7	9	6	390	Greater Healing Touch
15	15/10/5	7	7	9	7	420	Technique
16	16/11/6/1	8	8	10	7	450	
17	17/12/7/2	8	8	10	7	480	Greater Blessed Touch
18	18/13/8/3	9	9	11	8	510	Technique
19	19/14/9/4	9	9	11	8	540	
20	20/15/10/5	10	10	12	9	570	Cheater of Death

The Quick response of a Healer Ninja could be the key to a successful mission or one that fails. Their Healing abilities aid and heal a small bit keeping their allies alive on the field of battle.

Chi - power from within that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more then, 125 damage in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Lay on Hands – At 2nd Level and higher a Healer Ninja, as a full action the Healer Ninja can place their hands on their target and Heal them (Healer Ninja level + Wisdom Mod)



Read HP – At 5th Level and higher a Healer Ninja, can read the HP in a general sense of a target they are familiar with (or have activated in a touch before, the cost of 4 chi) this lasts for the Healer Ninja's Level in rounds.

Healing Touch – At 7th Level and higher a Healer Ninja, with a small amount of chi a Healer Ninja can hit a target with a burst of healing energy. The energy Heals (2d8 + Healer Ninja level + Wisdom Modifier) Chi cost is 5 per use.

Read Chi – At 10th Level and higher a Healer Ninja, can read Chi in a general sense of a target they are familiar with (or have activated in a touch before, the cost of chi 8) this lasts for the Healer Ninja's level in rounds.

Blessed Touch – At 11th level and higher a Healer Ninja can Lay on Hands and Transfer a small Portion of Chi to a ally. (Healer Ninja Level + Wisdom Modifier) The cost is the chi lost +2 to transfer it. This takes a Full round to do and requires a concentration roll DC 10 to do this in the heat of combat.

Greater Healing Touch – At 14th level and higher, a Healer Ninja can Use their Healing touch on all allies within 30ft. This costs 20 chi to perform yet heals (4d8 + Healer Ninja level + Wisdom Modifier)

Greater Blessed Touch – At 17th level and higher, a Healer Ninja can Use their Blessed Touch on all Allies within 30ft. At the cost of 10 chi+ the chi lost, healing (Healer Ninja level + Wisdom Modifier + 2d10)

Cheater of Death - Grants the Ninja a chance to survive death 200 chi, Cheater of Death allows the Ninja to expel a vast amount of chi to heal and stabilize themselves at +10 Hp per level

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Sakura Haruno

Lore Master

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	4	1	Lore Master Knowledge
02	0	0	3	4	1	Secret
03	1	1	3	5	2	
04	1	1	4	5	2	Secret
05	1	1	4	6	2	
06	2	2	5	6	3	Secret
07	2	2	5	7	3	
08	2	2	6	7	3	Secret
09	3	3	6	8	4	
10	3	3	7	8	4	Secret
11	3	3	7	9	4	
12	4	4	8	9	5	Secret
13	4	4	8	10	5	
14	4	4	9	10	5	Secret
15	5	5	9	11	6	
16	5	5	10	11	6	Secret
17	5	5	10	12	6	
18	6/1	6	11	12	7	Secret
19	6/1	6	11	13	7	
20	6/1	6	12	13	7	Secret

A Lore Master, is a master of knowledge. Mostly bookish people that have learn how to do things in a unique way that grants them abilities that almost seem like magic in ways. Lore masters tend to be older people but their have been known of some young bright minds. They aren't very keen of fighting and often in a fight say in the back where it's safer and where they can help out by seeing through the enemies plans.



Lore Master Knowledge -lore masters can make an unskilled check and add their level in knowledge skills

Secret - Lore masters pick up unique abilities, attacks and skills on their travels, when the class grants them they get to choose one of these choices

Applicable Knowledge - grants one feat that the Lore master meet prerequisites. Can be taken multiple times.

Lore of Auras - Lore master can make a search check to identify if a item has been modified or not. Also can determine if a liquid is poison or potion

Lore of Common Knowledge - Gains one cross class skill as a class skill

Lore of Defense - Grants a +1 to Defense Bonus, the effects stack

Lore of Skills - Gains 20 additional Skill points.

Nerve Bundle Strike - Fort save attack (DC 10+Damage dealt) if failed the subject is brought to 0 HP, if passed the subject is paralyzed for 1d6 rounds 1/day each time its take it adds a use per day.

Secret Strike - make a attack 1/day that adds INT bonus to hit and Lore master Level to Damage, each time taken adds one use per day

Blab - make target make a Will save vs. Sleep (DC 10+Lore master level +INT bonus) 1/day, each time taken adds one use per day

Lost Art - Lore master holds action till end of turn and is able to attack target with a ranged touch attack with $\frac{1}{2}$ lore master level d 6's attack is considered magic 1/day, each time taken adds one use per day.

Lore of Arms - Take this Lore and gain skill with a weapon outside of the Weapon Proficiencies given with out the feat

Lore of Combat - Gain a +1 to you Base Attack Bonus

Deep thought - Lore master gets a +1 to Will and Fort saves, the effects stack each time taken

Mettle - The Lore master can evade ether Will or Fort saves like the skill Evasion does for Reflex. Each time taken it grants the ability to the other.

Lore of Beast – This lore grants the user a natural weapon of claws, horns or teeth (player's choice) that they can release at will. Doing 1d8 damage x2 on critical, with the damage being slashing for claws, Bashing with Horns, and Piercing for Teeth. When not active the weapons don't appear.

Lore of Savage – This lore grants the user the ability to invoke a Rage similar to that of a Barbarian. Taking this ability multiple times allow a new use of rage a day.

Lore of Healing - This lore grants the user the ability to Lay on Hands and Heal a target (Lore Master level + Wisdom Modifier) this takes a full round action and as long as they maintain concentration the healing can keep going. Taking this ability multiple times allows a new use per day.

Gibbering of Madness – The Lore Master rambles on in Tongues causing the effect of confusion on a target (Will save DC, Lore Master level + Charisma Modifier). Taking this multiple times grants an extra use of this ability.

Cold Stare – The Lore Master can strike a target with a ranged touch ray of cold. Doing 1d8, per ¼ level, of the Lore Master. Taking this multiple times grants an extra use of this ability.

Snake Vision - The Lore Master can Strike a target with an attack that paralyzes the target of ½ the Lore masters level. (Will save DC, Lore Master Level + Charisma) Taking this multiple times grants an extra use of this ability

Weapon Proficiencies: Simple

Armor Proficiencies: None

Hit Die: 1d6

Skills: (points per level 50), Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Forgery, Gamble, Gather Info, Knowledge (all skills), Medical, Navigate, Notice, Profession, Perform, Repair, Pick Pocket, Streetwise, Taunt

Example in Naruto: Orochimaru

Martial Artist

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Chi Armor, Unarmed Attack
02	2	1	1	1	1	20	
03	3	1	1	1	2	30	Chi STR +1 or Technique
04	4	2	2	2	2	40	
05	5	2	2	2	3	50	Flying Kick Feat
06	6/1	3	3	3	3	60	Chi Strength +2 or Technique, Fists of Iron
07	7/2	3	3	3	3	70	
08	8/3	4	4	4	4	80	
09	9/4	4	4	4	4	90	Chi STR +3 or Technique
10	10/5	5	5	5	5	100	Throw Anything Feat ,
11	11/6/1	5	5	5	5	110	Fists of Flame
12	12/7/2	6	6	6	5	120	Chi STR +4 or Technique
13	13/8/3	6	6	6	6	130	
14	14/9/4	7	7	7	6	140	
15	15/10/5	7	7	7	7	150	Prone Attack Feat, Chi STR +5 or Technique
16	16/11/6/1	8	8	8	7	160	Holy Fist
17	17/12/7/2	8	8	8	7	170	
18	18/13/8/3	9	9	9	8	180	Chi STR +6 or Technique
19	19/14/9/4	9	9	9	8	190	
20	20/15/10/5	10	10	10	9	200	Power Critical Feat, Fist of Death

A Martial Artist, a living weapon. Someone who has trained their body to be the deadliest of all weapons. Much like ninja they channel chi through their body and perform great tasks with it. Only unlike ninja they use chi more to boost their physical prowess.

Unarmed Attack – At First level and every level there after a Martial Artist uses both STR Bonus and DEX Bonus in a melee attack when unarmed. Granting them a stronger Melee attack then most classes.

Chi Armor – At First Level and Every Level there after a Martial Artist can Expend 1 chi per round to grant them a all around AC bonus equal to the Martial Artist Strength. This lasts for as long as the Martial Artist maintains it. When using Chi Armor they have to make Concentration rolls to maintain the Armor when using other Chi Based Techniques (DC 10+ STR Mod). Failure to pass the roll drops the armor but doesn't affect the Technique being used.



Chi STR - A Martial Artist of level 3 or higher can infuse their physical Strength with chi. Costing 1 chi per bonus per round (the bonuses increases every 3 levels after level 3 giving a max +6 Bonus by level 18.) Performing other techniques while this is active requires a concentration check (DC 10 +Martial Artist level)

Technique - Can choose to take a technique attack over the Chi STR one would gain at that level (see technique section for list)

Fist of Iron – at 6th level and every level there after, A Martial Artists Unarmed attacks count as Cold Iron thus count as +1, They also can expel 1 chi a round and their unarmed attacks can do sunder attacks at +2 damage.

Fist of Flame – at 11th level and every level there after, A Martial Artist Unarmed attacks count as Fire thus counts as +2, they can also expel 5 chi a round to add fire damage of +1d6 to their unarmed attacks

Holy Fist – at 16th level and every level there after, A Martial Artist Unarmed attacks count as blessed thus count as +3, they can also with the expel of 2 chi a round do blessed attacks that do greater damage (x2) to Demonic and Undead types.

Fist of Death – at 20th level and every level there after, A Martial Artist Unarmed attacks count as adamantite thus counting them as +4, also the Martial Artist can expel 20 chi to perform a death attack Fort save DC (10+damage+Martial Artist Level) vs Death.

Weapon Proficiencies: None

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD), Acrobatics, Bluff, Climb, Craft, Concentration, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Stealth, Swim, Taunt, Use Rope

Example in Naruto: Rock Lee

Ninja (Messenger)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	2	0	1	10	Replacement, Technique
02	2	1	3	1	1	30	Fast Movement +10
03	3	1	3	1	2	60	Technique
04	4	2	4	2	2	90	Evasion
05	5	2	4	2	3	120	Fast Move +20, Battle Mind
06	6/1	3	5	3	3	150	Technique
07	7/2	3	5	3	3	180	
08	8/3	4	6	4	4	210	Fast Move +30
09	9/4	4	6	4	4	240	Technique
10	10/5	5	7	5	5	270	Ninja Leap, Slow Fall +20
11	11/6/1	5	7	5	5	300	Fast Move +40
12	12/7/2	6	8	6	5	330	Technique
13	13/8/3	6	8	6	6	360	Slow Fall +30
14	14/9/4	7	9	7	6	390	Fast Move +50
15	15/10/5	7	9	7	7	420	Ninja Teleport, Technique
16	16/11/6/1	8	10	8	7	450	Slow Fall +40
17	17/12/7/2	8	10	8	7	480	
18	18/13/8/3	9	11	9	8	510	Technique
19	19/14/9/4	9	11	9	8	540	Slow Fall +50
20	20/15/10/5	10	12	10	9	570	

The speedy Movements of the Messenger Ninja, skilled in evasion and Speed, the messenger Ninja is use to send messages from one person to another in near lighting quick speeds.



Chi - power from with that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more then, 125 damage in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Fast Movement – At 2nd level and every three levels there after the Messenger Ninja's land

speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the Messenger Ninja's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the Messenger Ninja's land speed.

Evasion - At 4th level or higher, a Messenger Ninja can avoid damage from many area-effect attacks. If a Messenger Ninja makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Messenger Ninja is wearing light armor or no armor. A helpless Messenger Ninja does not gain the benefit of evasion.

Battle Mind – At 5th Level and every level there after, The Messenger Ninja can use 1/per day a use of the Battle Mind Ability allowing them to take a second action in a round at the end of the round. Extra uses can not be used in the same round.

Ninja Leap - Grants the Ninja a Glide movement for one round per 10 chi. The Ninja Leap allows the character to glide across a small area beyond jumping distance, Leaping 120ft forward or upward.

Slow Fall - At 10th level or higher, a Messenger Ninja within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The Messenger Ninja's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his Messenger Ninja level.

Ninja Teleport - Grants the Ninja a Teleport for 15 chi per use. The Ninja Teleport allows the Ninja to move across a full Miles distance in a brief moment. Covering a great distance in the mere moments of time.

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

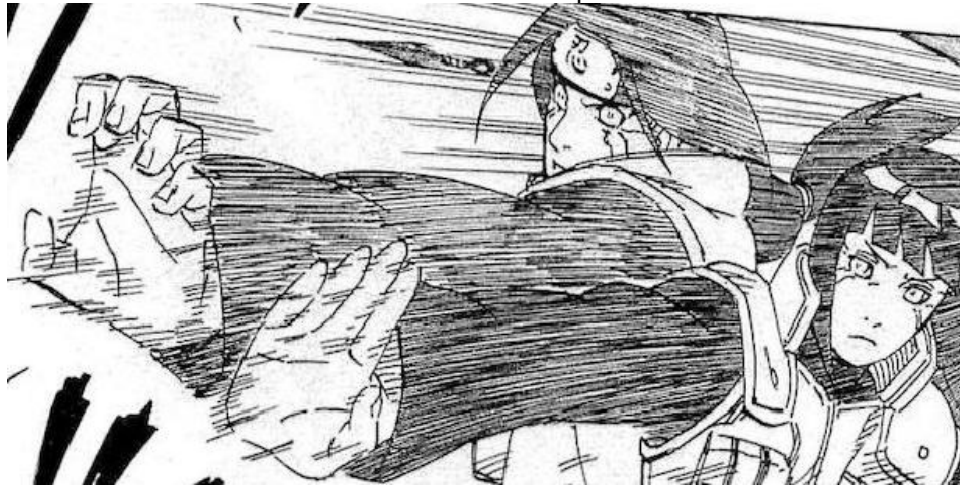
Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Anko Mitarashi

Monk

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	2	2	2	1	Bonus Feat, Unarmed Strike 1d6, Flurry of Blows
02	1	3	3	3	1	Bonus Feat, Evasion
03	2	3	3	3	2	Still Mind, Speed Bonus +10 ft
04	3	4	4	4	2	Ki Strike (Energy) Slow Fall 20, Unarmed 1d8
05	3	4	4	4	3	Purity of Body, AC Bonus +1
06	4	5	5	5	3	Bonus Feat, Slow Fall +30, Speed Bonus +20ft
07	5	5	5	5	3	Wholeness Of Body
08	6/1	6	6	6	4	Slow Fall +40, Unarmed 1d10
09	6/1	6	6	6	4	Improved Evasion, Speed Bonus +30ft
10	7/2	7	7	7	5	Ki Strike Lawful, Slow Fall +50, AC +2
11	8/3	7	7	7	5	Diamond Body, Greater Flurry
12	9/4	8	8	8	5	Abundant Step, Slow Fall +60, Unarmed 2d6, Speed Bonus +40
13	9/4	8	8	8	6	Diamond Soul
14	10/5	9	9	9	6	Slow Fall +70
15	11/6/1	9	9	9	7	Quivering Palm, AC +3, Speed Bonus +50
16	12/7/2	10	10	10	7	Ki Strike (adamantine), Slow Fall +80, Unarmed 2d8
17	12/7/2	10	10	10	7	Timeless Body, Tongue of Sun and Moon
18	13/8/3	11	11	11	8	Slow Fall +90, Speed Bonus +60
19	14/9/4	11	11	11	8	Empty Body
20	15/10/5	12	12	12	9	Protect Self, Slow Fall (any), Unarmed 2d10, AC +4

A Monk, a more focus and peaceful martial artist. They tend to fix their minds on few goals no of which are violent like the martial artist and because of this instead of accessing chi they focus their bodies into creating a better defense and being able to focus their attacks on their target. They use more Wisdom then there Martial artist counter parts.



Flurry of Blows - Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat (even if the monk does not meet the prerequisites for the feat). For the purpose of these attacks, the monk's base attack bonus is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus. At 8th level, the monk can make two additional attacks when he uses

flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat). At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Unarmed Strike - At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal non-lethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or non-lethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of techniques and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on the chart below.

Evasion - At 2nd level or higher, a monk can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement - At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind - A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment abilities, genjutsu techniques and effects.

Ki Strike - At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 4th level, ki strike allows his unarmed attacks to be treated as blessed weapons for the purpose of overcoming damage reduction. Ki strike improves with the character's monk level. At 10th level, his unarmed attacks are also treated as Mystic weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness. By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his ki pool as he gains levels. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Slow Fall - At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

AC Boost - When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC. In addition, a monk gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Purity of Body - At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Wholeness of Body - At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Improved Evasion - At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body - At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step - At 12th level or higher, a monk can slip between spaces, as if using the ability Ninja Teleport. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

Diamond Soul – At 13th level a monk gains resistance to elements (Fire, Cold, Electric, Acid) equal to ½ Monk level

Quivering Palm - Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per week, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated.

Timeless Body - At 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

Tongue of Sun and Moon – At 17th Level a Monk can speak with any living creature

Empty Body - At 19th level, a monk gains the ability to assume an ethereal state for 1 minute as though they took on the form of a ghost. Using this ability is a move action that consumes 3 points from his ki pool. This ability only affects the monk and cannot be used to make other creatures ethereal.

Perfect Self - At 20th level, a monk becomes a god like creature of Order. He is forevermore treated as Demonic rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaos, which allows him to ignore the first 10 points of damage from any attack made by a non-chaos weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

Monk Abilities Chart

	Flurry Of blows	Unarmed Damage	Slow Fall rate	AC Bonus
1	-2/-2	1d6		
2	-1/-1			
3	0/0		10 ft	
4	1/1	1d8		
5	2/2			+1
6	3/3		20 ft	
7	4/4			
8	5/5/0	1d10		
9	6/6/1		30 ft	
10	7/7/2			+2
11	8/8/3			
12	9/9/4	2d6	40 ft	
13	9/9/4			
14	10/10/5/0			
15	11/11/6/1		50 ft	+3
16	12/12/7/2	2d8		
17	12/12/7/2			
18	13/13/8/3		60 ft	
19	14/14/9/4			
20	15/15/10/5/0	2d10		+4

Bonus Feat - At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats are as follows:

Catch off Guard, Close Quarters Fighting, Dazzling Display, Deflect Arrows, Fist of Iron, Flying Kick, Gorgon's Fist, Improved Disarm, Improved Grapple, Improved Trip, Improvised Weapon Mastery, Karmic Strike, Martial Weapon Proficiency, Medusa's Wrath, Prone Attack, Quick Draw, Scorpion Style, Shatter Defenses, Snatch Arrows, Stunning Fist, Throw Anything, Water Splitting Stone, Weapon Finesse, Improved Initiative, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous Reflexes, Cumbrous Will, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Hunted Man

Weapon Proficiencies: club, crossbow (light and heavy), dagger, hand ax, javelin, Kama, Nunchaku, quarter staff, sai, shuriken, siangham, sling

Armor Proficiencies: None

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Climb, Concentration, Craft, Decipher Script, Diplomacy, Escape Artist, Jump, Knowledge History, Knowledge Religion, Martial Arts, Medical, Notice, Perform, Profession, Stealth, Swim, Taunt, Use Rope

Example in Naruto: Hinata Hyuga and Neji Hyuga

Noble

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Fascinate, Inspire Courage +1, Recognition
02	1	0	3	3	1	
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Line of Credit
05	3	1	4	4	2	Leadership
06	4	2	5	5	3	Impressive Argument
07	5	2	5	5	3	
08	6/1	2	6	6	3	Inspire Courage +2
09	6/1	3	6	6	4	Inspire Greatness
10	7/2	3	7	7	4	
11	8/3	3	7	7	4	
12	9/4	4	8	8	5	Inspirational Leader
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3
15	11/6/1	5	9	9	6	Inspire Heroics
16	12/7/2	5	10	10	6	
17	12/7/2	5	10	10	6	
18	13/8/3	6	11	11	7	Great Leadership
19	14/9/4	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4

A Noble, the upper crust of the world. They tend to not fight much as they have servants for these things. They are in ways a lot like bards but instead of performing they use their influence, power and money do their fighting.



Noble Performance - A Noble is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a Noble can use Noble Performance for 2 additional rounds per day. Each round, the Noble can produce any one of the types of Noble Performance that he has mastered, as indicated by his level.

Starting a Noble Performance is a standard action, but it can be maintained each round as a free action. Changing a Noble Performance from one effect to another requires the Noble to stop the previous performance and start a new one as a standard action. A Noble Performance cannot be disrupted, but it ends immediately if the Noble is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A Noble cannot have more than one Noble Performance in effect at one time.

At 7th level, a Noble can start a Noble Performance as a move action instead of a standard action.

At 13th level, a Noble can start a Noble Performance as a swift action. Each Noble Performance has audible components, visual components, or both. If a Noble Performance has audible components, the targets must be able to hear the Noble for the performance to have any effect, and such performances are language dependent. A deaf Noble has a 20% chance to fail when attempting to use a Noble Performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to Noble Performances with audible components. If a Noble Performance has a visual component, the targets must have line of sight to the Noble for the performance to have any effect. A blind Noble has a 50% chance to fail when attempting to use a Noble Performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to Noble Performances with visual components,

Fascinate - At 1st level, a Noble can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Noble, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the Noble has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the Noble's level + the Noble's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the Noble cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage - A 1st-level Noble can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the Noble's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 8th level, and every six bard levels there-after, this bonus increases by +1, to a maximum of +4 at 20th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The Noble must choose which component to use when starting his performance.

Recognition - At 1st level and every level there after, Nobles can use their reputation to give bonuses to Diplomacy checks. A Noble can use their reputation bonus to influence the way he acts in social arguments, The higher the reputation the stronger their influence on people they approach in a diplomatic way.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the Noble. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the Noble's performance. This bonus increases by +1 for every four levels the Noble has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A Noble can't inspire competence in himself. Inspire competence relies on audible components.

Line of credit – At 4th level and every Level there after Nobles may rely on a line of credit. This allows the Noble to purchase food, items or even transportation when they don't have money on hand, This only works in areas that can be influenced as Neutral or Good relation to the Nobles home, Hostile Territories will not provide such a offer, it is up the GM how much and when the purchases can be held off before this function is cut off and the Family may take more drastic actions (i.e. sending collectors after the character) the amount the Noble is able to take is on average (10,000 x the Noble's Level +Reputation)

Leadership – At Level 5 a Noble gains the Benefit of the Feat Leadership for free, granting them either a powerful Cohort or several weak Followers, For more on this feat see the chapter on Feats.

Impressive Argument – At level 6 and every level there after a Noble can expel a use of their Noble Performance to cause a target to make a Will Save (DC 10 +½ nobles class level + CHA mod) command Fascinated targets. That target (if normally Hostile will either flee or surrender, if not Hostile they will be inspired to give aid in combat to the Noble)

Inspire Greatness - At Level 9 and every level there after, a Noble can use a use of their Noble Performance granting 2 extra hit die, +2 to hit, and +1 to Fort saves to any ally within 30ft

Inspirational Leader – At level 12 and every level there after the Noble's using Noble Performance effect double the bonuses on Cohorts

Inspire Heroics – At level 15 and every level there after a Noble through a use of their Noble Performance grant an additional +4 Moral Bonus, +4 on AC to allies in 30ft.

Great Leadership – At level 18 A Noble is granted the ability to gain a second Cohort / more followers. This is normally denied by the rules.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Animal Empathy, Bluff, Concentration, Craft, Diplomacy, Disguise, Drive, Gamble, Gather Info, Intimidate, Knowledge (all skills), Notice, Perform, Pilot, Profession, Ride, Seduction, Stealth, Swim, Taunt

Example in Naruto: Tsunade

Pirate

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	2	0	0	1	Navigator Feat
02	1	3	0	0	1	Bonus Feat
03	2	3	1	1	2	+5 HP, DR 1/-
04	3	4	1	1	2	
05	3	4	1	1	3	Bonus Feat
06	4	5	2	2	3	+5 HP, DR 2/-
07	5	5	2	2	3	
08	6/1	6	2	2	4	Bonus Feat
09	6/1	6	3	3	4	+5 HP, DR 3/-
10	7/2	7	3	3	5	
11	8/3	7	3	3	5	Bonus Feat
12	9/4	8	4	4	5	+5 HP, DR 4/-
13	9/4	8	4	4	6	
14	10/5	9	4	4	6	Bonus Feat
15	11/6/1	9	5	5	7	+5 HP, DR 5/-
16	12/7/2	10	5	5	7	
17	12/7/2	10	5	5	7	Bonus Feat
18	13/8/3	11	6	6	8	+5 HP, DR 6/-
19	14/9/4	11	6	6	8	
20	15/10/5	12	6	6	9	Bonus Feat

Strong and Hardy Warriors of the sea, Pirates, are a strong force in a fight. While they don't have a diverse array of abilities they make up for it in Hit points, Feats and DR along with vast weapon choices they stand as equivalent of a living battleship.



Types of Pirates

Most pirates are a combination of both Peace Maine and Morgania ideals. Even the final version certain amount of pirates display these original concepts.

Peace Maine

A Peace Maine is a Pirate who goes on adventures, and doesn't really care about personal treasures or going around fighting other Pirates.

Morgania

The Morgania, fight for treasure and personal gain. They are greedy and love to fight just to cause other people pain and misery.

+5 Hp – At 4th level and every three levels after that Pirates gain 5 extra Hit points on top of their normal levels.

+1 DR – At 4th level and every three levels after that Pirates gain +1/- damage reduction

Bonus Feats - Able Sniper, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Grenadier, Improved Bull Rush, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lucky Bullet, Many shot, Martial Weapon Proficiency, Monkey Grip, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Rally Behind the Jolly Roger, Reckless Offense, Sea Legs, Spring Attack, Cumbrous Fortitude, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Call of the Sea, Poison Expert, Poison Master, Ship Shape, Wanted Dead or Alive

Weapon Proficiencies: Simple, Martial, Pistols, Rifles

Armor Proficiencies: Light, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Craft, Demolitions, Disable Device, Decipher Script, Drive, Forgery, Gamble, Intimidate, Jump, Knowledge Area, Knowledge Geography, Knowledge Law, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Repair, Ride, Stealth, Swim, Taunt, Use Rope

Example in Naruto: Suigetsu Hozuki

Priest

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Lay On Hands
02	0	0	3	3	1	Minor Blessing
03	1	1	3	3	2	
04	1	1	4	4	2	Minor Blessing
05	1	1	4	4	3	Holy Talisman
06	2	2	5	5	3	Minor Blessing
07	2	2	5	5	3	
08	2	2	6	6	4	Blessing
09	3	3	6	6	4	
10	3	3	7	7	5	Blessing, Holy Barrier
11	3	3	7	7	5	
12	4	4	8	8	5	Blessing
13	4	4	8	8	6	
14	4	4	9	9	6	Major Blessing
15	5	5	9	9	7	Holy Word
16	5	5	10	10	7	Major Blessing
17	5	5	10	10	7	
18	6/1	6	11	11	8	Major Blessing
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Holy Miracle, Major Blessing

The Priest is the best class for fending off the powerhouses that is demonic power in the game. They gain abilities and bonuses against all forms of demonic powers including the Possessed Ninja. Their strong will let's them make up for their weak attacks. They also gain the power to grant Blessings and heal by Laying on hands.



Lay On Hands – At 1st Level and higher a Priest, as a full action the Priest can place their hands on their target and Heal them (Priest level + Wisdom Mod)

Minor Blessing – At 2nd level and every level there after a Priest gains a holy ability blessed upon them from a higher power. Priest's gain an additional choices at 4th and 6th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Animal Friendship – user can befriend hostile/unfriendly creatures

Mending Touch – user can repair minor damage items with touch

Friendly Face – grants bonus of +4 to all social rolls when active

Shadow Mist – creates a shadow around subject granting 25% miss chance

Pain touch – Touch cause 1d8+level damage

Flame – Object can be engulfed in flame doing +1d6 damage

Acid touch – Touch does 1d6 damage for 1d4 rounds

Lighting – User can create a ball of light granting a light source of 60'

Liberation – Target is granted a +4 to Reflex saves

Mad laughter – Target that fails will save (DC 10 + Level) is unable to act

Wooden Fist – Unarmed attacks do +1d6

Bull Strength - +2 STR for (4+Level) in rounds

Cat's Grace - +2 DEX for (4+level) in rounds

Icicle – fires a Ranged Touch missile of ice doing 1d6 damage per ½ level (max 10d6)

Lighting Bit – fires a spark of lighting doing 1d4 per ½ level (max 10d6) hits automatically

Sonic Burst – a blast of sound disrupting bardic/ noble abilities and causing concentration on all chi use in process DC Fort (10+level)

Summon Wind - Creates a gust of wind that can be used to move sails (4+level in rounds)

Create Water – Creates 1 gallon of water per level

Cure Light – Cures 1d8+level of damage

Heal Blindness/Deafness – cures the effect of blindness/deafness

Holy Talisman – At 5th level and every level there after the Player is able to do a touch attack, which does damage equal to their (Wis Mod x their Priest Level) to demonic powers, This is granted a 1/3 their level in uses a day, thus at level 5 its 1, 6 its 2, 9 its 3 and so on.

Blessing – At 8th Level and every level there after Priest gain a stronger blessing from their higher power. Priest's gain an additional choices at 10th and 12th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Summon Animal Minor – Summons a small to medium creature to aid in a fight lasting 4+levels in rounds

Repair – fixes Major Damages on items with touch

Charm – Causes target to make will save (Dc 10+level vs Charm effect).

Bleeding Touch – Touch does 2d8+level in damage

Acid Dart – user fires darts of acid at a target doing 1d4 a ½ level in damage, (max 10d4) in acid, attack automatically hits target

Fire Bolt – A arrow of flame is tossed in a ranged touch attack doing 1d6 per ½ level (max 5d6)

Light Burst – A sudden burst of light shoots out blinding a target for 1d10 rounds (DC 10+level Fort vs Blind)

Freedom of Movement – Grants self and allies within 30ft the ability to move freely through difficult terrain, through techniques or otherwise

Tongues – user causes all targets in 30ft to perform will save (DC 10+level) vs. No Action for 1d6 rounds

Bark Skin – Grants target a Natural AC bonus of +4 for (4+level) in rounds

Heroic Strength – Grants target a Strength boost of +4 for (4+level) in rounds

Dimensional Hop – user can move magically 200ft as action

Ice Lance – Fires an arrow of ice in a ranged touch attack doing 1d6 per ½ level (max 5d6)

Shocking Grasp – Target can do 1d8 a ½ level (max 5d8) electrical touch attack

Sonic Boom – a line attack of sonic damage doing 1d6 a ½ level (max 5d6)

Wind Gust – Creates a burst of wind that can cut 1d6 per ½ level (max 5d6) ranged touch

Water Blast – Shoots a blast of water at a target slamming them with 1d6 per ½ level (max 5d6) Ranged touch

Cure Minor – Cures 2d8 + level in damage

Heal Disease/ Poison – grants a bonus (4+level) to recover from status affliction

Holy Barrier – At 10th level a shield that blocks damage equal to their Wisdom (Mod x Priest Level) to all attacks, The ability requires concentration Rolls to maintain (DC 10+Priest Level) while doing other actions, Failing to do so drops the shield. Priest Gain this ability 1/per day

Major Blessing – At 14th Level and every level there after the Priest is able gain a powerful blessing from their higher power. Priest's gain an additional choices at 16th, 18th and 20th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Summon Animal Major – Summons a Large or Huge Creature to aid user in battle, lasting (4+level) in rounds

Puppet Guardian – user can summon a puppet to fight along as their aid, lasting (4+level) in rounds

Domination – User causes a target to make a will save (DC 10+level) vs complete control of the targets actions

Decay Touch – Touch attack does 3d8+level in damage

Acid Ball – Fires a ball of acid at a 30' area doing 1d6 a level (max 15d6)

Fire Ball – Fires a ball of Fire at a 30' area doing 1d6 a level (max 15d6)

Searing Light – Fires a laser blast for 120ft doing 1d6 ½ level (max 10d6) to normal races, or 1d6 per level to undead or demonic (max 20d6)

Air Walking – grants user the ability to run across air as if it where normal ground for (10+level) in rounds

Aura of Insanity – user generates a 30' aura that causes all targets inside to have to make a will save (DC 10+level) vs. No action for 2d10 rounds

Plant Control – user can manipulate plants to grow, grapple and attack targets for (10+level) in rounds

Godly Strength – user grants self and allies in 30ft +6 STR for (4+level) in rounds

Teleport – User can teleport self and ½ their level of others up to 2 miles away

Ice Ball – Fires a ball of Ice at a 30' area doing 1d6 per level (max 15d6)

Lighting Ball – Fires a ball of electricity at a 30' area doing 1d6 per level (max 15d6)

Sonic Ball – Fires a ball of Sonic damage at 30' area doing 1d4 per level +DC 10+level Fort save vs. stunning (max 15d4)

Wind Blade – Creates a sharp slashing cone attack 60' doing 1d6 per level (max 15d6)

Tidal Wave - Creates a massive crushing wave from a cone blast doing 1d6 per level (max 15d6)

Cure Serious – Heals 3d8 + level in damage

Heal Curse / Injury – Grants a bonus (8+level) to recover from status affliction

Holy Word – At 15th level and every level after that the Priest increases the strength of Holy Talisman by x4

Holy Miracle – At 20th level a Priest can return a target that has been dead in rounds equal to their own level to OHP

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Knowledge Biology, Knowledge History, Knowledge Poisons, Knowledge Occult, Knowledge Religion, Medical, Notice, Profession

Example in Naruto: Jiraiya

Ranger

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	2	0	1	1 st Favored Enemy, Track, Wild Empathy
02	2	3	3	0	1	Combat Style
03	3	3	3	1	2	Endurance
04	4	4	4	1	2	Animal Companion
05	5	4	4	1	3	2 nd Favored Enemy
06	6/1	5	5	2	3	Improved Combat Style, Snipe Attack +1d6
07	7/2	5	5	2	3	Woodland Stride
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion , Snipe Attack +2d6
10	10/5	7	7	3	5	3 rd Favored Enemy
11	11/6/1	7	7	3	5	Combat Style Mastery
12	12/7/2	8	8	4	5	Snipe Attack +3d6
13	13/8/3	8	8	4	6	Camouflage
14	14/9/4	9	9	4	6	
15	15/10/5	9	9	5	7	4 th Favored Enemy, Snipe Attack +4d6
16	16/11/6/1	10	10	5	7	
17	17/12/7/2	10	10	5	7	Hide In Plain Sight
18	18/13/8/3	11	11	6	8	Snipe Attack +5d6
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	5 th Favored Enemy

A Ranger is the master of the wild. They know how to live of the land and focus their efforts in taking on foes long before they get into melee. Able to track and transverse land better then most. They use their skills of survival to aid the group best. They also can specialize in fighting certain types of people, animals and monsters in the world.

Favored Enemy - At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired), increases by +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.



Main Classed Favored Enemies

Humans	covers Normal, Bloodline, and Clan
Animals	covers animals and beast-men
Giants	covers giants and half giants
Undead	covers undead
Monsters	Monsters and Monstrous
Demons	Possessed, Demons and Devils
Ninja	skilled at dealing with Ninja
Martial Artist	skilled at dealing with Martial Artists
Pirate	skilled at dealing with Pirates
Warrior	skilled at dealing with Warriors
Wander	skilled at dealing with Wanders
Trainer	skilled at dealing with Trainers
Lore Master	skilled at dealing with Lore Masters
Rogue	skilled at dealing with Rogues
Noble	skilled at dealing with Nobles
Bounty Hunter	skilled at dealing with Bounty Hunters
Bard	skilled at dealing with Bards
Monk	skilled at dealing with Monks
Samurai	skilled at dealing with Samurai
Barbarian	skilled at dealing with Barbarians
Priests	skilled at dealing with Priests

Track - A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy – A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style - At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Evasion - At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Animal Companion - At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy bonus.

The Animal Companion also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well at and 2 points every level afterwards.

Improved Combat Style - At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Many-shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Snipe Attack - If a Ranger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Ranger's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Ranger flanks her target. This extra damage is 1d6 at 6th level, and increases by 1d6 every three levels thereafter. Should the Ranger score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Ranger must be able to see the target well enough to Pick out a vital spot. A Ranger cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

Woodland Stride - Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or used in a technique that are manipulated to impede motion, however, still affect him.

Swift Tracker - Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Combat Mastery - At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage - A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight - While in any of his favored terrains, a ranger of 17th level or higher can use the Hide skill even while being observed.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Animal Empathy, Climb, Concentration, Craft, Gather Info, Jump, Knowledge Area, Knowledge Nature, Knowledge poisons, Knowledge Geography, Medical, Navigate, Notice, Pilot, Profession, Ride, Search, Stealth, Survival, Swim, Taunt, Use Rope

Example in Naruto: Shino Aburame

Rogue

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	0	2	Trap finding, Sneak Attack +1d6
02	1	0	3	0	3	Evasion, Minor Talent
03	2	1	3	1	3	Trap Sense +1, Sneak Attack +2d6
04	3	1	4	1	4	Uncanny Dodge, Minor Talent
05	3	1	4	1	4	Sneak Attack +3d6
06	4	2	5	2	5	Trap Sense +2, Minor Talent
07	5	2	5	2	5	Sneak Attack +4d6
08	6/1	2	6	2	6	Improved Uncanny Dodge, Minor Talent
09	6/1	3	6	3	6	Sneak Attack +5d6, Trap Sense +3
10	7/2	3	7	3	7	Talent
11	8/3	3	7	3	7	Sneak Attack +6d6
12	9/4	4	8	4	8	Trap Sense +4, Talent
13	9/4	4	8	4	8	Sneak Attack +7d6
14	10/5	4	9	4	9	Talent
15	11/6/1	5	9	5	9	Trap Sense +5, Sneak Attack +8d6
16	12/7/2	5	10	5	10	Talent
17	12/7/2	5	10	5	10	Sneak Attack +9d6
18	13/8/3	6	11	6	11	Trap Sense +6, Talent
19	14/9/4	6	11	6	11	Sneak Attack +10d6
20	15/10/5	6	12	6	12	Talent



A Rogue is a person who mainly is out for themselves but at times could be hired. Their main purpose is to steal, trick or acquire money or items by the best way they know how. Masters of stealth and locks they find their way in and out with the least possible alarms being triggered along the way. But in a pinch they can also make sure those that do find out regret it as they are the only class to gain the ability sneak attack which allows them to catch a target off guard and do a significantly more damage then normal.

Sneak Attack - If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals non-lethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

Trap Finding - A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

Trap Sense - Bonus to saves versus Traps

Evasion - At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge - Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Improved Uncanny Dodge - A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Minor Talents - As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once. Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

*Bleeding Attack** (Ex): A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Combat Trick: A rogue that selects this talent gains a bonus combat feat.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Finesse Rogue: A rogue that selects this talent gains Weapon Finesse as a bonus feat.

Ledge Walker (Ex): This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Quick Disable (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying.

These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

Slow Reactions (Ex):* Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

Trap Spotter (Ex): Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Weapon Training: A rogue that selects this talent gains Weapon Focus as a bonus feat.

Talent - At 10th level, and every two levels thereafter, a rogue can choose one of the following talents in place of a rogue minor talent.

Crippling Strike (Ex):* A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Defensive Roll (Ex): With this advanced talent, the rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points, by damage in combat, (from a weapon or other blow, not a spell or special ability) the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain any feat that she qualifies for in place of a rogue talent.

Weapon Proficiencies: Simple, Hand crossbow, Rapier, Short Sword, Short Bow

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Intimidate, Jump, Notice, Open Lock, Perform, Profession, Read Lips, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Tumble, Use Rope

Example in Naruto: Temari

Samurai

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	0	0	1	Code of Honor, Stance 1, Sword Style 1
02	2	3	0	0	1	
03	3	3	1	1	2	Sword Style 2
04	4	4	1	1	2	
05	5	4	1	1	3	Stance 2, Sword Style 3
06	6/1	5	2	2	3	
07	7/2	5	2	2	3	Sword Style 4
08	8/3	6	2	2	4	
09	9/4	6	3	3	4	Sword Style 5
10	10/5	7	3	3	5	Stance 3
11	11/6/1	7	3	3	5	Sword Style 6
12	12/7/2	8	4	4	5	
13	13/8/3	8	4	4	6	Sword Style 7
14	14/9/4	9	4	4	6	
15	15/10/5	9	5	5	7	Stance 4, Sword Style 8
16	16/11/6/1	10	5	5	7	
17	17/12/7/2	10	5	5	7	Sword Style 9
18	18/13/8/3	11	6	6	8	
19	19/14/9/4	11	6	6	8	Sword Style 10
20	20/15/10/5	12	6	6	9	Stance 5

A Samurai is a master of the sword. Focused on how to use the blade to win any battle they resign themselves to a code and use their skills to see that code through. Their skill in swords, allow them to do amazing tricks and attacks with the blade normally considered by most impossible.

Code of Honor:

Each Samurai has a moral code in their lives that they stick by, failing to follow the code will cause them to need to seek redemption to return to their path or seek forgiveness. The Code is the system of Honor they follow.

Ak So San – Slay Evil Immediately

This is a code that is used by samurai to gain access to sword style moves it is a promise from the samurai to go all out on those they face. If they fail to defeat their target then they are not awarded the experience for that encounter. (note: this does not mean they alone have to defeat them but if they group in whole losses the combat)



Code Of Loyalty - subject agrees to follow someone or thing willing to give their life to protect. If they fail to protect their code they do not gain exp.

Code Of Poverty - subject agrees to do what they can to survive and give what they can to the needy. If they fail to not follow this code they do not gain exp until they reform their ways and return to the code.

Code of Strongest - Subject has made a vow to become the strongest or best and will do anything to see this code through. If they fail to see this code through they can no longer advance or use the abilities of the samurai class, they maintain the class levels. They can regain the class only if they perform an act of strength.

Code of Protector – Subject has made a vow to protect those that stand as the weak or helpless in the world offering their blade as one of defense and Justice for those less fortunate. Unlike the Code of Loyalty which is to one person this is for the weak in all.

Code of Pain – A Twisted and Sadistic Code, those that bear this code seek to make the ones they face suffer and hurt through their actions. Sometimes they will even go as far to save their target and help them heal, only to bring more harm to them later.

Code of The Dark Guardian – A code which is willing to break the laws and act more like a Vigilante bringing Justice down upon the wicked of the world, the followers of this code seek out criminals and bring them to their final end.

Code of the Sword – A code where the Samurai uses their sword as their sole means for life, they often offer their services as a sword for hire. Using other swords is a sin in their mind and when their blades are destroyed they must seek it to be repaired, if this proves to be a failure then they to must be destroyed.

Redemption / Forgiveness:

A Failure to follow a given code of honor, causes the Samurai to no longer be able to gain experience in Samurai. In order to regain access to the class the samurai must seek out a way to redeem or be given forgiveness. This usually is based on taking up and completing a quest based on the code they follow.

Stance – At level 1 and every level after that the Samurai gains a Stance, Unlike the Sword Techniques, Stances are a way of always using ones sword in ways that grant bonuses in different ways, at the beginning of the round the Samurai must declare the stance they are in (otherwise its taken that they take no stance). Switching or activating stances is requires a standard action. Samurai gain a new stance every 5th level, at 5, 10, 15, and 20.

Quicker Than the Eye – A Samurai using this stance adds their STR and DEX mod in making attacks thus making melee attacks have a stronger chance to hit and making the damage count more.

Counter Slash – A Samurai using this stance can use an attack of opportunity even when it normally isn't allowed to attack back when attacked by a declared target.

Shield Sword – A Samurai using this stance can Add +4 to their AC while this Stance is active and treat the sword as a shield when using it.

Sheath Sword – A Samurai using this stance can add their INT Bonus in attacks to hit and damage making cleaver unpredictable moves with their swords and bodies.

Lighting Rock – A Samurai using this stance can start a fight doing an additional damage of +1d6 per 1/4 level. Basically they remove their blades so quickly they create a sonic slash from the sheath. (Note: this mimics the Rouges ability Sneak Attack)

Monster Wield – A Samurai using this stance infuses their strength behind their blows doing x2 damage but they take a -6 to hit

Shaking Hand – A Samurai using this stance has their blade shaking as it makes wounds doing the same damage but forcing the target to make a Fort Save (DC 10+Level) vs. Bleeding damage.

Blind Swordsman – A Samurai using this stance can seek out their target that is cloaked in illusions or the Samurai is Blind, They suffer no penalty and reduce the miss chance possibility by 1/2.

Weapons Master – A Samurai using this stance can use any weapon/object (other than the sword) with their techniques. (Objects require the Improvised Weapon Feat, weapons/objects retain the damage they are given for normal attacks) [Followers of the Code of the Sword cannot take this]

Mad Blade – A Samurai using this stance does not try to avoid damage dropping their AC to their Touch AC, in exchange they can strike doing an additional 2 points of damage for each amount of AC Dropped

Blood Lust – A Samurai using this stance places themselves in a trance granting them +4 hit die and +4 to damage, for -4 AC and -4 to hit.

Spinning Blade – Auto attack any martial attack against you with double damage counts as an attack of opportunity

Twin Blade Strike – when using two weapons the player attacks with both weapons as if they were one using the same attack modifier. Note large or bigger weapons give a penalty to both weapons when using this move of –4 per size category

Sword Styles – At Level 1 and every level there after a Samurai gains the use of a sword Style, this is a unique attack that they can unleash as an alternative to a normal attack. They aren't limited in how many times they use them. Some attacks have a level requirement such as being level 5, 10 or 15 before you can use them.

Upper Thrust – attack on jumping or target above doing additional damage based off height (1d6 per 5ft)

Double Cut - a cut that deals double damage when hit

Mirror Blade – A quick Movement that blinds the target to Will Save DC 10+samurai level

Minds Eye – allows the player a bonus of 10 ft sight in darkness, and a extra 25% in miss chance rolls

Spinning Thrust - A spinning leap attack that drills into the target added damage based off of distance left to travel (i.e. For every 10 ft total move the player has left to reach the target they add 1d10)

Spiral Slash – A crescent slash that cuts all areas of the body grants a –1 to hit on target and –5 move

Wall Slash - Like the Spinning Thrust but performed by bouncing off a wall which doubles the damage for every 10 ft instead of adding damage

Rising Blade – An upward cut that causes the target to lose one action

Heavens Strike – A drop cut that places the weight of the player add damage. +1 damage per every 10lbs of the player

Hurricane Slash – 60 ft cone, that does 1d6 for every 10 ft towards the player using the attack (ie: 0-10 6d6, 10-20 5d6, 20-30 4d6, 30 –40 3d6, 40-50 2d6, 50-60 1d6) [requires level 10]

Double Thrust – a Thrust made quickly at the same spot doing x4 damage [requires level 10]

Cold Steel Blade - +15 to sunder a weapon [requires level 5]

Ground Breaker – A Strike along the ground that does 3d6, damage, 60 ft line

Wind Cutter – 120 ft line that does 3d6, damage [requires level 5]

Vibrating Blade - Weapon ignores DR 10/- [requires level 10]

Lashing Blade - +15 ft in weapons reach [requires level 5]

Reflective Attack – Player hits a Ranged attack back at the target at a –4 based off of the players attack this uses an attack of opportunity [requires level 5]

Returning Hit – An attack that has a delayed reaction of 1d4 rounds often used as a second attack (can not be dodged by Replacements) [requires level 10]

Spearing Sword – Weapon can be thrown at no penalty

Blistering Flourish – Weapon's Attack can Daze Targets Will Save DC (10+Level)

Nightmare Blade – Samurai can add an Intimidate roll in Damage [Level 10]

Steal Wind – This attack lets the samurai do two attacks in one [Level 5]

Duplication Sword – A samurai with this move can create an after image of themselves of 1 image per every +2 in DEX mod, granting them a 50% miss chance on attacks against them [level 10]

Leading Attack – This Attack Grants Allies a +2 bonus, [Must be the first to attack]

Lava Blade – Sword is engulfed in Heat adding 1d6 damage [level 10]

Entangling Blade – The Samurai can use their blade to create a difficult movement terrain of DC 10 + level

Mind Strike – The Samurai can add their Wisdom Mod to hit and Damage

Bone Splitter – The Samurai can make a strike that breaks bones doing 1 point Con Damage when the target fails the Fort Save DC (10+Samurai level) [level 5]

Sword of the Mountain – The Samurai using this attack is able to halt the further movements beyond them in one direction of the sides of 30ft [level 10]

Iron Heart Strike – When a Samurai uses this attack they gain a chance to re-roll a failed save that occurs after the attack for that turn

Bloodletting Strike – The Samurai using this attack is able to cause the target to take bleeding damage doing 1d4 damage, a round DC (10+Samurai Level) medical check to heal [level 5]

Giant's Grip – Strikes with this attack have the weapon count in damage as a size category larger [level 10]

Flanking Strike – When using this strike the samurai is granted the bonus as if they were flanking with an ally

Tempest Sword – Samurai slashing their weapons create a twister around them 30' engulfing those in the area doing $\frac{1}{2}$ the Samurai's level in 1d10's [level 10]

Ring of Blade – A samurai can attack a target surrounding them in a slash that if they move through the slash they take 1d10 + Samurai level [level 10]

Vampirism Strike – A samurai with this attack can drain $\frac{1}{4}$ the damage in Hp with their attack [level 5]

Ballista Strike – The Samurai throws their sword with resounding strength doing $\frac{1}{4}$ the samurai level in d10's line attack 60 ft [level 10]

Crushing Blow – When a Samurai makes this Attack the target must make a Fort Save DC (10+ $\frac{1}{2}$ Damage) [level 15]

Running Slash – As a Samurai Moves they leave a wake behind them of 1d10 + $\frac{1}{4}$ level for that round, all that move through this slash take the damage [level 5]

Hamstring Strike – A Samurai makes an attack doing 1d4 Dex damage [level 10]

Celebration Strike – When the Samurai uses this attack and downs a foe, their allies gain an extra action [level 15]

Twin Strike – Creating a Duplicate through his quick movements he is able to flank a target with himself and do double attacks that round [level 15]

Enervating Shadow – The Samurai can make a strike giving 1d4 Negative Levels to their target Fort save DC (10 + Level) [level 15]

Shadow Meld – The Samurai Movements that round are so quick they are granted a 75% miss chance when making this attack [level 10]

Earth Shaker – The Samurai makes a strike to the ground causing the earth to shake 6d6 in a area 30ft from the samurai [level 15]

Gentle Sword – A Samurai making this strike causes their damage to be sub-dual damage

Weapon Proficiencies: Martial, Simple

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Bluff, Craft, Climb, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Search, Pick Pocket, Stealth, Swim, Taunt, Use Rope

Example in Naruto: Kisame Hoshigaki and Zabuza Momochi

Ninja (Spy)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Replacement, Technique
02	2	1	1	1	1	30	
03	3	1	1	1	2	60	Technique
04	4	2	2	2	2	90	Friendly Face
05	5	2	2	2	3	120	Ninja Vanish
06	6/1	3	3	3	3	150	Technique
07	7/2	3	3	3	3	180	Read Lips
08	8/3	4	4	4	4	210	Suggestion
09	9/4	4	4	4	4	240	Technique
10	10/5	5	5	5	5	270	
11	11/6/1	5	5	5	5	300	Read Surface Thoughts
12	12/7/2	6	6	6	5	330	Technique, Charm
13	13/8/3	6	6	6	6	360	
14	14/9/4	7	7	7	6	390	Read Minds
15	15/10/5	7	7	7	7	420	Ninja Teleport, Technique
16	16/11/6/1	8	8	8	7	450	Mind Wipe
17	17/12/7/2	8	8	8	7	480	
18	18/13/8/3	9	9	9	8	510	Technique, Plant False Memory
19	19/14/9/4	9	9	9	8	540	
20	20/15/10/5	10	10	10	9	570	Dominate

Skilled Warriors hidden in plain sight used to gather information.



Chi - power from within that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more then, 125 damage in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Friendly Face – A Spy Ninja at Level 4 and Higher can, use a small amount of 5 chi on themselves to release an aura, Granting them a bonus (4+Ninja Spy level+ Charisma Modifier) on dealing with hostile targets in Social rolls.

Ninja Vanish - Grants the Ninja Invisibility for one round per 4 chi. This ability grants a +20 Stealth bonus. Using techniques while this is active requires a concentration roll to maintain the invisibility. Failing to pass a roll (DC 10 +ninja level) cause the invisibility to drop yet the technique will still be performed.

Read Lips – A Ninja Spy of level 7 or higher can understand what is being said so long as they have a clear view of a target.

Suggestion – A Ninja Spy of level 8 or higher can expel 5 Chi and place a suggestion on a target. A Spy Ninja can use this ability more than once against an individual creature during an individual use of chi. Once under the influence of suggestion the Spy Ninja can ask things that the target normally would do but to the Spy Ninja's aid. Such suggestions as flee from battle, provide defense (Spy Ninja or Allies), give me your stuff, or convince them that one of their allies is out to harm them. You can not ask something put the targets life at direct risk. A Will saving throw (DC 10 + 1/2 the Spy Ninja's level + Charisma modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language dependent ability and relies on audible components.

Read Surface Thoughts – A Ninja Spy of level 11 or higher can expel 10 chi when a target is touched and can read the surface thoughts of that target in Ninja Spy's Levels in rounds. Willing targets don't need to make a save but unwilling targets need to make a Will save DC (10+Ninja Spy level + CHA Bonus). Surface thoughts are considered instant actions, Deeper thoughts and instructions are not accessible through this technique

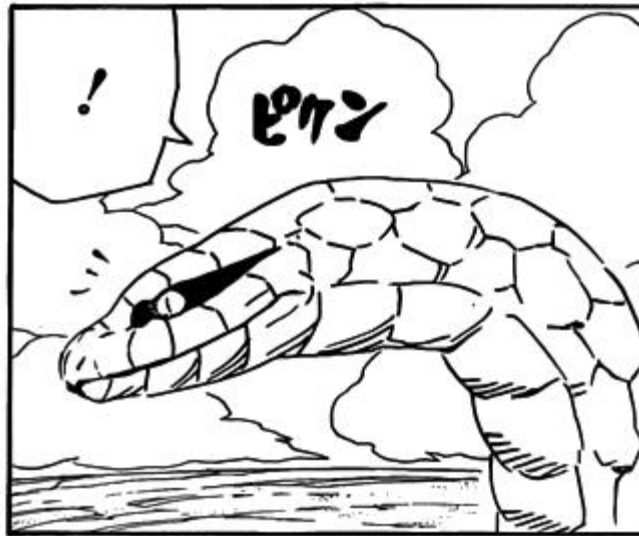
Charm – A Ninja Spy of level 12 or higher can expel 10 chi a round after making a touch attack on a target and get them to acted charmed. Will Save DC (10 + Ninja Spy level + CHA mod). The charmed character can take actions that are not a threat to their life directly (such as kill yourself). If they are ordered to do something that threatens their life the charm breaks and they can't be charmed again for 24 hours.

Read Minds – A Ninja Spy of level 14 or higher can expel 50 chi on a unwilling target to get to thoughts that are not readable as a surface thought. The target must make a Will save DC (10+Ninja Spy level +CHA Mod) Succeeding this save makes the target immune for 24 hours to this being used on them again.

Mind Wipe – A Ninja Spy of level 16 or higher can expel 100 chi to erase the selected memory of a selected target be them willing or unwilling Will save DC (10 + Ninja Spy Level + CHA Mod) The spy can choose the selected memory unless the target passes the save then they have a 50% chance of wiping a different part of their memory if they are willing, or make a unwilling subject immune to this action again for 24 hours.

Ninja Teleport - Grants the Ninja a Teleport for 15 chi per use. The Ninja Teleport allows the Ninja to move across a full Miles distance in a brief moment. Covering a great distance in mere moments of time.

Plant False Memory – At 18th level and every level there after, a Ninja Spy can expel 150 chi to plant a false memory in a target. The subject is always seen as unwilling and gets a save Will DC (10 + Ninja Spy level + CHA Mod) A target making the save is immune to this memory plant from now on.



Dominate – At 20th level the Ninja Spy can expel 200 chi and Dominate a target, Will save DC (10+ Ninja Spy level + CHA Mod) if a target succeeds the save they become immune to this attack again for 24 hours, if a target fails they become a fully controlled character by the Spy able to follow the spies every command.

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, Knowledge poisons, Knowledge ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Ino Yamanaka, Kabuto

Ninja (Tactics)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Replacement, Technique
02	2	1	1	1	1	30	Snare, Trap +1d6
03	3	1	1	1	2	60	Technique
04	4	2	2	2	2	90	High Ground
05	5	2	2	2	3	120	Trap +2d6
06	6/1	3	3	3	3	150	Technique
07	7/2	3	3	3	3	180	Quicken Snare
08	8/3	4	4	4	4	210	Flank , Trap +3d6
09	9/4	4	4	4	4	240	Technique
10	10/5	5	5	5	5	270	Ninja Leap
11	11/6/1	5	5	5	5	300	Trap +4d6
12	12/7/2	6	6	6	5	330	Technique, Greater Flank
13	13/8/3	6	6	6	6	360	Improved Snare
14	14/9/4	7	7	7	6	390	Trap +5d6
15	15/10/5	7	7	7	7	420	Technique
16	16/11/6/1	8	8	8	7	450	Pincer
17	17/12/7/2	8	8	8	7	480	Trap +6d6
18	18/13/8/3	9	9	9	8	510	Technique
19	19/14/9/4	9	9	9	8	540	
20	20/15/10/5	10	10	10	9	570	Cheater of Death, Trap +7d6

Skilled warriors of Tactics, their attack plans aid the group in great Leadership roles.



Chi - power from within that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which its no higher then Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Basic ninja gain a new one from 3rd level and every other 3rd level.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more than, 125 damage in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Snare – A Tactics Ninja of 2nd level and every level there after can add their level in the DC of traps that they set. Normally a trap difficulty is (skill check craft trap + 10). Thus a Tactics Ninja a skilled trap user.

Trap – A Tactics Ninja of 2 and every level after that can make traps such as explosive tags do greater damage, +1d6 this damage increases every 3rd level after 2 thus it increases as follows, +2d6 at 5th, +3d6 at 8th level, +4d6 at 11th, +5d6 at 14th level, +6d6 at 17th and +7d6 at 20th level.

High Ground – A Tactics ninja of 4th level and every level there after can expel 10 chi to grant their allies a Moral bonus of +2 to attacks.

Quicken Snare – A Tactics Ninja of 7th level or higher can set a Trap as a Standard action instead of a full action that it normally takes.

Flank – A Tactics Ninja of 8th level or Higher can grant their allies a bonus when flanking a target. Granting their allies a +4 in place of the normal +2 that they get when flanking.

Ninja Leap - Grants the Ninja a Glide movement for one round per 10 chi. The Ninja Leap allows the character to glide across a small area beyond jumping distance, Leaping 120ft forward or upward.

Greater Flank – A Tactics Ninja of 12th level or higher grants a extra bonus to their allies when flanking a target, They now grant a +6 to flank instead of the standard +2 for flanking

Improved Snare – A Tactics Ninja of 13th level or higher is now able to add their Natural Alignment to the type of damage that a explosive trap allowing it to go through some forms of DR. The traps are also considered a +2 and gain a side effect based on the element (I.E. Fire or acid would do a burn, Water/Ice would slow a target, Lighting causes a Fort vs, Immobile, and Wind would do a trip attack)

Pincer – A Tactics Ninja of 16th level or higher can expel 10 chi and grant his allies a +4 Moral Bonus to all attacks.

Cheater of Death - Grants the Ninja a chance to survive death 200 chi, Cheater of Death allows the Ninja to expel a vast amount of chi to heal and stabilize themselves at +10 Hp per level

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Disable Device, Disguise, Escape Artist, Hide, Gather Info, Intimidate, Jump, Knowledge (all), Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Shikamaru Nara

Trainer

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Pet / Partner, Combo Attack
02	0	0	3	3	1	
03	1	1	3	3	2	Pet Attack / Ability
04	1	1	4	4	2	
05	1	1	4	4	3	Loyal, Combo Attack
06	2	2	5	5	3	Pet Attack / Ability
07	2	2	5	5	3	
08	2	2	6	6	4	
09	3	3	6	6	4	Pet Attack / Ability
10	3	3	7	7	5	Protector, Combo Attack
11	3	3	7	7	5	
12	4	4	8	8	5	Pet Attack / Ability
13	4	4	8	8	6	
14	4	4	9	9	6	
15	5	5	9	9	7	Savior, Pet Attack / Ability, Combo Attack
16	5	5	10	10	7	
17	5	5	10	10	7	
18	6/1	6	11	11	8	Pet Attack / Ability
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Friend to the End, Combo Attack

Trainers are actually a well planned and oiled team up. Together with their partners they are able to perform difficult tasks and face down foe with the strength of the combined force.



Losing a Partner or Pet. Should a Trainers Partner / pet die then they must find a replacement and until that time much of the team work abilities and attacks are not useable. Even after the new partner is achieved the GM may judge a certain amount of time must go by to train the partner to do the things the last one could.

Pet / Partner – At 1st level and higher a Trainer can form a close bond with a Pet or Partner. A Trainer unlike a ranger can take a monster, animal or NPC character as their companion can choose from. This pet/partner is a loyal companion that accompanies the Trainer on his adventures as appropriate for its kind.

The Pet / Partner also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well at and 2 points every level afterwards.

Combo Attack – at 1st level and higher a Trainer gains a combo attack, Trainer and Pet/ Partner get a special attack that they use in sync with each other that attack has a critical range of 18-20/x4 no matter what weapons they are using. This attack is often a combination of special attacks the two may possess, but can be a wholly new attack or ability, See Creating Special attacks / Abilities section on how to create this action. This is a freely given action and does not cost the 5 build points to create. Trainers gain additional Combo attacks at levels 5, 10, 15 and 20. They can use this ability 1/per day

Pet attack / ability – At 3rd level and higher the Trainer's pet / partner is granted one special attack or ability as if they had the points to create one. This ability is repeated every 3rd level after 3, thus they gain an additional attack / ability at 6th, 9th, 12th, 15th, and 18th. Much like Combo Attack this attack is created using the Special Attack / Ability section in the guide. They can use this ability 1/per day.

Loyal – At 5th level and higher a Trainer gains a +1 bonus to save and attacks with Pet/ Partner within 100 ft of each other. As long as their Pet / Partner is range the both of them gain the bonus on their saves and attacks, this bonus stacks with bonuses provided by other sources such as allies.

Protector – At 10th level and higher a Trainer gains a +2 bonus to AC that applies to both, the trainer and Pet/ Partner when they are within 100 ft of each other. This bonus stacks with bonuses provided by other sources such as allies.

Savior – At 15th level and higher the trainer's Pet /Partner can heal Trainer 2d8 + Trainer level, they gain this ability equal to the trainers CHA Mod in times that it can be used in a day. (thus a Trainer with 15 CHA granting him a +2 can have his pet / partner heal them 2 / day)

Friend to the end – At 20th level a trainer's Pet / Partner grants complete cover bonus to trainer when within 30 ft even if the pet partner is much smaller then the trainer. This is doing to the fact that the Pet / Partner will leap in the way of attacks brought towards their Trainer. The Pet / partner takes damage but it's only half the total damage the trainer would have taken.

Weapon Proficiencies: Simple, Net, Whip

Armor Proficiencies: Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disguise, Drive, Gamble, Jump, Knowledge Area, Knowledge Nature, Medical, Navigate, Notice, Perform, Profession, Ride, Search, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Kiba Inuzuka and Akumaru , Kanuro and his Puppets

Wander

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	2	0	2	1	
02	0	3	0	3	1	Bonus Feat
03	1	3	1	3	2	+10 Skill Points
04	1	4	1	4	2	Road Stories, Bonus Feat
05	1	4	1	4	2	
06	2	5	2	5	3	Bonus Feat, +10 Skill Points
07	2	5	2	5	3	
08	2	6	2	6	3	Able Survivalist, Bonus Feat
09	3	6	3	6	4	+10 Skill Points
10	3	7	3	7	4	Bonus Feat
11	3	7	3	7	4	
12	4	8	4	8	5	World Traveler, Bonus Feat, +10 Skill Points
13	4	8	4	8	5	
14	4	9	4	9	5	Bonus Feat
15	5	9	5	9	6	+10 Skill Points
16	5	10	5	10	6	Stories of Legend, Bonus Feat
17	5	10	5	10	6	
18	6/1	11	6	11	7	Bonus Feat, +10 Skill Points
19	6/1	11	6	11	7	
20	6/1	12	6	12	7	Survivor-man , Bonus Feat

A Wander is the most general terms for a person who travels the world in search of adventure. They tend to be educated individuals in both the world around them and the basics of survival. Although not a strong fighter they gain key insight that aids them to finding out the best places to strike.

Bonus Feat – At 2nd level and every 2 levels there after the Wander can choose any feat as long as they meet the requirements for them, unlike other classes they are not limited in their choice or selection of bonus feats.

+10 Skill Points – Starting at 3rd level and every 3rd level after that a Wander being well traveled is far more skilled then others thus they gain 10 extra skill points to spend on any skill. They still are limited by the max for that given level. This makes the wander a far more diverse character in multiple tasks that may come up in their travels.

Road Stories – At 4th Level or higher a Wander has sat in at many stories and has a bonus to dealing with that story. It plays out granting a Bonus in +2 combat and +4 skill checks against People with a Reputation score matching their level or lower.



Able Survivalist – At 8th level or higher a Wander has the ability 1/per day gain +2d8+Wander level in healing and remove (Blindness, Deafness, Sickness, and exhaustion) from a meal.

World Traveler – At 12th level or higher a Wander has the ability to study a target for 1d4 rounds, after the time they mimic the following based on how long they could wait without being disrupted (concentration check) [1 round – Mimic damage of a weapon, 2 rounds – Mimic to hit of melee weapon, 3 rounds – Mimic Ability of target such as Rage or Sneak Attack, 4 rounds – Mimic Ninja / Martial Artist Technique of choice without chi] this ability can be preformed as long as the battle but the Wander does not retain the ability at the end of battle. This ability can be used at ¼ the Wanders Level in uses per day.

Stories of Legend – At 16th level or higher a Wander has learned of a legendary subject (see below for the listing) they gain a bonus towards +4 combat and +8 skills that involve such legendary subjects. Or if the GM allows the Wander may hold a key to a great power (such as a powerful Technique [A or S class] or a legendary weapon / item)

Survivor-man - At 20th level a Wander can gain back 6d8 + Wander Level in healing and remove all status effects with a single meal.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD) Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Gather Info, Jump, Knowledge Area, Knowledge Foreign Culture, Knowledge Geography, Knowledge History, Knowledge Law, Knowledge Mechanics, Knowledge Nature, Knowledge Religion, Navigate, Notice, Perform, Profession, Repair, Ride, Stealth, Streetwise, Swim, Taunt, Use Rope

Example in Naruto: Itachi

Warrior

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	0	0	2	Style +1
02	2	3	0	0	3	Bonus Feat
03	3	3	1	1	3	
04	4	4	1	1	4	Judge Opponent
05	5	4	1	1	4	Bonus Feat
06	6/1	5	2	2	5	
07	7/2	5	2	2	5	Style +2
08	8/3	6	2	2	6	Armor Adapt, Bonus Feat
09	9/4	6	3	3	6	
10	10/5	7	3	3	7	
11	11/6/1	7	3	3	7	Bonus Feat
12	12/7/2	8	4	4	8	Armor Novice
13	13/8/3	8	4	4	8	Style +3
14	14/9/4	9	4	4	9	Bonus Feat
15	15/10/5	9	5	5	9	
16	16/11/6/1	10	5	5	10	Armor Warrior
17	17/12/7/2	10	5	5	10	Bonus Feat
18	18/13/8/3	11	6	6	11	
19	19/14/9/4	11	6	6	11	Style +4
20	20/15/10/5	12	6	6	12	Armor Expert, Bonus Feat

A Warrior, the most common of fighters, they travel the world over. They wander as weapons for hire and work hard to prove their worth. They are the most versatile of fighters willing to use anything they can in a fight. They are also skilled in studying their targets and learning from them.

Style - Warrior gains a bonus to a weapon type of their choice, the choices are Unarmed, Clubs, Swords, Hatchets, Bows, Guns, Explosives, Chemical, Chains, Thrown Weapons, Sub-dual Weapons

Bonus Feat - Able Sniper, Bleeding Critical, Blinding Critical, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Great Cleave, Greater Shield Focus, Greater Two Weapon Fighting, Greater Vital Strike, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw,



Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shield Focus, Shield Master, Shield Slam, Shot on the Run, Spirited Charge, Staggering Critical, Stand Still, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirl Wind, Armor Proficiency, Attack Focus, Blind Fight, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Planned Attack, Reckless Offense, Shield Proficiency, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Wind Stance, Known Killer

Judge Opponent - Warriors can make a check to see if their target is weaker, equal or stronger than them with a Warrior Level+ INT mod+d20 roll (natural 20 tells them how their class levels break down)

Armor Adapt – A Warrior of level 8 and Higher can use shields without losing their AC Bonus

Armor Novice – A Warrior of level 12 and Higher can use light armor without losing their AC Bonus

Armor Warrior – A Warrior of level 16 and Higher can use Medium Armor without losing their AC Bonus

Armor Expert – A Warrior of level 20 can use all armors without losing their AC Bonus

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium, Heavy

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Acrobatics, Animal Empathy, Climb, Craft, Drive, Intimidate, Jump, Notice, Profession, Perform, Ride, Swim, Taunt, Use Rope

Example in Naruto: Tenten

Advance classes allow characters to become truly exceptional, gaining powers beyond the ken of their peers. Unlike the core classes, characters must meet specific requirements before they can take their first level of an advance class. If a character does not meet the requirements for an advance class before gaining any benefits of that level, that character cannot take that advance class.

This chapter presents 87 prestige classes for you to choose from, and other advance classes appear in other Imbria Arts games. Some advance classes are quite focused and heavy on flavor that might not be compatible with your campaign—consult with your GM before you start to work toward qualifying for an advance class to make sure that the class is allowed.

The Advance classes presented in this chapter are summarized below.

Adventurer – Wanders of the world that seek out adventure in their lives

Amazon – Savage Women of the world, that are strong warriors of brute force

ANBU – Skilled Secretive group that is given unique tasks including hunting down dangerous ninja, The police force of a ninja village.

Assassin – Master of ways in killing people.

Avatar – Strong users of great power used on the path of the teachings of a Greater Being

Bandit – Thug of the world that gather in gangs to commit crimes

Battle Maiden – Skill women of battle in unique and artistic dance and deadly martial arts

Beast Master – Skilled trainer in handling vicious and dangerous creatures at their beck and call

Berserker – Powerful fighter that attacks in a blind fury attacking all that get in their way

Blade Dancer – An skilled dancer that adds danger in their dance by using swords in their dance.

Brawler – Skilled fighters of unarmed combat, they often seek to make profit from their fists.

Buccaneer – Skilled masters of sea combat, often hired by greater powers to act as a navy for sea protection

Cat Burglar – Skilled masters of stealth that sneak in and out of places with profit in tow.

Chef – Masters of cooking their food improves health and grant benefits to those that eat their food

Chemist – Skilled crafters of chemicals and vast knowledge of their uses

Chi Master – Skilled masters of Chi, they master multiple techniques.

Chuunin – Skilled Ninja that have been able to prove their skill by succeeding through the grueling exam and showing great promise

Commando – Masters of combat and stealth Strong grunts that also have skill in stealth actions to better kill their target.

Cooking Ninja – Ninjas that use cooking to both aid their team and harm the enemy.

Dark Arts Master – Skilled users of both Secrets and Chi to grant them odd powers that let them do things previously thought impossible.

Defender – Masters of holding the line, these skilled warrior know the ways to have a great defense and hold back enemies from rushing through their defense

Demon Hunter – Skilled Warriors in combat versus demons and demonic powers.

Demonic Warrior – Skilled Warriors that tap into their possessed forms into using them to their advantage

Drunken Master – Martial artists that have mastered a combat style that proves dangerous to all that face them when they have a drink of booze

Dread Pirate – A pirate skilled in many forms of combat

Dualist – Skilled Swordsman with a code of honor and a civilized personality they carry with them

Follower of the Chi – Skilled monks that dedicate their training to be better focus on blending their bodies with nature

Gladiator – Warriors that fight for entertainment purposes, in fame and glory

Herald – A person given high standing in areas and uses that standing in controlling diplomatic situations

Hermit – Lone Masters of Study, Locked away their intense study brings them closer to Nature bringing forth elements of it into their actions

Hunter Nin – Skilled ninjas that soul job is to seek, kill or bring in Missing Ninja or Rouge Ninjas

Hurler – Masters of Throwing and using anything in combat

Inquisitor – Skilled warriors in retrieving information by any means possible

Inventor – Skilled crafters of machines and devices

Jester – Skilled Performers in the actions of Comedy and Speech

Jonin – Highly skilled Ninjas that often lead groups of Genin

Kage – Leader of a village, often they acquire this title for being the best ninja in the village.

Kamari – Genetically altered humans that are given great powers of a creature on top of their ability to use their previous class skills

Knife Thrower – skilled users of the knife and how best to use it.

Knight – Great warriors of Honor and Nobility

Lupin-Nin – A ninja that taps into a summoned contract with a creature and can transform their body to mimic its abilities

Mad Bomber – A Greatly skilled users of Demolitions and stealth.

Man Hunter – Skilled Bounty Hunters in finding and bringing down targets alive.

Martial Arts Master – Masters of the Martial arts techniques and ways

Master of Element – Skilled users of Chi that focus solely in a element they are greater skilled in

Master of Nature – Masters of using the environments that nature provides.

Missing Nin – Rogue Ninja that fled their village and now act as a warrior for hire

Mauler – Savage Unarmed fighters that use rage into skilled combat

Necromancer – Skilled in dark arts these users tap into the power of the dead as their allies

Nomad – Wandering Warriors for hire.

Paladin – Warriors that follow the path of a higher power.

Pirate Captain – Skilled masters of Sea travel and combat

Profit – Great Priests that wander the world bringing forth their higher powers message.

Psion – Skilled users of Mental based attacks.

Puppeteer – Masters of constructs, these skill warriors command and control constructs at their beck and call.

Puritan – Followers of a higher calling to seek a place that they can control in their teachings and gather others like them.

Reaver – Skilled focused monks in fighting with multiple weapons as well as unarmed

Reporter – Skilled masters of information gathering

Rider – Skilled trainers that are masters of Mounted combat

Royalty – Great Nobility that holds great power and control over the actions of others through their actions

Savage – Vicious warriors that are masters of the natural environment in their combat.

Scion – Those born with a Noble heritage that comes forth in their lives but choose not to rule over others.

Scout – skilled stealth warriors used to investigate things without being caught

Seducer – skilled people that can manipulate others into doing their bidding in promise of great pleasure

Sharpshooter – Skilled range combatants with bows and guns

Slayer – Great warriors that are skilled at killing non humans in combat

Sniper – Masters of stealth and ranged combat

Star – A highly praised and skilled performer

Story Teller – Skilled performers in telling tales and lies to gain profit or more.

Street fighter – Skill combatants in urban combat

Student of Nature – A ninja trained into tapping deep into their natural alignment and using it to boost their abilities and techniques

Survivor – masters of surviving out in the savage wilds of nature

Swashbuckler – Skilled swordsman that focus on speed and dex.

Sword Master – masters of the blades they wield.

Surgeon – A skilled healer in medicine, able to heal and even improve others through acts of medicine

Summoner – A Ninja skilled in summoning creatures or even others to their aid.

Technology Master – A skilled user of technology, able to craft items beyond modern day to used to aid them.

Templar – Warriors with royal placement, these warriors add diplomatic abilities to their skills.

Traveling Salesman – Skilled travelers in diplomacy and making deals.

Treasure Hunter – Skilled Thieves that are masters of handling traps and solving puzzles.

Vermin Lord – Masters over insects and other swarms.

Veterinarian – Skill medical users and trainers, they use their skills to help animals and their partners

Vigilante – Rogue warriors that act outside the law to bring law breakers to justice.

Virtuoso – Skill performers with instruments

Wandering Gambler – Wanders that seek profit from the world they use both skill and luck on their side in their travels.

Warrior of the Fist – monk masters that are skilled in unarmed combat.

Weapons Master – Masters of many types of weapons, using skill in all of them at once.

World Traveler – Wanders set to learn the secrets of the world by hunting out great legends and secrets

Yakuza – Skilled gang member that seeks profit through threats and maintaining a standing in a area their actions are often done in the open and have skill in diplomacy.

Definitions of Terms

Here are definitions of some terms used in this section.

Core Class: One of the standard 15 classes found in Chapter 4.

Caster Level: Generally equal to the number of class levels (see below) in a chi using classes. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

Adventurer – Wanders of the world that seek out adventure in their lives

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Amazon – Savage Women of the world, that are strong warriors of brute force and very defensive with their fellow warriors.

Requirements:

Base Attack: +4

Feats: Weapon Focus

Special: Rage Ability, Female

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	2	0	0	Protector
02	2	3	3	0	0	Great Runner
03	3	3	3	1	1	Fury
04	4	4	4	1	1	Able Protector
05	5	4	4	1	1	
06	6/1	5	5	2	2	Savage Fury
07	7/2	5	5	2	2	
08	8/3	6	6	2	2	Great Protector
09	9/4	6	6	3	3	Blood Fury
10	10/5	7	7	3	3	Savage Speed

Hit Dice: 1d10

Protector: An Amazon within 5 ft of an ally in combat grants a +2 AC Bonus to a chosen ally as long as they remain within 5ft.

Great Runner: An Amazon of level 2 and every level there after gains a bonus +10 ft to their movement rate.

Fury: An Amazon of level 3 and every level there after can choose to use a use of rage to instead be granted an extra attack action equal to their BAB bonus

Able Protector: At level 4 and every level there after the Amazon can grant an ally within 5 ft +4 bonus towards their AC

Savage Fury: At 6th level an Amazon gains the ability to use in place of a use of rage this ability grants a second attack action at the characters BAB and gains a +2 to their AC

Great Protector: At 8th level and every level there after the Amazon grants a +4 AC Bonus to all allies within 10ft of her

Blood Fury: At 9th Level and every level there after the Amazon can choose to use this in place of one of their uses of rage to gain 2 extra attack actions at their BAB and +2 to their AC

Savage Speed: At 10th level a Amazon gains the ability to move at double their movement rate

Skills: (points per level 20 + INT MOD), Animal Empathy, Climb, Craft, Intimidate, Jump, Notice, Ride, Survival, Swim, Taunt

ANBU – ANBU are under direct control of their Kage. They protect the village from exceptional threats, conduct high-risk missions into enemy territory, and deal with extremely strong ninja. They are also responsible for carrying out assassinations, tracking, surveillance, and missions requiring specially trained ninja. Some ANBU serve as interrogators that probe the minds of enemy ninja to learn information valuable to the village. If an ANBU is mortally wounded in battle, they are required to destroy their bodies to prevent any information from getting into enemy hands.

Requires: Jonin level 6, and passing Anbu trails, Approval of Village Kage

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	1		Animal Mask, Hidden Identity, Chi Gain
02	2	1	2	2		
03	3	1	2	2		Shadow Cloak
04	4	1	3	3		
05	5	2	3	3		
06	6 / 1	2	4	4		Defensive Armor
07	7 / 2	2	4	4		
08	8 / 3	3	5	5		
09	9 / 4	3	5	5		White Cloak
10	10 / 5	3	6	6		

Animal Mask – Status of being ANBU is on display that all actions performed as a member must be carried out while wearing the mask, failure to do such with cause ANBU to be expelled from the organization

Hidden Identity – A starting ANBU is trained in giving false identities and info about themselves granting them a +20 bluff when revealing info about them.

Chi Gain – ANBU gains chi in normal manner of their basic ninja class

Shadow Cloak – ANBU can wear a cloak that grants them a 50% Displacement when in combat and a +20 Stealth to their skills

Defensive Armor – ANBU is now skilled in using better armor, They can now wear Medium armor without losing their AC Bonus.

White Cloak – ANBU symbol of leadership, an ANBU granted this ability can grant their teammates a +2 Moral Bonus as a free action as long as they are seen within an area of 100’.

Assassin – Master of ways in killing people. Those that have become Assassin’s are true dealers of death. Although their better at killing people in surprise, they do have skill in killing people while facing them on equal ground

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	1	0		Poison Master
02	1	2	2	1		
03	1	2	2	1		Sneak Attack +1d 6
04	2	3	3	1		
05	2	3	3	2		Bleeding Wound
06	3	4	4	2		Sneak Attack +1 d 6
07	3	4	4	2		
08	4	5	5	3		
09	4	5	5	3		Sneak Attack +1 d 6
10	5	6	6	3		Surgical Strike

Poison Master: This grants the player an immunity to poisons

Sneak Attack Boost: sneak attack damage goes up by 1d6, this occurs three times at levels 3, 6, and 9

Bleeding Wound: The player is able to create wounds that don’t stop bleeding out till medical treatment is given. Medical Skill check of DC 30

Surgical Strike: the player is able to make attacks DC 15 Fort save verses taking Permanente Con damage

Avatar – Strong users of great power used on the path of the teachings of a Greater Being

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Bandit – Thug of the world that gather in gangs to commit crimes

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Battle Maiden – Skill women of battle in unique and artistic dance and deadly martial arts

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						

03						
04						
05						
06						
07						
08						
09						
10						

Beast Master – Skilled trainer in handling vicious and dangerous creatures at their beck and call

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Berserker – Powerful fighter that attacks in a blind fury attacking all that get in their way

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Blade Dancer – skilled dancer that adds danger in their dance by using swords in their dance.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	1	1		Dance of Interest
02	0	1	2	2		
03	1	1	2	2		Dance of Daze
04	1	1	3	3		
05	1	2	3	3		Dance of Charm
06	2	2	4	4		
07	2	2	4	4		Dance of Death
08	2	3	5	5		
09	3	3	5	5		Dance of Destruction
10	3	3	6	6		

Dance of Interest: Player gains the attention of people at a DC equal to their performance

Dance of Daze: Player dazes people with a daze for 1d8 rounds, DC versus performance

Dance of Charm: Player charms person, with a DC versus their performance

Dance of Death: Player does 1d10 damage each round, DC versus Performance

Dance of Destruction: Player does explosive damage to area 3d10 10 ft area no DC

Brawler – Skilled fighters of unarmed combat, they often seek to make profit from their fists.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Buccaneer – Skilled masters of sea combat, often hired by greater powers to act as a navy for sea protection

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Cat Burglar – Skilled masters of stealth that sneak in and out of places with profit in tow.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	1	0		
02	1	1	2	1		
03	1	1	2	1		
04	2	1	3	1		
05	2	2	3	2		
06	3	2	4	2		
07	3	2	4	2		
08	4	3	5	3		
09	4	3	5	3		
10	5	3	6	3		

Chef – Masters of cooking their food improves health and grant benefits to those that eat their food

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Chemist – Skilled crafters of chemicals and vast knowledge of their uses

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Chi Master – Skilled masters of Chi, they master multiple techniques.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Chuunin – Skilled Ninja that have been able to prove their skill by succeeding through the grueling exam and showing great promise

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Commando – Masters of combat and stealth Strong grunts that also have skill in stealth actions to better kill their target.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Cooking Ninja – Ninjas that use cooking to both aid their team and harm the enemy. These ninja use the secret art of a ninja combined with their mastery of cooking to make a greatly desired eating dish

Requirement: Cooking Skill of 30%, Iron Will, Greater Iron Will, Iron Stomach, and Master of Taste feats, Level 6

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	0	1		Food of Desire
02	1	2	1	2		Good Gravy
03	1	2	1	2		Rasengun Level 1
04	2	3	1	3		Food of Desire
05	2	3	2	3		Good Spices
06	3	4	2	4		Super Strength Boost
07	3	4	2	4		Food Of Desire
08	4	5	3	5		Good God!
09	4	5	3	5		Double Size Arms
10	5	6	3	6		Feast of the Gods

Food of Desire: DC 15 Will Save versus Hunger

Good Gravy: 2d8 Healing

Rasengun: Level 1

Food of Desire: Dc 25 Will Save versus Hunger

Good Spices: Restore 4d10 Chi

Super Strength Boost: +10

Food Of Desire: Dc 35 Will Save versus Hunger

Good God: Restore 2d8 HP, and 2d10 Chi

Double Size: Arms

Feast of the Gods: Heals 3d12 HP, and 4d10 Chi

Dark Arts Master – Skilled users of both Secrets and Chi to grant them odd powers that let them do things previously thought impossible. The most sinister of people dabble in this field, Experts of this field have experimented in Human transformation, and raising the undead. Many who go into this field are seen as criminals and demons among men.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	0	1		Dark Arts Level 1
02	0	2	1	2		Meta Magic Feat
03	1	2	1	2		Dark Arts Level 2
04	1	3	1	3		Meta Magic Feat
05	1	3	2	3		Dark Arts Level 3
06	2	4	2	4		Meta Magic Feat
07	2	4	2	4		Dark Arts Level 4
08	2	5	3	5		Meta Magic Feat
09	3	5	3	5		Dark Arts Level 5
10	3	6	3	6		Meta Magic Feat

Dark Art Level: Gain spells from PHB of sorcery equal to that level Spells per day is 1+ Int Mod

Meta Magic Feat: Gain a meta magic feat for the spells

Defender – Masters of holding the line, these skilled warrior know the ways to have a great defense and hold back enemies from rushing through their defense

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Demon Hunter – Skilled Warriors in combat versus demons and demonic powers.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Demonic Warrior – Skilled Warriors that tap into their possessed forms into using them to their advantage

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Drunken Master – Martial artists that have mastered a combat style that proves dangerous to all that face them when they have a drink of booze

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Dread Pirate – A pirate skilled in many forms of combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Dualist – Skilled Swordsman with a code of honor and a civilized personality they carry with them

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Follower of the Chi – Skilled monks that dedicate their training to be better focus on blending their bodies with nature

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Gladiator – Warriors that fight for entertainment purposes, in fame and glory

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Herald – A person given high standing in areas and uses that standing in controlling diplomatic situations

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Hermit – Lone Masters of Study, Locked away their intense study brings them closer to Nature bringing forth elements of it into their actions

Requires: Mastering of at least 5 B rank Techniques, +8 BAB

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	0	1		See Chi Flow, Transfer Chi
02	0	1	1	2		Lost Arts Level 1
03	1	1	1	2		Block Chi Flow
04	1	1	1	3		Lost Arts Level 2
05	1	2	2	3		Counter Chi
06	2	2	2	4		Lost Arts Level 3
07	2	2	2	4		Chi Infuse
08	2	3	3	5		Lost Arts Level 4
09	3	3	3	5		Chi Sever, Chi Swap
10	3	3	3	6		Lost Arts Level 5

See Chi: Allows the vision of chi

Transfer Chi: Transfer chi to another

Hermit Spells: Hermits gain a level in Wizard spells every other level (see PHB) 1 + Int Mod

Block Chi Flow: Shield Self from chi based attacks

Counter Chi: Bounce Back Chi Attacks

Chi Infuse: Use Chi to add damage to attacks

Chi Sever: Stop Chi Flow for 1 minute per Character Level

Chi Swap: Replace HP with Chi

Hunter Nin – Skilled ninjas that soul job is to seek, kill or bring in Missing Ninja or Rouge Ninjas, Ninja used to hunt down Ronin. Hunter Ninja gain bonus when facing ninja's from certain villages as well as gains a bonus to grappling any target.

Requirements: Must be sponsored by one of the Five main Villages, Chunin Level 6

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	0	0		Favored Village
02	1	2	1	1		Urban Tracker
03	1	2	1	1		Mobile

04	2	3	1	1		2 nd Favored Village
05	2	3	2	2		Wilderness Survivor
06	3	4	2	2		Bear Hug
07	3	4	2	2		3 rd Favored Village
08	4	5	3	3		Chi Trail
09	4	5	3	3		Sleeper hold
10	5	6	3	3		4 th Favored Village

Favored Village: +2 to targets from that village

Urban Tracker: + 10 to Gather Info Checks

Mobile: Winning a Grapple always grants you dominate

Wilderness Survivor: + 10 Knowledge Nature

Bear Hug: Can do damage at any time during grapple

Chi Trail: Use one's chi to track down a target.

Sleeper hold: second successful grapple attempt KO's target DC 25 Fort

Hurler – Masters of Throwing and using anything in combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Inquisitor – Skilled warriors in retrieving information by any means possible

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Inventor – Skilled crafters of machines and devices

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						

08						
09						
10						

Jester – Skilled Performers in the actions of Comedy and Speech

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Jonin – Highly skilled Ninjas that often lead groups of Genin

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Kage – Leader of a village, often they acquire this title for being the best ninja in the village.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Kamari – Genetically altered humans that are given great powers of a creature on top of their ability to use their previous class skills

Requires: must be pre approved by GM. Gained Curse Mark, Lived through stage 1 Transform

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	1	0		Body Transform Stage 1
02	0	2	2	1		Kamari Power
03	1	2	2	1		
04	1	3	3	1		Kamari Power
05	1	3	3	2		Body Transform Stage 2
06	2	4	4	2		Kamari Power

07	2	4	4	2		
08	2	5	5	3		Kamari Power
09	3	5	5	3		
10	3	6	6	3		Body Transform Stage 3, Kamari Power

Body Transform: A body part is altered to a better one based off of the summons chart (I.e.: Wind elementals legs grant a Trip attack as a free action)

Kamari Power: Gain a power from the powers chart based off of the new body part given

Knife Thrower – skilled users of the knife and how best to use it.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Knight – Great warriors of Honor and Nobility

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Lupin-Nin - A ninja that taps into a summoned contract with a creature and can transform their body to mimic its abilities

Requires: Ability to shape change, base attack of 8

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		
02	2	1	2	1		
03	3	1	2	1		
04	4	1	3	1		
05	5	2	3	2		
06	6 / 1	2	4	2		
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		
09	9 / 4	3	5	3		
10	10 / 5	3	6	3		

Mad Bomber – Greatly skilled users of Demolitions and stealth.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Man Hunter – Skilled Bounty Hunters in finding and bringing down targets alive.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		
02	2	1	2	1		
03	3	1	2	1		
04	4	1	3	1		
05	5	2	3	2		
06	6 / 1	2	4	2		
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		
09	9 / 4	3	5	3		
10	10 / 5	3	6	3		

Martial Arts Master – Masters of the Martial arts techniques and ways

requires, Two regular attacks, Training from a Martial Arts Master. Level 8

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		
02	2	1	2	1		+1 Technique
03	3	1	2	1		
04	4	1	3	1		+1 Technique
05	5	2	3	2		
06	6 / 1	2	4	2		+1 Technique
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		+1 Technique
09	9 / 4	3	5	3		
10	10 / 5	3	6	3		+1 Technique

Master of Element – Skilled users of Chi that focus solely in a element they are greater skilled in

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						

10						
----	--	--	--	--	--	--

Master of Nature – Masters of using the environments that nature provides. Masters of the world around them. They use the combined power of animals and plants to aid them in their battle

requires, at least 6 levels, Spent at least 3 months time in the wild, 80% Knowledge Nature

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	0	1	0	1	Speak with Animals
02	1	2	1	2	
03	1	2	1	2	Summon Swarm
04	2	3	1	3	
05	2	3	2	3	Summon Nature's Ally
06	3	4	2	4	Speak With Plants
07	3	4	2	4	
08	4	5	3	5	Control Plants
09	4	5	3	5	
10	5	6	3	6	Green Healing

Speak with Animals: gain the ability to speak to animals

Summon Swarm: once per day player can summon a swarm equal to their level

Summon Nature's Ally: once per day player can summon an animal equal to their level

Speak With Plants: Player can speak with plants

Control Plants: Once per day player can gain control over plants equal to their level

Green Healing: Player roots them in dirt and heal their level in Hp per hour

Missing Nin – Rogue Ninja that fled their village and now act as a warrior for hire

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Mauler – Savage Unarmed fighters that use rage into skilled combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Necromancer – Skilled in dark arts these users tap into the power of the dead as their allies

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Nomad – Wandering Warriors for hire.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Paladin – Warriors that follow the path of a higher power.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Pirate Captain – Skilled masters of Sea travel and combat

Requires: at least 6 levels in Pirate, Own a ship, Leadership Feat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	0	0		
02	1	2	1	1		
03	1	2	1	1		
04	2	3	1	1		
05	2	3	2	2		
06	3	4	2	2		
07	3	4	2	2		
08	4	5	3	3		
09	4	5	3	3		
10	5	6	3	3		

Profit – Great Priests that wander the world bringing forth their higher powers message.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Psion – Skilled users of Mental based attacks.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Puppeteer – Masters of constructs, these skill warriors command and control constructs at their beck and call.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Puritan – Followers of a higher calling to seek a place that they can control in their teachings and gather others like them.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Reaver – Skilled focused monks in fighting with multiple weapons as well as unarmed

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Reporter – Skilled masters of information gathering

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Rider – Skilled trainers that are masters of Mounted combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Royalty – Great Nobility that holds great power and control over the actions of others through their actions

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Savage – Vicious warriors that are masters of the natural environment in their combat.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Scion – Those born with a Noble heritage that comes forth in their lives but choose not to rule over others.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Scout – skilled stealth warriors used to investigate things without being caught

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Seducer – skilled people that can manipulate others into doing their bidding in promise of great pleasure

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Sharpshooter – Skilled range combatants with bows and guns

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Slayer – Great warriors that are skilled at killing non humans in combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Sniper – Masters of stealth and ranged combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Star – A highly praised and skilled performer

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Story Teller – Skilled performers in telling tales and lies to gain profit or more.

Street fighter – Skill combatants in urban combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Student of Nature – A ninja trained into tapping deep into their natural alignment and using it to boost their abilities and techniques

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Survivor – masters of surviving out in the savage wilds of nature

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Swashbuckler – Skilled swordsman that focus on speed and dex.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Sword Master – masters of the blades they wield.

Requires: Weapon Focus Swords, Weapon Specialization Swords, + 8 Base Attack

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		Empower Sword Strike +1, 1d6
02	2	1	2	1		Grand Slash
03	3	1	2	1		
04	4	1	3	1		Overkill
05	5	2	3	2		Empower Sword Strike +2, 2d6
06	6 / 1	2	4	2		Blade Seeker
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		Heaven and Hell Cut
09	9 / 4	3	5	3		Empower Sword Strike +3, 3d6
10	10 / 5	3	6	3		Blade Blizzard

Empower Sword Strike: +1 to hit +1d6 damage rolls

Grand Slash: a massive slash attack that hits a 30 ft cone

Overkill: Gains the overkill rule for any sword weapon no matter what the size

Blade Seeker: A strike at the ground that hits a target with 120 no matter what kind of cover they have

Heaven and Hell Cut: A step up from Blade seeker only two cuts are made at the same or another target.

Blade Blizzard: a combo of overkill and Grand slash, make 180 degree 30ft attack

Surgeon – A skilled healer in medicine, able to heal and even improve others through acts of medicine

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Summoner – A Ninja skilled in summoning creatures or even others to their aid.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Technology Master – A skilled user of technology, able to craft items beyond modern day to used to aid them.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Templar – Warriors with royal placement, these warriors add diplomatic abilities to their skills.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Traveling Salesman – Skilled travelers in diplomacy and making deals.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Treasure Hunter – Skilled Thieves that are masters of handling traps and solving puzzles.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Vermin Lord – Masters over insects and other swarms.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Veterinarian – Skill medical users and trainers, they use their skills to help animals and their partners

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	0	1		
02	1	1	1	2		
03	1	1	1	2		
04	2	1	1	3		
05	2	2	2	3		
06	3	2	2	4		
07	3	2	2	4		
08	4	3	3	5		
09	4	3	3	5		
10	5	3	3	6		

Vigilante – Rogue warriors that act outside the law to bring law breakers to justice.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Virtuoso – Skill performers with instruments

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						

10						
----	--	--	--	--	--	--

Wandering Gambler – Wanders that seek profit from the world they use both skill and luck on their side in their travels.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Warrior of the Fist – monk masters that are skilled in unarmed combat.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Weapons Master – Masters of many types of weapons, using skill in all of them at once.

requires, at least 6 levels, Weapon Focus in at least 5 weapons

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		Empower Weapon
02	2	1	2	1		
03	3	1	2	1		Empower Weapon
04	4	1	3	1		
05	5	2	3	2		Empower Weapon
06	6 / 1	2	4	2		
07	7 / 2	2	4	2		Empower Weapon
08	8 / 3	3	5	3		
09	9 / 4	3	5	3		Empower Weapon
10	10 / 5	3	6	3		

Empower Weapon: Based on the type of weapon (one weapon per each time gained) +1 to hit, +1d6 damage

World Traveler – Wanders set to learn the secrets of the world by hunting out great legends and secrets

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	1	1		
02	1	2	2	2		

03	1	2	2	2		
04	2	3	3	3		
05	2	3	3	3		
06	3	4	4	4		
07	3	4	4	4		
08	4	5	5	5		
09	4	5	5	5		
10	5	6	6	6		

Yakuza – Skilled gang member that seeks profit through threats and maintaining a standing in a area their actions are often done in the open and have skill in diplomacy.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

E Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically.

Acquiring Skills

Each level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. You can never have more ranks in a skill than x5 your level. In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of his professional training and constant practice. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack. The number of skill ranks you gain is on display along with the listing of class skills on each classes listing. Normal characters gain 4 skill ranks at 1st level and 1 additional skill rank per class level afterwards. If you select a level in a new class, all of its class skills are automatically added to your list of class skills. Untrained Class skills can only have skills x3 the characters level.

Skill Checks

When your character uses a skill, he isn't guaranteed success. In order to determine success, whenever you attempt to use a skill, you must make a skill check. When you make a skill check, you roll 1d20 and then add your ranks and the appropriate ability score modifier to the result of this check. Skills can be further modified by a wide variety of sources—by your race, by a class ability, by equipment, by powers, techniques, or ability effects or empowered items, and so on. See below for a summary of skill check bonuses. If the result of your skill check is equal to or greater than the difficulty class (or DC) of the task you are attempting to accomplish, you succeed. If it is less than the DC, you fail. Some tasks have varying levels of success and failure depending on how much your check is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if your check result exceeds the result of the target. Matched equally is seen a failure on both sides.

Taking 10 and Taking 20

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions, increasing the odds of success.

Taking 10: When your character is not in immediate danger or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, if you a d20 roll enough times, eventually you will get a 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes 20 times as long as making a single check would take (usually 2 minutes for a skill that takes 1 round or less to perform). Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before he or she could complete the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Demolitions, Disable Device, Escape Artist, Notice and Open Lock (when attempting to find traps).

Rolling 1: When the player is rolling a skill and gets the result of a Natural 1 on a d20 they fail at the skill no matter how much they have in the skill ranks.

Rolling 20: In past d20 games a result of a 20 is a natural success. That is not the case here. Instead it is taken as 20 to the skill many skills however on the result of a 20 are considered a masterpiece, (when crafting, performing social actions, a piece of knowledge or even performing an action) the result is that this is the way to make a masterwork item in game or to gain positive reputation towards your character by creating an impressive action. Its also good to note that a 20 at times may also grant a bonus to future rolls for a given time.

Ability Checks and Chi User Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or chi user level checks.

Aid Another

You can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you're helping gets a +10 bonus on his or her check. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results, such as trying to open a lock, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion. For a complete summary of all of the skills, see below. Skill descriptions adhere to the following guidelines.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If this notation is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

Description: The skill name line is followed by a general description of what using the skill represents.

Check: What a character ("you" in the skill description) can do with a successful skill check and the check's Difficulty Class (DC).

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20.

Special: Notes the effects of rolling a natural 20 or any other effects caused by the skill.

Restriction: This describes a restriction or limit to a skills use at a time or place.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it

can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated "Trained Only").

Skill Summary:

Acrobatics - DEX - allows you to do flips and walk tight rope and such
Animal Empathy - CHA - used to befriend or command animal
Appraise - INT- used to determine the value of an item
Bluff - CHA - used to tell a good lie
Climb - STR - allows you to scale surfaces
Concentration - CON - maintains control over difficult tasks
Control Shape - CON - used to change from one form to the next
Craft (One craft from the list below) - INT- creates something
Demolitions - WIS - allows you to safely or not destroy things
Decipher Script - INT- used to read coded messages as well as research for information
Diplomacy - CHA - used to help befriend others
Disable Device - WIS - allows you to safely disarm traps
Disguise - CHA - change the way you look
Drive - DEX - Used in driving vehicles on land
Escape Artist - DEX- allows you to escape bonds or grapples
Forgery - INT - used to write codes or make fake copies of paperwork
Gamble - CHA - used to wager in games or cheat at games
Gather Info - INT- used to gather info from people
Intimidate - CHA- used to cause fear in target
Jump - STR - Allows you to jump distances
Knowledge (one Knowledge from the list below) - INT- ones knowledge of a subject
Martial Arts - STR- used to perform acts of Strength for display or need
Medical - WIS - used to treat injuries and sickness
Navigate - INT - used to tell direction and maintain a course
Notice – WIS – used to detect noises and sights at distances, as well as detect truths
Open Lock - WIS - used to Open locked doors
Perform (performance type) - CHA - used to perform music, speech or dance.
Pick Pocket - DEX - used to take or place things in pocket without being noticed
Pilot - DEX - Used to drive/fly a ship
Profession (one form the list below) - WIS - secondary job
Read Lips - INT- used to read lips when listen cant be made
Repair - INT - used to fix broken items or vehicles
Ride - DEX - Used in Riding horses or such
Search - WIS - used to find hidden things
Seduction - CHA - the art of charming someone
Stealth – DEX – lets a character move quietly and hidden from the notice of others
Streetwise - INT - Being able to identify the signs and gangs of the street
Survival - WIS - used to forage for food and water, skin hides, set traps
Swim - STR - used to swim
Taunt - CHA - Used to insult others
Use Rope - DEX - Used in making knots or binding people or things

Knowledge Skills:

Area - info on a given island or town
Biology - info on Anatomy and biology
Foreign Culture - info on foreign ways and lifestyles
Geography - info on locations of known world
History - info on world history
Law - info on laws
Mechanics - info on machines
Military Science - technology and strategies of the military
Nature - info on all things natural

Ninjutsu - info on ninja and martial artist techniques
 Occult - info on the Dark and hidden Art
 Poisons - info on poisons and venoms
 Religion - info on religions

Craft Skills:

Armor / Clothing - create normal armor
 Chemistry / alchemy - create/identify basic chemicals, powders
 Cooking - cook food
 Items / Jewelry - create basic items
 Machines - create basic machines
 Vehicles - create basic vehicles
 Weapons / Firearms - create normal weapons

Profession:

Bartender - skilled at get people to talk with a little help from a bottle
 Book Keeper - skilled at acquiring knowledge through books
 Bum - skilled at survival on the streets
 Farmer - skilled at growing plants and harvesting them
 Fisherman - skilled at the art of catching fish, and handling a boat
 Herbalist - skilled at finding and gathering herbs
 Home maker - skilled at keeping things clean
 Lumberjack - skilled at getting supplies wood
 Miner - skilled at getting supplies Metal
 Officer – skilled at handling people and acting out the law
 Politician – skilled at handing decisions and social issues
 Potter / Artist - skilled at making pottery
 Rancher – skilled at handling animals needs
 Shop keeper - skilled at making deals on items
 Tailor - Skilled at making cloths / cleaning / mending
 Writer / Reporter – skilled at writing books and news reports



Acrobatics

DEX Armor Check Penalty Applies

This skill grants the player the ability to perform acts of balance and Tumbles. Be it staggering down a boat while in motion or walking a tight rope or small ledge the balance part of Acrobatics is a key in any movement choice. The skill also has use in performing flips, slides and tumbles to move through a difficult area or trap.

Check:

When using it for Balance its common to run across these situations thus the DC is listed here.

Example:	DC:
Drunk / Ill walking normally	20
Walking on a moving boat	20
Walking on a beam 4 inches wide	30
Walking on a beam 2 inches wide	50
Tightrope Walking	75
Walking on Ice	40
Walking on Loose Ground	15

When using it for Tumbles / Flips to move through difficult situations

Example:	DC:
Tumble from Jump	10
Tumble from Moving Vehicle	40
Tumble past Trap wire	50
Tumble past Laser sensor	75

Lastly is when trying to use the skill when Sliding through area sliding requires a running start. Doing this action causes the player to become prone.

Example:	DC:
Slide 5' Normal Ground	5
Slide 5' Rough ground	20
Slide 20' Normal Ground	40
Slide 20' Rough Ground	60

Action:

Depending on how the player chooses to use the skill determines on what kind of action is taken, Balance actions are free, while Tumbles are a movement action and slides are a partial action.

Try Again:

Failing on this skill results in a fall or failing to move through the difficult situation, perhaps even making the player prone to an attacker or taking falling damage. They can only recover from this roll by trying the task again.

Special:

One can use this skill to move past an enemy so long as they don't attack them and are in melee combat. Any other time their movement is considered blocked and they can't move forward. For every 10 points in Perform Dance a player gains a +2 in this skill. On the result of a 20 the action causes an Impressing act granting a bonus to reputation gain roll at the end.

Untrained:

This skill can be used untrained.

Animal Empathy

CHA



This skill is used to befriend, handle and care for in day to day needs of animals and monsters. Befriending an animal allows the player to change the domineer of the creature making them ether less hostile or possibly even friendly towards them. The skill is also used to handle day to day tasks of dealing with a creature such as feeding and cleaning up after them. Lastly Trainers, Rangers, and Combo Ninja can use this skill to teach their pet / partner to perform tasks such as fetch, sit, speak and such. (Note if the pet / partner has a high INT they may already speak common or a given language)

Check:

When using this skill to befriend a creature the skill is effected by many situations

Examples:	DC:
Tame Hostile Creature	75
Tame Docile Creature	40
Change Domineer Hostile	50

When using the skill to perform Day to day tasks is effected by the creature type, this also pertains to gathering items from them like eggs

Examples:	DC:
Feed Dog	10
Feed Tiger	50
Feed Shark	60
Gather Eggs Chicken	10
Gather Eggs Crocodile	75
Shear Sheep	25
Milk Cow	20

When Training a Pet / Partner at new Tasks

Examples:	DC:
Fetch	50
Trick	75
Speak	30
Sit	20
Stay	10

Action:

The only time this skill is used in combat is Befriending the creature which at that time the skill takes a full round to perform. The rest all remain as skill checks made with no sense of rounds in mind. Some like training will have to be done regularly till the creature learns (time is determined by the GM based on the creatures INT score)

Try Again:

Failure on Befriending the creature may cause it to run or attack, Failure on the day to day may cause the creature to become hostile, or ruin the gathering attempt preventing any more to be acquired by that creature. Failure on training can be re-rolled and its just determined that it took longer to train the creature that day.

Special:

Profession Rancher Skill will grant a +2 Bonus for every 10 points placed in that skill. On the result of a 20 on this skill the player gains a +5 bonus towards trying again with that animal.

Untrained:

This skill can only be used untrained in handling the day to day tasks of an animal and gathering from them. It can not be used untrained to befriend or teach a creature.

Appraise

INT

This skill is used to estimate the value of an item or object, calculate the amount of funds in a pile and find hidden abilities of an object. It's a skill highly used by both merchants and those with a criminal background to estimate if a item can be sold for a high price, or if it's just useless junk. The break down is in two parts the value and the use of an item.

Check:

When using this skill one can choose to use it to estimate a value which can be affected by the look and age of the object also used to estimate the amount in a pile of money or jewels

Example:	DC:
Common Vase	20
Antique Vase	40
Jewel Value	60
Jewelry Value	40
Coin Pile	30
Other items	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

This skill takes a full round action to estimate value to perform yet is often not used in battle outside of greedy characters. Discovering the use of an item can not be performed in combat and takes a roll representing hours of examination of it.

Try Again:

A Failed roll will not be reported to the player and they simply are given a value or possible use that make be completely wrong. Its up to the player to try again for a different result.

Special:

The Skills Knowledge History, Decipher Script and Craft (Weapons, Armor, Items) can also be used to find out about items uses and value. Knowledge History grants a +2 bonus on this skill for every 10 points in that skill. Craft (Weapons, Armor, Items) skill grants a +2 bonus on this skill when trying to figure out its uses for every 10 points in that skill. On the result of a 20 on this skill grants a +5 bonus to try and discover the value or use of the item again.

Untrained:

This skill can not be used Untrained, try to do such will always get a wrong result.

Bluff

CHA

This skill is used to create a lie or tell an untrue story to NPC's in hopes to sway their way of thinking. The use of fabricating lies to gain an advantage in some way is a very handy skill to have. Sometime the skill can be used also to fool a target in combat to be distracted making them more vulnerable to a sneak attack. The Skill is divided into three parts, Lies, Story Telling, and Fooling opponents. Each time this skill is used the targets make an opposed Notice roll to determine if they fall for the bluff, the DC they need to pass is the result the player made with the bluff. If the target fails to get above the bluff roll then they will take it as truth. If they get above the result they don't believe the bluff.

Check:

Telling a lie is helpful in gaining treasures or could be the difference in you ending up going to be executed for a crime.

Example:	DC:
Passing Counterfeit money	20
Fooling Police off Trail	75
Taking credit for a task not performed	30
Scamming money	50

If one wishes to gain a higher standing among a crowd or gain a Reputation the way to go about that is through story telling, of themselves or others, while less damaging towards criminal ways it does have some difficulty in making other believe your stories or not.

Example:	DC:
War Story	30
Fish Tale (about the one that got away)	50
Heroic Story (your heroics)	75
Legendary Story (you are equal to God)	100

The last way to use the skill is to fool a target in combat. This is far more difficult as often the target is seeking to kill or harm the player.

Example:	DC:
Bigger threat then you	50
Your on their side	90
You died or fallen	50
Distraction form another target	20
Feint	20

Action:

Telling a lie and story telling are both done out of combat, the first is relatively done quickly with a single roll while the second one (which I suggest the GM get as much of the story from the player) takes longer and may require more then a single roll. The last being able to fool an opponent is a free action that can be preformed in combat and requires the target to make an opposed Notice roll, on failing to surpass the player's result they fall for the bluff and become vulnerable to an attack.

Try Again:

Failing to pull of a bluff does not allow you to try again, while you can use another bluff (out of combat to with a new lie. Failing tends to increase the DC of the future bluffs as people aren't easily fooled many times over after they detect they are being told a lie.

Special:

Several Knowledge Skills can aid in a lie granting a bonus to the DC. A person with a High reputation has an easier time at telling convincing lies thus with every 5 ranks of good reputation the player gains a +2 bonus to bluff rolls. On the result of a 20 on this skill it grants the player with a bonus towards their next reputation roll.

Restriction:

Player's traits such as Chronic Lair and Honest Abe effect how often one would use and how effective their bluff may be.

Untrained:

This skill can be used untrained with no restrictions on its use.

Climb

STR

This skill is used to scale surfaces. An important skill to use to get by difficult terrain like mountains and cliffs, it also is used to climb trees, ladders, rope, and buildings. This skill only has one use.

Check:

The ability to climb is a very important one making a difference; the difficulty is based on different situations.



Example:

DC:

Climb a ladder	10
Climb a rope	20
Climb Tree	40
Climb Rocky Cliff	40
Climb shear Cliff	60
Climb difficult terrain	75
Climb building stone / wood	75
Climb glass / metal building	90
Climb form upside down	100
Climb in Combat	+30

Action:

The action of climbing is considered a move if in combat, but requires both hands to perform so unless you have another way to fight you are not very likely to perform this skill and attack at the same time without falling.

Try Again:

Failing a Climb skill check is not a good thing, while the player can take actions to improve the result of a failure, they are given a second climb check in order to regain their grip. If they fail on the second the character is falling.

Special:

A ninja can take the ability or gain it through teaching that allows them a large bonus to this check by expelling chi into making the climb. The result of a 20 on this roll grants the player a +5 on the next time they have to use this skill.

Restriction:

Characters that took defects to arms and legs or characters suffering injured limbs will find it near impossible to even try to perform this skill.

Untrained:

This skill can be used untrained without restrictions

Concentration

CON

This skill is used to maintain the steady use of multiple techniques or powers at one time or even using them in combat without declaring taking a defensive action first. This skill is very vital and failing it could mean the failure of a mission.

Check:

Difficulty of this skill is based on the situation they are placed in and the tasks they try to perform.

Example:

DC:

Using a single Technique	0
Using a technique in combat	20
Using a technique with a active ability	40
Using two techniques at one time	60
Maintain bardic Performance	15



Action:

Using this skill is a free action, and often in combat is the result of a reactionary action such as being attacked while a technique is being used.

Try Again:

Failing this skill when it come time to use it often means the failure of one or multiple techniques and abilities active in combat. There is no roll to recover from a failure. Its also important to note that if the player does not make a declaration known to the GM that they are using the technique on the defensive then they leave themselves open to an attack of opportunity and the need to roll this skill to see if they can maintain the techniques use or waste the chi.

Special:

This is one of the only reactionary skills. It's used more often as the result of an action and not a task needed to be performed before hand. On the result of a 20 the player is granted a +5 bonus on the next concentration roll.

Restriction:

If the player is asked to make the roll and they choose not to the action is a failure and dropped.

Untrained:

This skill can be used untrained.



Control Shape

CON

This skill is used to change or resist a change of forms. No class has this as a skill and considered a cross class skill to all. The player can gain this skill through in game training, or by taking the feat Cosmopolitan. Possessed Souls are the primary users of this skill to regain control over the possession or if they are competent in their skills bring out the possessed form. The Skill is also used to change from into a mode of fighting (I.e. Naruto's Sage Mode)

Check:

This skill's difficulty is often affected by the DC of a possessed soul, also is based on the stress of the environment they are being put through.

Example:	DC:
Form from Possessed	+20 (Soul DC)
Form to Possessed (controlled)	+50 (Soul DC)
Change into a combat mode	40
Release Monstrous Weapon	20

Action:

Using this skill takes a Full round to use, being attacked when doing this might require a concentration roll to get to the result you want, failing the concentration roll causes the transformation to return to normal (with the exception of going from Possessed to Normal, in which they remain in possessed mode)

Try Again:

A failure with the roll cause the form to drop (with the exception of Possessed form returning to normal, in which they remain possessed)

Special:

Control Shape is a cross class skill unless it is awarded through training or gained through the feat Cosmopolitan. The result of a 20 on this skill grants a bonus of +5 towards the next use of this skill.

Untrained:

This skill can not be used Untrained

Craft Armor / Clothing

INT

This skill creates armor or article of clothing for the character. The value is based of the quality and reputation of the character. The character needs to ether purchase supplies or gather them (using other skills). This skill lets the player treat / dye the materials, build the clothing or armor, and even understand the uses of some armor by simply examining it.

Check:

When Dying or treating materials some objects can be more difficult then others.

Example:	DC:
Dye Cloth	10
Dye Leather	40
Dye Metal	80
Treat Leather	50

When Making the armor and clothing the difficulty is based on the difficulty crafting

Example:	DC:
Tailor Shirt	15
Tailor Jacket	25
Tailor leather armor	40
Tailor Studded Leather	50
Craft Plate Mail	80
Craft Chain Mail	75
Craft Breast Plate	60
Mend Clothing / Leather	20
Mend Armor (metal)	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

The action of crafting is impossible to be performed in battle it's a skill to be done in down time and may require special equipment or even a special shop like (black smith for crafting metal armor) it is considered that most of this work is based on hours not seconds that many skills use. In fact the higher the difficulty the longer in time it takes to craft the item.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the armor if the are multiple 1's (see faults on armor in the items section). The armor / clothing is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

When rolling a 20 on a craft roll the player ether succeeds quicker or gains a Blessing (see item rules for the listing of blessings.)

For every 10 points in Profession Tailor the user is granted a +2 bonus to this skill.

Restriction:

Crafting Armor / clothing takes a set time limit to create. On clothing, its 1 hour per DC of the clothing, thus a shirt takes 3 hours to make. While for armor, which is a stronger harder material, its 6 hours per DC of the Armor thus a set of chain mail takes 450 hours (thats 18 ½ non stop no rest days) but stopping between crafts is very much do able.

Untrained:

This skill can be used untrained but untrained the player does not gain bonuses from tools or rooms that a trained person would.

Craft Chemistry / Alchemy

INT

This skill creates chemicals used to heal/harm/effect a designated target. It is also used to identify chemicals as such. The player needs to gather materials and tools to craft the chemicals from as well as store them in. This skill is split in ways of Healing, Harming, Effecting, and Identifying. The DC of the crafted chemicals to remove such things as disease grant the player a bonus of +5 per every 5 of the medicines DC for each to make a new attempt to the save vs. the bad effect. This is the way to figure out bonuses or DC's on Chemical boosts, drugs and weapons are +1 per every 5 of the chemicals craft DC and a set +10.

Check:

The skill can be used to craft powerful healing potions, salves, and pills. (for a full listing see items section: Medicines)

Example:	DC:
Cure Light Potion (heal 1d8)	20
Remove/Treat Disease Pill (cure disease)	40
Healing Salve (heal 1d4, 1d10 rounds)	25
Cure Moderate Potion (heal 3d8)	50
Cure Serious Potion (heal 5d8)	80
Chi Boost Pill (Bonus chi gain)	40
Chi Restoration Pill (heal 1d100 chi)	50
Resist Disease Salve (Bonus to resist)	50

The skill can be used to craft powerful drugs, and ability effecting gasses, useful materials, and poisons. (for a full listing see items section: Misc. chemicals, Drugs or Poisons)

Example:	DC:
Heroin (DC vs. Illusion and addiction)	50
Opium (DC vs. Illusion and addiction)	30
Nitrous Oxide (DC vs. uncontrolled Laughing)	60
Chloroform (DC vs. Sleep)	40
Glue paste (used to craft other items)	10
Chemical Dye (used to craft other items)	15
Flash Powder (DC vs. blindness)	25

The skill can be used to craft harmful splash based chemicals, deadly poisons, or even dangerous explosives. (for a full listing see items section: Chemical Weapons)

Example:	DC
Acid, Common	30
Acid, Strong	60
Napalm	80
Mustard Gas	50
Nitroglycerin	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Identify Chemical	+10 (plus chemical DC)
Identify Bonus	+20 (per bonus)

Action:

Crafting chemicals takes time to craft and even is at times difficult to make outside a controlled environment of a lab. Thus this is not a skill that often can be placed in combat. But at times some natural chemicals may appear (see plant guide for choices) and once identified can be used in their natural state. Identifying them takes a full round action. Leaving a chemical to craft is unwise and often will cause the process to fail. Making chemicals requires a constant surveillance.

Try Again:

Failing at crafting a chemical goes many ways, One is the effect or DC is less than it normally would be (if the roll is failed within 10), more then that destroys the materials making a useless goo. Rolling a 1, causes the effect of the chemical to ether be reverse or explode in a violent eruption or other effects (see chemical defects in the items section). Chemical can be added on to with other chemicals but stacking effects of two of the same kind don't work.

Special:

For every 10 points in Craft Cooking this skill is granted a +2 bonus. Rolling a 20 on this skill grants a bonus to the chemical based on the crafters INT Modifier, this bonus on effect based chemicals raises the DC of the item by the bonus, all others gain a bonus to damage or healing.

Restriction:

Crafting takes time, all chemicals take 1 hour per every 5 in the DC. Some chemicals however must be made in a controlled environment and thus can't be made outside a lab.

Untrained:

This skill can not be used untrained.

Craft Cooking / Brewing

INT

This skill creates food, drink and even helps process food or supplies for later use. This skills difficulty is based off of the type of food, environment, and what the overall goal is. Unlike other crafts this skills DC are stackable on each other due to the environment and food and tools at ones disposal. The skill is broken up in parts of Brewing, Cooking, and Processing

Check:

To use this skill to in Brewing is to craft liquids most likely alcohol from materials that have been gathered.

Example:	DC:
Brew in pot	+50
Brew in Still	+30
Brew in Brewery	+10
Beer	+20
Sake	+50
Alcohol	+40
Wine	+10



To use this skill to create a meal in cooking it all depends on the quality of the ingredients and environment of what there is as well as the overall goal.

Example:	DC:
Bon fire	+20
Grill	+15
Oven	+10
Poor Quality	+30
Good Quality	+10
Finest Quality	+5
A simple meal	+5
A Banquet	+30
Gourmet Meal	+50
Boil Water	+5
Raw meal	+15

The final way to use the skill of cooking is to process food for later use or to keep it from spoiling.

Example:	DC:
Dehydrate	+50
Smoked	+20
Salted	+20
Canned	+10
Pickled	+30

Action:

Cooking is impossible to be done in combat. It takes time to make a meal. Even more time to brew and process food. Cooking takes 10 minutes per the DC of the final product. While Brewing and Processing takes 1 hour per the final DC of the product. Once started leaving the food to cook will cause it to fail and burn.

Try Again:

Failing a craft cooking results in destruction of the ingredients or causing a meal that asks for a DC vs. sickness based off the cooking. The player cant re-roll they would have to make a new meal.

Special:

For every 10 skill points in Profession Home maker or Profession Bartender grants this skill a +2 bonus. Many items are out there that help grant a bonus to cooking skills such as frying pan. Cooked meals that have the result of a 20 on the roll, grant a healing of 1d8+crafters level, per meal.

Restriction:

Cooking can't be used in battle unless a class or ability state other wise.

Untrained:

This skill can be used untrained, but only for cooking a meal and rolling a 20 does not result in the healing bonus.

Craft Items / Jewelry

INT

This craft skill allows crafter to make various items as well as wearable jewelry or armaments. This skill is for master artists and craftsman. In game terms it's a handy skill to have as much of the abilities to aid through crafting can be done faster in this skill out side of skills like (craft armor or craft weapons) yet these do offer less of a bonus in the end. The skill is also used to identify value and abilities of an item. The skill is divided in Crafting Items, Jewelry, and Identifying items. Infusing items as they are crafted will create a blessed item that has abilities or other uses. (for a full listing of the items and Jewelry see the items section: Misc. Items or Jewelry section.) Items require certain materials and tools but unlike other skills can be done in any environment at no added DC.

Check:

Using this skill to craft items allows the user to craft simple day to day items to even some with a greater use.

Example:	DC:
Broom	10
Pan	20
Bucket	15
Vase	25
Rope	15
Repair Item	20
Wooden ladder	30
Rope Ladder	50

Using this skill to craft jewelry or other wearable accessories that may by granting bonuses to the user.

Example:	DC:
Necklace	40
Earrings	30
Ring	40
Bracers	50
Belt	30
Shoes	60
Arm band	40
Crown	80
Hat	30
Bracelet	40

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

The task of crafting an item/jewelry takes time and can not be done in battle. It requires a set amount of time based on what is being crafted. Items take 10 minutes per every 5 points in the DC. While Jewelry takes 1 hour for every 5 points in the DC. Identifying takes a Full action or more.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the item if there are multiple 1's see items defects in items section). The item / jewelry is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Items as they are crafted can have chi used in the crafting which at times offers the item a unique ability. Also rolling a 20 also grants a ability to the item bases on the items section.

Restriction:

This can't be used in battle at any time.

Untrained:

This skill can be used untrained to craft basic items, these items can not be infused with chi or gain a ability on the result of a 20. Jewelry can not be crafted from untrained.

Craft Machines

INT

Crafting Machines allows one to create useful tools and devices that help out in both adventures and in other crafts. A truly skilled craftsman in this skill can create constructs to perform actions under programmed orders. The skill is also used to identify the value and abilities of a machine. While it doesn't need a set place allowing the user to build anywhere machines require tools and massive amounts of supplies which aren't likely to be carried along a journey.

Check:

This skill can be used to craft simple or complex Machines

Example:	DC:
Simple Lock	10
Complex Lock	50
Clock	20
Communication Device	70
Programmed Device	60
Puppet	30
Construct	90

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

Crafting a machine takes a lot of time. Doing so in combat is impossible. When rolling on this craft the player is dedicating a set amount of time which is 1 hour for every 5 points in the DC. The player can gather up their supplies and move elsewhere and work on it in their own time, staying with the build is not necessary. Identifying a machine's abilities is a full round action.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the machines if there are multiple 1's (see faults on machines in the items section: machines). The machines is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Rolling a 20 on this skill grants the Machine an special ability (see blessings on machines in the items section: Machines). This skill gains a +2 for every 10 points in Knowledge Machines.

Restriction:

This skill can only be used by those trained in it and requires tools to build with.

Untrained:

This skill can not be used untrained.

Craft Vehicles

INT

A skilled task is being able to craft a vehicle, for long days of travel a vehicle is a better option offering the player a chance to not exhaust themselves and arrive at distances that would take days or even be near impossible to travel through human means. A handy skill to have on hand to travel the world's waters, skies and mountains. The skill allows the player to craft, repair and fuel vehicles on top of value and identify abilities of other vehicles. To make the vehicles one needs a shop to work, tools and materials to build from.

Check:

This skill can be used to craft, repair and fuel vehicles.

Example:	DC:
Make row boat	25
Make Bicycle	30
Make Engine	60
Make Cart	30
Make Fuel	20
Repair Vehicle	10+ (depending on the damage)
Make Sailboat	40
Make Car	80
Make Tank	100
Make Train	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

This skill can not be done in a battle, it takes days to make a vehicle, 8 hours per 5 of the DC of the vehicle. Building a vehicle is one that takes time so leaving it and returning to it doesn't matter.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the vehicles if there are multiple 1's (see faults on vehicles in the items section). The vehicles are not useless it can still be crafted it just takes another result to recover from this mistake. Identifying a vehicle's ability is a full round action.

Special:

A roll of a 20 on this skill grants a Bonus to the vehicle's movement of $\frac{1}{4}$ the player's level x 10 in feet per round. The skill Repair grants a +2 bonus on this skill for every 10 points in it.

Restriction:

This is a skill that both requires materials but also a place to work on it over the long hours it needs to craft.

Untrained:

This skill can not be used untrained.

Craft Weapons / firearms

INT

This skill is used to craft weapons, ammo and firearms, a handy skill for any team with the need of weapons. The skill can be used outside of a shop but is not very useful outside a shop. Users can also infuse chi into the crafting to grant bonuses and new abilities into weapons. The skill requires supplies to craft the weapons. The skill can also be used to identify bonuses and abilities of weapons and ammo. The skill is broken in three parts Weapons, Ammo, and Identifying.

Check:

Using the skill to craft Weapons is based off the type of weapon being made.

Example:	DC:
Sword	40
Staff	15
Bow	25
Dagger	20
Rifle	70
Mace	30
Club	5
Axe	40
Hammer	20
Spear	10

Using this skill to craft ammo creates 10 of the ammo in one process

Example:	DC:
Sling Bullet	5
Arrow	15
Dart	20
Ninja Star	10
Rifle Bullet	50
Pistol Bullet	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

Crafting a weapon can't be done in combat. Crafting takes 1 hour per every 5 for the DC of the weapon or the ammo. While it takes a full round action to identify a weapons properties.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the weapons if the are multiple 1's (see faults on weapons in the items section). The weapons / firearms is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Weapons as they are crafted can have chi used in the crafting which at times offers the weapon a unique ability. Also rolling a 20 also grants a ability to the item bases on the weapons section.

Restriction:

Crafting Weapons can be used untrained but is limited to simple weapons, and can not be infused to with chi.

Untrained:

This skill can be used untrained in crafting simple weapons only.

Demolitions

WIS

This skill is used to plan and set an explosive to gain the best result in destruction from it. This skill can mean the difference in getting a hole in a wall or having a wall collapse down on the explosives expert. This skill lets the player determine where to place explosives to get the best results and not bring harm to others unintentionally. The skill can also be used to identify the type and location where explosive where used in ruins.

Check:

Using this skill lets the user determine the best place to set explosives to destroy something.

Example:	DC:
Shaped Charge	40
Dynamite	10
Homemade Explosive	50
Explosive Burn	40
Cutting Charge	60
Detecting Explosives Used	+40

Action:

This skill can be used in battle but takes a full round action to perform, unless an ability states otherwise.

Try Again:

Failing on this skill does not mean it can be re-rolled the result of failing results in ether destroying the set target or worse case causing harm to the user or allies with the skill.

Special:

On a 20 with this skill grants and additional damage on the explosive, or on identifying the explosive grants an +5 on the next time the skill is used that way even if it fails to identify.

Restriction:

This skill requires a form of explosive to be placed with the exception of looking through damage to see what kind of explosive and where it was placed.

Untrained:

This skill can not be used untrained

Decipher Script

INT

This skill is used to understand and send coded messages, research books for information and gain knowledge on info one doesn't have previous knowledge in. This skill is handy when sending coded messages back and forth between commanding units and teams, its also handy for those with few knowledge skills allowing them a way to research through books and papers to find an idea on what they need in info from the knowledge they seek.



Check:

When using this skill decode a message its difficulty is based on the code type

Example:	DC:
Numeric Code	40
Invisible Ink Code	10
Message Code	50
Image code	50
Partial Code	70

When using this skill to research a subject the difficulty is based on the rarity of that knowledge

Example:	DC:
Common knowledge	20
Advance Knowledge	40
Hidden Knowledge	80
Rare Knowledge	100

Action:

This skill is used out of combat only. Both ways of using this skill takes time and even a proper location like a library to get research materials on subjects. Using the skill depending on the DC make end up taking days to research or understand. Doing research can be interrupted and not affect the skill in any way.

Try Again:

Nothing occurs other then failing to receive the info from the use of the skill when failing, so re-rolling the skill is very possible with no difficulty.

Special:

Rolling a 20 on this skill even if the result fails to make the DC grants a +5 for the next time the skill is used to assist in getting the skill to pass.

Restriction:

Do to the time requirements this skill is not useable in combat and may require a location such as a library.

Untrained:

This skill can be used untrained but rolling a 20 does not get the bonus to next roll.

Diplomacy

CHA

This skill is used to talk and influence the way and opinions of individuals, through strong arguments, debate, and speeches. A handy skill to be used to help dealing with situations with more finesse then raw muscle and brute strength. This skill can be used to Influence decisions or to rally a group.

Check:

Using this skill to Influence Decisions the player suffers a DC on the attitude of the target towards them and the decision they need to make.

Example:	DC:
Enemy, something they are against	100
Enemy, something they are for	80
Angry, something they are against	80
Angry, something they are for	60
Neutral, something they are against	60
Neutral, something they are for	40
Happy, something they are against	40
Happy, something they are for	20
Loyal, something they are against	20
Loyal, something they are for	5

Using this skill to Rally a group has its DC based on the attitude of the crowd.

Example:	DC:
Calm an angry crowd	60
Calm a mob out for blood	80
Enrage a mob	20
Enrage a gathering	60
Gather People around	10
Sway the opinion of a group	50

Action:

While the skill can be used in combat it is rarely done as often in battle it is hard to influence people beyond their current state. But in ether way the way the player uses the skill it is considered a free action.

Try Again:

Failing to perform diplomacy will often make any future attempts a much harder then to do, In some cases it might even enrage the target towards the user of the skill if failed by a great amount.

Special:

When rolling a 20 even if the end result fails to beat the DC of the skill the player gains a +5 to the next attempt and does not have a negative result of the speech its taken as they haven't yet swayed their influence on their target.

Restriction:

The only restrictions is that the words being used to influence must be heard in the case of spoken or written in the case of reports and letters. It is also suggested to GMs ask that the player say what they are trying to say first before making a roll as their choice of words may effect the DC of the roll.

Untrained:

The skill can be used untrained, but the results of a 20 do not apply to those not trained in this skill.

Disable Device

WIS

The skill Disable Device is a handy one to have in team. The skill could make the difference of a trap going off on the players or safely being destroyed or dismantled. It is also used to find and destroy weak points in machines. The skill is broken up in two parts Disarming, Salvaging.

Check:

When disarming a device the player is out to destroy or deactivate the item so it is not used again.

Example:	DC:
Disarming Tripwire trap	10
Disarming Tripwire explosive	30
Disarm Pressure plate trap	50
Disarm pressure plate explosive	75
Disable Vehicle	40
Disable Construct	80

When Salvaging the player is seeking to ether collect from the disarmed trap or change operation of the device

Example:	DC:
Salvage Explosive trap	60
Salvage Trap	40
Change Orders Constructs	100
Hot Wire vehicle	40

Action:

Trying to disable a device in combat is vastly difficult if not impossible adding an additional +40 to the DC to perform. But often the skill is used outside of combat. In both cases it takes a full round action or longer depending on the task they are trying to perform.

Try Again:

Failing to disable a device is not known to the player till they follow through with the actions that normally would set the device to become active. Because of this its completely up to the player on if the device is disabled or not. If they think they failed they can keep trying till they are satisfied. While Savaging a item using the skill only allows one roll if they fail to succeed then the salvage can't be done again.

Special:

This skill allows the player to both destroy and gather the remains to use themselves on their own or other devices. Rolling a 20 does not guarantee a success on this skill grants a +5 on trying this skill again. Many tools are available to help with this skill. For every 10 points in Knowledge Machines grants a +2 to this skill.

Restriction:

The skill has no restrictions other than the fact that it's a trained skill only.

Untrained:

This skill can not be used untrained. The untrained have to find other ways to disable devices.

Disguise

CHA

This skill is used to hide ones personal look from eyes in a public setting. This skill is used in two ways one in changing the physical look of the character through the use of makeup costumes or even props, the other is to change the look through performance of actions, such as how they walk, talk or even smell.



Check:

Using this skill to disguise the physical look is based off what one is trying to hide.

Example:	DC:
Hide or add Scars	10
Change Hair color	15
Change Age look	40
Change Sex Look	60
Change clothing	5
Change Skin color	15
Change racial look	50
Change look to animal	70
Change look to object	80

Using this skill to disguise the actions of the character has a Dc based on how they have to Act

Example:	DC:
Act different age	25
Act like different sex	20
Act like Animal	50
Act like object	60
Act like completely different person	50
Act like different character class	75

Action:

While this skill is and at times constantly used in combat it's mainly takes prep time out of combat to set up. The harder to perform the longer it takes to prep.

Try Again:

If a disguise roll is failed it results in one of two issues, the first being the failure is discovered and the disguise attempt reveals them to those they are hiding from a second attempt is not possible with the same disguise. The second is they aren't discovered yet and can make a second attempt with the same disguise.

Special:

When the result of a 20 is made even if it fails the DC grants the player a +5 to a second attempt and a +5 to Stealth checks. Ninja's have the technique "Transformation" this grants them a massive bonus to this skill without disguise kits but uses up chi which can go detected. There are many items that give bonuses to disguise attempt like makeup / disguise kits or costumes.

Restriction:

While this skill can be used untrained to act out a role, it can not be used untrained to disguise one self physically, instead it's a good advice to get another person with the skill to apply the physical changes.

Untrained:

The skill is useable untrained in acting out the role of a disguise but does not gain the bonuses from the result of a 20 and can not be used when applying a physical disguise.

Drive

DEX

This skill is used to operate, control and even perform tricks with machine operated vehicles. Unlike operating a horse or other creature it takes a deal of trained skill and knowledge to operate a vehicle. Using this skill is based on two types of difficulty, one being performing a trick, the other being operation a type of vehicle.

Check:

To use this skill to operate a type of vehicle bases the difficulty.

Example:	DC:
Operate Car	20
Operate Train	30
Operate Tank	60
Operate Construction Equipment	50
Operate Motorcycle	40

To Perform a trick with the vehicle also is a way with the skill based on the difficulty of the trick

Example:	DC:
Quick 360 turn	30
Spin out recovery	20
Ride on two wheels (not motorcycles)	70
Wheelie	40
Jump gap	40 (+10 for every 10ft over 10ft)
Sudden reverse	20
Aggressive Driving	30

Action:

These actions can be performed in combat and often are of the mobile combat as actions used to help operate, this skill is used as a move action for basic operations and standard action for tricks.

Try Again:

Failure to operate the vehicle can be retried so long as the vehicle is in working condition. However failing in tricks may cause the vehicle to crash and no second roll will be made, it is up to the Gm if they can recover from the trick (getting a second roll) or crash the vehicle.

Special:

No the result of a 20 the player can operate any vehicle without crashing it immediately but must continue to make rolls if they still failed the DC of operation, if they pass the DC they get a bonus of +5 on the next trick, getting a 20 on a trick grants +5 on the next trick or on operating the vehicle. For every 10 points Craft Vehicle skill the player gains +2 in this skill.

Restriction:

The only restriction is that the vehicle is in work order to be operated by this skill. DC may be increased if there are some issues such as a flat tire, engine problems or such.

Untrained:

This skill can not be used untrained.

Escape Artist

DEX



Escape Artist is a handy skill for those that often find themselves in tight binds (literally). The skill can be used to get out of bindings and to avoid the domination of a grapple. The skill is broken up in two parts Bindings and Grapples.

Check:

Using the skill to escape bindings is something that can turn your character from a captive to a freeman.

Example:	DC:
Rope Binding	20
Hand Cuffs	40
Manacles	30
Straight Jacket	80
Bound to stretcher	75

Using this skill to avoid a grapple is a strong advantage for those with less physical strength then those that specialize in grappling

Example:	Bonus vs. Grapple result:
+5	10
+10	20
+20	40

Action:

Performing this skill to escape bindings is a standard action, thus you can escape the bindings and move as well. When using it in grapple attempts it's a free action as its used to avoid the actions of a target.

Try Again:

Failing the roll has no side effect other then having failed to escape. A re-roll can be made on the players next turn.

Special:

On a 20 even if it fails to get the player free the next time that they have to use this skill they gain a +5 bonus to break free. A player gains a +2 bonus in this skill using it in grapple for every 10 points they have in Acrobatics. A player gains a +2 bonus in this skill using it in bindings for every 10 points they have in disable device.

Restriction:

To avoid grapples is only available to those that have this as a trained skill. Untrained one can still attempt to get free but are likely at a greater disadvantage in skill.

Untrained:

This skill can be used untrained in attempts to break free of bonds.

Forgery

INT

Using forgery can both create copies of documents, but also can be used to make illegal copies of money and write coded messages to other sources. A handy skill to have in dealing with a lower then lawful world, being able to make fake money when one is short on cash and also handy on making copies of important documents for spying needs.

Check:

The skill is used to copy some kind of document.

Example:	DC:
Copy paper work	20
Copy Blueprints	40
Code a message difficult	50
Code a Message Complex	80
Code a message simple	20
Forge money	75
Identifying a Fake Message / money	20

Action:

This skill can be performed in combat taking a full round action or longer, but is more often used out of combat to take time and make sure the forgery is similar to the original.

Try Again:

Failing to perform the forgery can either go notice or unnoticed depending on the time they have, the more time the player has then they have time to make additional rolls to see if something was missed in their skills or not. If they don't have time then the mistakes could go unnoticed causing errors in messages or counterfeit money. Ultimately it is the players call to re-roll the Gm is not to tell them if it passed or not on this skill till it fails to be passed on as information or money.

Special:

On the result of a 20 this skill grants the player a +5 on the next use of the skill whether they passed the DC or not. For every 10 points in Decipher Script grants this skill +2 bonus.

Restriction:

This skill requires an original document to copy from

Untrained:

This skill can not be used untrained.

Gamble

CHA



The Gamble skill allows the player to learn the odds of a situation, or cheat in games of chance. It also informs the player of how the game of chance is played without having it explained to them. This skill is a handy one to have for characters that like to place money on games of chance or even want to guess the odds of situations.

Check:

Using this skill helps one learn the odds or cheat at a game based on a set DC. DC's can increase with other players of the game of chance also cheating or in a highly watched game.

Example:	DC:
Cheat at Poker	30
Cheat at Black Jack	60
Cheat at Dice Game	50
Cheat at Race betting	80
Cheat at Roulette	75
Count Cards	40
Learn odds of Battle	30
Learn odds of war	60
Learn odds of Game of chance round	70
Size up another players skill	50

Action:

This skill is used in a single action and often is not used in battle, learning the odds however can be done in battle and is a standard action to work out.

Try Again:

Failing only truly fails if it goes unnoticed. Thus just because someone failed to get the result they wanted on a roll doesn't mean the jig is up and they can't roll again the next round without any added suspicion. Meanwhile if it does go noticed until they are called off on it the GM can keep letting the player roll on cheating but each time they are caught the DC for the notice of it will keep going down till they are called on it. Failure on counting odds just means the math is wrong and a different result than calculated, can occur.

Special:

On the result of a 20 whether the player succeeds or fails the player is granted a +5 for the next time they need to use this skill. For every 10 points in Pick Pocket grants this skill a +2 bonus.

Restriction:

This skill is not needed to play a game of chance, however it is needed to cheat at a game of chance.

Untrained:

This skill can not be used untrained.

Gather Info

INT

This skill is used to talk to and get informed by the public completely based on the public reputation on the character. This is a vital skill to gain info that is in the public know for issues of information. In many ways this is the only way to learn certain information.

Check:

The skill is used to gain information and the difficulty is based on the public opinion and reputation of the characters.

Example:	DC:
Friendly, basic info	10
Friendly, Difficult info	30
Friendly, hidden or rare info	50
Enemy, Basic info	50
Enemy, Difficult info	80
Enemy, Hidden or rare info	100
Neutral, basic info	20
Neutral, Difficult info	50
Neutral, hidden or rare info	70

Action:

The skill is not used in combat at all (as townsfolk most likely will run and hide in a battle or fight along in some way) the skill take little time to occur though out of game and the answers will be based on the characters questions and the NPC's knowledge of the question.

Try Again:

Failing to succeed in gathering info will only cause the target to ether shut up or be unable to answer. A re-roll is not possible as the results of the skill are immediate. It is important though the player ask their requests of for info first before rolling as how they ask may raise or lower the DC. It is completely up to the player if they believe on if the NPC actually knows more or not.

Special:

Rolling a 20 grants the player a +5 in the next use of the skill even if they fail to passed the DC needed to succeed at the skill. For every 10 points in the skill Profession Bartender grants a +2 bonus to this skill.

Restriction:

Using this skill requires being able to approach a townsfolk, forcing them makes the skill intimidation and not Gather Info.

Untrained:

This skill can be used untrained but untrained the bonus gained from the result of a 20 does not apply.

Intimidate

CHA

Glaring over or bringing fear into the hearts of your enemies is done through Intimidation. This skills task is mainly to cause fear in those weaker then you. But at times can be used to impress or even amaze an audience. The difficulty of this skill increases with the opposing targets own skill. A higher level target is harder to intimidate then a lower level.

Check:

The skill is used to cause fear or awe to a target its DC is based on the task and target.

Example:	DC:
Fear low level target	20
Awe low level target	10
Fear equal level target	40
Awe equal level target	30
Fear higher level target	70
Awe higher level target	60

Action:

To intimidate someone is a free action, but it can only be acted out once during the players turn.

Try Again:

Failing to Intimidate makes the subject less likely to fear or be in awe to you. Granting the next attempt by the player, a higher DC. The next round a player can try again at the intimidation but will find it's much harder as they already are proving to not be a threat to the target.

Special:

A player gains a +2 in this skill for every 10 points they have in the taunt skill. On the result of a 20 on this skill it grants the player with a bonus towards their next reputation roll. A player gains +2 to this skill with every 10 points in Martial Arts.

Restriction:

A player can't make an intimidate roll unless they have it as trained. They can however activate intimidate through a grand action such as a great act of strength.

Untrained:

This skill can not be used untrained willingly. It can happen though through actions in game.

Jump

STR



Jumping is a skill is set to be used when one needs to ether reach great heights and distances in one action. The skill is used to leap distances such as gaps between buildings, cliff and such; it also is used in jumping up and down heights. This vital skill lets players latterly go to new heights in their actions.

Check:

The check needed for this skill is based on distances and how the player is trying to jump the distance.

Example:	DC:
Leap Forward Distance 10'	20
Leap up Distance 10'	60
Leap down Distance 10'	10
Leap sideways Distance 10'	40
Leap Forward Distance +10'	+20
Leap up Distance +5'	+30
Leap down Distance +10'	+10
Leap sideways Distance +10'	+40

Action:

Using this skill is considered a Partial Action in most cases, except when using it when going down a distance, then the skill can be taken as a free action to lessen the damage from a fall. By an increment of how much they roll past the DC of the Jump.

Try Again:

Failing at making a Jump does not allow a re-roll to recover unless its jumping a gap that failed the player can make another roll to lessen the fall damage. Failing in a jump means in some way the player is going to fall. Anything above a 10' distance takes 1d10 in damage for each 10' increment of falling.

Special:

The result of a 20 if the player still is unable to beat the DC gain both a +5 on a second roll attempt to succeed, if its still unable to succeed from that jump then the +5 applies to the roll to lessen the damage from falling. For every 10 points in Acrobatics grants +2 in this skill.

Restriction:

The only restriction to this skill is based on defects or injuries, as well as carrying a heavy or difficult load. Which all make performing this task a problem.

Untrained:

This skill can be used untrained.

Knowledge Area

INT

This skill lets the person have intimate knowledge of a given area, be it a town, village, country, building or just a chunk of land. This knowledge covers many subjects that fall in this set area such as water supply, food supply, people in the area, hidden places in the area, special dealers and shops.

Check:

A check in this skill lets the player with the selected area make rolls that grant bonuses to several other skills, such as Search, Notice, Gather Info, and Diplomacy so on. The skills difficulty is based on what task they need.

Example:	DC:
Know persons basic location	40
Know stores location	10
Know where to go for Great Deals	30
Know good source of Info	50
Know Hidden Locations	60

Action:

This skill can be used at any time and its action is considered a free action.

Try Again:

Failure on this skill just means they fail to recall or don't have the info, the player can choose to make a re-roll on the skill.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what they may have at a location or have a good relationship with the person they are seeking.

Restriction:

This skill only applies to given locations the player lists on their character. It can not be used to gain other areas of the world not listed.

Untrained:

This skill can not be used untrained

Knowledge Biology

INT

This skill lets the play have knowledge of the physical workings of a creature, human or even the unknown. Using this skill both applies to knowing how to effect some one through injuries and healing, and also helps identify on if living creature is living or not, this skill even at higher skill aids in seeing through genjutsu's.

Check:

Using this skill informs the player of the inner workings of a living target, higher skill even lets them see through the illusions of genjutsu.

Example:

Human normal

Human acting odd

Common Animal normal

Common Animal acting odd

Rare Animal normal

Rare Animal acting odd

Unusual Creature normal

Unusual Creature acting odd

See thru Genjutsu

DC:

15

25

30

40

50

60

70

85

50+ (+5 to the DC based on Genjutsus users per each of the user level)

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure on this skill may bring about false readings, I.E. you might think a normal person has an injury that they don't or they may appear to be perfectly fine. Its up to the player to believe the result or not. Then make a re-roll through their call.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of if what they see is an illusion or not, give a good idea of health or injuries target may have.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Foreign Culture

INT

This skill lets the play know the actions, culture and places of a set place outside the players own home town.

Check:

This skill is used to know about foreign events, places, people, basic lifestyles

Example:	DC:
Basic Culture	10
Popular Locations	20
Important People	25
National Holiday	30
Up and Coming Person	50
Shady locations	60
Days of Importance	55
Advance Culture	75
Town Secrets	85
Hidden Locations	90
Historical date of a Location	80

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure results in possible bad information its up to the player to determine if the info they are given is false or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the events, places, people and mannerisms of people from certain foreign cultures.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Geography

INT

This skill lets a player understand the make and lay of lands to better figure out places of hiding, Locations of towns, water and food.

Check:

This skill is used to survey and understand the basic workings of nature to estimate locations of vital necessities

Example:	DC:
Locate Water location Field	20
Locate Water location Dessert	80
Locate Water location Artic	40
Locate Food Field	30
Locate Food Dessert	60
Locate Food Artic	70
Locate Town	40
Find Easy way up Mountain	30
Find Easy way up Cliff	50
Find Easy way through swamp	20

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may cause in having bad information and often won't be known till arriving in a given area, a player can determine at any time to re-roll in double checking their info is right or not

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the lay of the land possible locations of food and water, even chances to find hideouts or hidden locations.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge History

INT

This skill lets players understand and have knowledge of events that have occurred in the past. Be it recent past to distant events.

Check:

This skill is used to reference events, people, and legends and even sometimes towards identifying items, places and lost languages.

Example:	DC:
Historic Event	20
Historic Person	30
Legendary tales	40
Historic Item	70
Historic location	50
Lost Language	90

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the information is false or not and to take that info and re-roll for a different result

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of historical items, legendary people, places and events. They can recite many of the stories at heart and can recall vital info from them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Law

INT

This skill lets the player know and understand the vast array of laws and actions to create masses of paper work involved in contracts and political actions.

Check:

This skill is used to understand, laws, contracts, and how to best use the law and the ways around them.

Example:	DC:
Write New Law	20
Understand Law	30
Write Contract	50
Understand Contract	60
Find Legal Loopholes	80

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failing could result in bad information, thus its up to the player on if they pass or not and whether they re-roll their results

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of laws and how they are written. They can use this knowledge to provide legal assistance, write contracts or even know ways around the law to acquire info or wealth.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Mechanics

INT

This skill lets the player have a strong understanding of the inner workings of machines, mechanical devices, vehicles and figuring out how best to use them.

Check:

This skill grants the player an knowledge of the inner workings of all machines and also what kind of machine could be used to help out in a situation.

Example:	DC:
Identify Machine Basic	20
Identify Machine Advance	45
Identify Machine Complex	80
What works best here	30+

Action:
This skill can be used at anytime and used as a free action.

Try Again:
Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:
If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the inner workings of machines and what parts and supplies would be needed in building, repairing or destroying said machine.

Restriction:
There is no restriction to using this skill once trained in it.

Untrained:
This skill can not be used untrained.

Knowledge Military Science

INT

This skill lets the player have knowledge on complex weapons, explosives, armor and other devices used by armies and ways to used objects as such.

Check:
This skill is used to identify, understand their use and how to operate complex weapons, explosives, armor and other devices safely.

Example:	DC:
Identify Explosive Type	50
Identify Weapon	30
Identify Armor	40
Identify Military device	70

Action:
This skill can be used at anytime and used as a free action.

Try Again:
Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:
If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what a complex device is needed to solve certain issues and best places to strategically use said devices.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Nature

INT



This skill lets the player identify plants, animals, and their uses.

Check:

Knowledge Nature is used as a vital skill in identifying plants, materials and uses of things found in the wild (for items DC's see Plant guide rules section) Below is a basic setup of DC's as they stand for new plants and Materials.

Example:	DC:
Identify Plant Common	15
Identify Plant Uncommon	40
Identify Plant Rare	60
Identify Uses Common	15
Identify Uses Uncommon	40
Identify Uses Rare	60

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what a plant has in both uses and if its safe to use as a food source, also in identifying animals.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Ninjutsu

INT



This skill lets the player identify techniques, village markings, ninja coded messages, even Clans and Families.

Check:

This skill lets the player identify techniques, elements, hand symbols, and ultimately the amount of chi needed to perform, a skilled user of this technique can learn a new technique from using this skill.

Example:

Identify D – class technique
Identify C – class technique
Identify B – class technique
Identify A – class technique
Identify S – class technique
Identify Elements in Technique
Identify hand symbols
Identify Chi cost
Identify Technique Requirements
Learn Technique

DC:

10
30
50
70
90
60
40
80
75
20+ (DC of the technique see above)

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what kind of technique, what signs are needed, if it requires a element source even if it's a unique technique or not. When learning a technique each week dedicated to study of the techniques use drops the DC by 5 on the roll to learn the technique.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Occult

INT

Knowledge of the dark, and unknown areas of the world. An understanding of dark arts, unknown objects, and/or creatures.

Check:

This skill is used to have knowledge in the dark arts. Letting the player have knowledge, of rituals, demons, mysterious objects, and creatures of the world.

Example:	DC:
Common Ritual	20
Rare Ritual	50
Demon Types	40
Demon by Name	70
Mysterious Item	45
Mysterious Item Rare	70
Mysterious Creature	40
Mysterious Creature Rare	65

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of dark rituals, skills and demonic paths which may be used or required to perform tasks.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Religion

INT

Knowledge of different religions, their displays, temples and holidays.

Check:

This skill lets players use a collection of knowledge they have on religion, their displays, temples and holidays.

Example:	DC:
Info on a Religion Basic	15
Info on a Religion Uncommon	40
Hidden info on a Religion	70
Knowledge of religious items	30

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the gods, demons, devils and ways to confront them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Poisons

INT

Knowledge of types of poisons, drugs and venoms, as well as ways to deliver them to their victims.

Check:

This skill is used to have a knowledge and skill at identifying poisons and their properties as well as best ways to deliver said poisons.

Example:	DC:
Identify Poison Basic	30
Identify Poison Uncommon	50
Identify Poison Properties	30+
Best way to deliver Poison	40+

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of kind of poisons, best combination of poisons and best ways to deliver them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Martial Arts

STR



This skill is used to perform acts of complex moves and displays of strength. Using this skill in many ways is a performance style action but is done with acts of strength, doing things like splitting boards supporting ones full body on one finger, Breaking chains and such.

Check:

This skill is used to perform great acts of strength and affect the influence of those witnessing them. Upon a success this skill can be used to influence the sway of people through a form of admiration or intimidation this skill can also be used to perform acts of strength.

Example:

	DC:
Flex Muscles	10
Test moves solo	30
Test moves with Partner	40
Break Boards	50
Break Bricks	60
Snap Chains	80
Bend Bars	75

Action:

This skill takes a standard action to use and can be done at any time.

Try Again:

Failure to pull off this skill means that any bonus to intimidation or performing with this skill is not achieved. Failing the skill mean failure, a second attempt can be made but counts as a new roll not as a continuing roll.

Special:

When rolling a natural 20 on a success the player gains a Temp bonus to their reputation score with the witnesses, if they still fail to succeed they gain a bonus +5 to the next use of this skill.

Restriction:

The only restriction to this skill is it has to be trained to use.

Untrained:

This skill can not be used untrained

Medical

W/S

This skill is used to study and determine issues with a target, identify diseases, poisons, injuries, and even take actions into healing the target from these issues. The skill is broken into two categories, one identifying and treatment. The skill does not restore HP but can bring a dying or dead character to stable.



Check:

The first way to use this skill is identifying problems and the best ways to treat them, using the skill this way determines issues that are problems to the target, from the basic injuries caused by weapons to the more complex of poisons and diseases.

Example:	DC:
Cut	5
Bullet wound	15
Broken Limb visible	10
Broken Limb hidden	30
Disease Common	20
Disease Abnormal	50
Disease Rare	75
Poison Common	15
Poison Abnormal	40
Poison Rare	75

The second way to use the skill is to treat the wounds and injury, while identifying some issues like a bullet wound is easy it's vastly harder to treat without causing greater problems when doing tasks like removing the shrapnel.

Example:	DC:
Stabilize dying character	20
Bandage Wound	5
Sterilize Wound	10
Remove Arrow	10
Remove Shrapnel	30
Perform Field Surgery	+30
Remove problem (organ or item)	50
Plastic Surgery	30
Implant	40
Remove Poison Common	10+ Poison level
Remove Poison Abnormal	30+ Poison level
Remove Poison Rare	50+ Poison level
Cure Disease Common	10+ Disease level
Cure Disease Abnormal	30+ Disease level
Cure Disease Rare	60+ Disease level
Cure Common Cold	90
Restore Stat Drain	60
Restore Life (after death)	75+ Target Characters Level (Limit one attempt only, must be performed within 6 hours of death. Upon success the GM rolls 1d4 and the revived target is now less that roll in CON Score permanently)

Action:

The action used to perform this task varies based on the two ways to use this skill. However both can and often are used in combat. Using the skill to identify a problem can be performed as a free action for basic issues, but to see about diseases and poisons a full round of study is needed. Treating normally takes a partial action with most basic tasks, but Surgery takes rounds (DC divided by 10) to perform successfully.

Try Again:

Failure on this skill differs in many ways, failure in identifying may give false or incorrect information, its up to the user on if the info they gained is right or not, letting them re-roll their skill. Treating with the skill if a failure is made then damage may be taken in performing surgery, or in other cases the effect is not resolved. Once again it's up to the player to try again but if they fail at surgery there is a percentage chance that they made the situation worse. Trying to restore life to the dead will prevent any future attempts on a failure.

Special:

The result of a 20 depending on what is being done, No matter if the skill fails to succeed in treating wounds or injuries the user gains a +5 on a second attempt, no ill effect can occur from the failure and the target is healed 1d6 HP. A 20 on identifying if the skill still fails grants a +5 to the next use of the skill. Players with skill in, Knowledge Biology grants an overall bonus of +2 to this skill for every 10 points in the skill. Also players with skill in, Knowledge Poisons, grants a +2 to this skill in identifying a poison for every 10 points in that skill.

Restriction:

While there is no restrictions, outside of trying to do surgery or treatment while both target and player are in active combat. For performing the skill there are several places and items in the world that will grant bonuses to this skill being performed.

Untrained:

The basic uses of this skill in treatment can be used untrained however, identifying issues can not be used untrained.

Navigate

INT

This skill is used to know which direction one is facing and can be used to follow or make maps. This skill is a very vital one, it helps prevent one from getting lost, and helps find locations, treasures and even predict upcoming weather issues.

Check:

The skill is broken into two categories, these categories are, current and prediction. Current allows one determine the direction and make maps.

Example:	DC:
Know Direction with common signs	15
Know Direction with uncommon signs	40
Know Direction with no signs	70
Make simple Map	10
Make Complex Map	40
Make Complex Treasure Map	60
Make World Atlas	100

Prediction is used to determine route with maps or roads, estimate conditions of land or weather so to better prepare for travel.

Example:	DC:
Estimate conditions of a days travel	10
Estimate conditions of a weeks travel	50
Estimate conditions of a months travel	80
Estimate conditions of a Years travel	100

Action:

The skill when being used to predict a days travel or figure a direction takes a full round. While all other forms of tasks with the skill take far longer in time. Maps take 1 hour for every 5 in the DC of it. Estimating greater then a single day takes study and time of 1 hour for every 10 to the DC of it.

Try Again:

Failure can bring about incorrect information that wont be known till ether the direction is followed or the time arrives to which don't match the prediction. A player can second guess their roll and re-roll when they feel fit. In the case of map making however the mistake can be seen as the map is made by destroying the creation and having to start over.

Special:

The result of a 20 grants a small success in some with prediction (even if the skill fails over all). On current based rolls a 20 creates a masterwork with maps and grants a +5 to the skill when next used even if the result did not pass the DC of the skill. Knowledge Foreign Culture and Geography grant a +2 to this skill for every 10 ranks in those skills. Knowledge Area grants this skill a +5 towards a given location for 10 ranks in that skill.

Restriction:

When making maps its easier to do this in a proper environment with the right tools, while it can be done and the more complex a map the higher chance it can't be done without said equipment on the move rooms such as Navigation or map rooms grant bonuses when being worked on here, other then that there is no restrictions on other uses of this skill.

Untrained:

This skill can not be used untrained

Notice



WIS

A very important skill used to detect a target through noise or sight. It also is used to detect the actions of a person on if they are lying, hiding something or even have something they are trying to protect.

Check:

This skill is broken up into three categories, Look, Listen, and read motive. While they stand all as a separate Look and Listen are often taken together with the exception of a few cases such as search out the location of an invisible target, or spying land or a vehicle on the distant horizon. The first the segments is look.

Example:

Spot Near by target	10
Spot Distant Target	50
Spot Quiet Moving Target	10+ Targets Stealth roll
Spot Hidden target	20+ Targets Stealth roll
Spot Silent target	50+ Targets Stealth roll

DC:

The Second segment is listen.

Example:

Hear nearby call	10
Hear distant call	40
Hear conversation nearby	25
Hear thru crowd at conversation	50
Hear movements of hidden target	25+ Targets Stealth roll
Find Invisible Target (Noisy)	10+ Targets Stealth roll
Find Invisible Target (Stealthy)	30+ Targets Stealth roll

DC:

And finally the last segment is read motive.

Example:

Target is visibly showing emotion to	10
Target is hiding emotion to	15+ Targets Bluff roll
Target is giving false emotion to	20+ Targets Bluff roll
Target has no emotion to	70

DC:**Action:**

This skill in all uses can be taken as a free action at any given time (provided that the person they are looking at is clearly visible at the time with read motive). This skill can also be used by a player to purposely ignore a fellow party member, like when a bard performs.

Try Again:

If a player fails them then they fail to take notice at all, or get false information. In some situations the GM can allow a re-roll but this is purely up to the GM's call and not the players. If it's a one time event then they missed it and can't re-roll.

Special:

On the result of natural 20 grants an additional +5 to the use of the skill even if the skill even if the skill fails to meet the DC of the given use at that time.

Restriction:

Certain Quirks and Defects effect the use of this skill and in some cases even limits its use in cases like Deaf, Blind or Cold hearted, While Acute hearing, Seeing, or Warm Hearted grant great bonuses to this skill.

Untrained:

This skill is trained in all classes thus is always treated as such.

Open Lock

WIS

This skill is used to disable locks through a careful and skillful way. Without this skill a player must seek less delicate and quite ways to open and unlock doors, storage containers, even treasure chests.

Check:

This skill is used only in one way which is to pick and open locks without drawing attention from finding other ways to get passed them. The difficulty for this skill is raised by the environment and time the player has to pick the lock as well as the complexity of the lock.

Example:	DC:
Simple lock	10+
Standard lock	30+
Difficult Lock	50+
Complex Lock	70+
Master Work Lock	20+ (if the lock is masterwork this bonus is added to the lock type above)
Hasty Time	30+
Plenty of Time	5+

Action:

This skill is performed in and out of combat in rounds. And while the skill takes time to perform its more a matter of skill and luck getting passed locks without busting or blowing them up which draw attention.

Try Again:

Failure in this skill causes the lock to remain locked; the result of a 1 breaks the lock pick being used to pick the lock or if the GM feels as such destroys the lock in the locked position. The player can try again but it counts as a new attempt and can only be done if the lock and lock picks are still useable.

Special:

On the result of a 20 if a skill based success makes it not only easier the next time the skill is used but keeps the opening of the lock in stealth not alerting people even if they stand out side the door. If the skill is not a success in passing the DC then the player gains a +5 to the next use of the skill but the lock remains closed

Restriction:

This skill requires a sort of lock pick, (craft items: DC 10) without this lock pick unless it's a combination based lock it is useless to try this skill on a lock requiring a key.

Untrained:

This skill can not be used untrained

Perform

(See description for types of performances)

CHA



This skill is used to perform a song, Spoken word, dance, or with a musical instrument. This skill is used by Bards and Nobles to perform their abilities (See classes abilities), but also can be used to bring in profit or help entertain a crowd. Performance types are in three types (Instrument – examples: Guitar, lute, Flute, Drums and such) (Vocal – Singing, Speech, Poetry) or (Action – Dance, Cheering, Tricks)

Check:

This skill while it has many ways to use it always comes back to the same issue of how difficult it is to affect the targets the performance is for. Add to that the type of distractions of the environment may drown out the performance results.

Example:	DC:
Willing Ally	10+
Unwilling Ally	20+
“Easy to impress” target	-5
“Hard to impress” target	20+
Hostile Target	40+
Quiet room	-5
Noisy room	30
Large Battle	50
Small Battle	25

Action:

This skill is used both in and out of combat and a single performance is usually 2-5 game minutes long, but can be stopped at any time by the player. When the performance ends is when the count down begins on time based abilities of bards and Nobles. Depending on the performance type it can be used while fighting at the same time or not. Spoken word or Singing can be go on in battle and only be stopped if the words can be stopped from being heard, Dance can in some cases be used in battle, Instrument and other uses of performance requires the player focus a standard action in a performance fully and can't not fight while performing.

Try Again:

In many cases the effects of perform will be known ahead of time, out of combat usually in the actions of the targets, while in combat the target will ignore the effects of the performance. If it's an ability use with the performance then the ability fails to act and that use per day is used up. A player can try again but it would be a new attempt at the performance.

Special:

The result of a 20 on this skill grants a +5 on the next use of the skill if the skill passes or even fails to pass the DC, If it passes it also grants a +5 bonus to the DC (or damage) of a Bardic or Noble ability.

Restriction:

This skills only restrictions is based on the performance type, if the type is instrument based then it requires that instrument to be used, is vocal then it requires free use of one voice, if dance or motion based it requires to be unbound to perform.

Untrained:

While the skill can be used untrained only Bards and Nobles can use the skill to perform abilities of their classes.

Pick Pocket

DEX

This skill is used to gain access to others pockets and other means of carrying stuff with out the knowledge of the holder. It can be used to take or place different items. This is a very handy skill for those set on maintaining a touch of stealth in their actions.

Check:

This skill has on basic use which is to take or place items unnoticed to others. The skills difficulty is based on a Notice roll of the target. And the type of action they are doing.

Example:	DC:
Pick Sleeping Persons pocket	10+
Pick Guards Pocket	40+
Pick Commoners Pocket	20+
Pick Thieves pocket	50+
Pick Distracted Target	-10
Small item	10
Large item	40

Action:

This skill in or out of combat is done in a single action for each item to be taken or placed into the targets holdings.

Try Again:

Failure results in notice of the players action with the target, this results in combat, cries for help, or even an awkward moment that causes the target to be suspicious of the player from that point on raising the DC of any other attempts made by the player.

Special:

The result of a 20 if a player fails to pass the DC they do not gain the notice of the target and gain a +5 to the skill. If they do pass the DC then they gain the choice of a +5 bonus to the skill or can acquire or place 2 items from the roll without being noticed.

Restriction:

The only restriction on this skill is that requires it to be trained to be used.

Untrained:

This skill can not be used untrained.

Pilot

DEX

This skill is used to drive/fly a ship from location to location safely. With not bringing it harm on obstacles or in mobile combat.

Check:

This skill is vital in traveling in Ships. This skill is used to maintain courses, drive the ship past difficult obstacles, and avoiding and dealing damage in combat at sea.

Example:	DC:
Maintain course	20
Avoid Deep reef	20+
Avoid Shallow reef	30+
Avoid Sand bar	40+
Avoid Whirlpool	50+
Avoid Tidal Wave	80+
Combat Bonus +1	20
Combat Bonus +2	30
Combat Bonus +3	40
Combat Bonus +4	50
Combat Bonus +5	60
Combat Bonus +6	70
Combat Bonus +7	80
Combat Bonus +8	90

Action:

Using this skill to avoid obstacles and in combat the skill is used as a standard action. In using it to maintain a course is a single use in a day unless some action such as poor weather conditions at which point the skill will be needed to re-roll to return on course.

Try Again:

Failure when staying on course won't be known till the end of day when it shows they are off course which causes the travel to add an extra day of travel. When avoiding obstacles failure can result in damage or even destruction of the vessel depending of the obstacle one need to avoid. In combat failure results in not granting the ship a bonus that round and is given its basic set results in AC and combat. A player can choose to re-roll the Combat and Course based rolls when they see fit but avoiding obstacles can not be re-rolled to avoid damage.

Special:

On the result of a 20 if it passes the DC the player grants the ship an additional +2 to combat bonus, reduce the travel by a day in charting a course, or gain a +5 bonus on the next use of the skill when avoiding an obstacle. If the DC is not passed the ship still gains a bonus that would be successful in combat, The player gains a +5 bonus on the next use of the skill on traveling a course, or the player gains a second attempt to avoid the obstacle with a +5 to the skill.

Restriction:

This skill only applies to operating sea and air based ships and not land based vehicles thus can only be used at those times.

Untrained:

This skill can be used untrained, but only those trained gain the bonuses of rooms and items and the result of Natural 20's

Profession Bartender

WIS

This skill is a secondary job based one. It allows the player to work at tasks for both money and information while helping people in a bar.

Check:

This skill is used to service customers and acquire profits from serving drinks and loosening lips. While the DC isn't really a indication of monetary success it's more a matter if it grants a bonus result based on type of request made by the set customer of that day.

The Bonus result in Bartender grants ether a bonus of information or greater pay for the day.

Example:	DC:
Serve Simple Drinks	10
Serve Expensive Drinks	30
Serve Mixed Drinks Basic	40
Serve Mixed Drinks Hard	60

Action:

This skill can not be used in combat and the roll is made 1 per days work (8 hours).

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Seduction skill when used granting a +10 to the next use of that skill.

Restriction:

This task can only be performed in an established bar where the player can ask to work for sometime.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Book Keeper

WIS

This skill is a secondary job based one. It allows the player to work at tasks at research and basic knowledge's learned as one keeps and categories books.

Check:

This skill is used by the player to maintain conditions of books organize and establish a system of lending or selling them to others. No matter the results after a full days work (8 hours) the player will gain a set amount of money depending on how they do with a set customer or task.

Example:	DC
Repair Damage book Minor	30
Repair Damage book Major	70
Find book common	20
Find book rare	50

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Gather Info when used granting a +10 to the next use of that skill.

Restriction:

This skill can only be preformed in an established Book shop or Library that the player has been allow to work in.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Bum

WIS

This skill is a secondary job based one. It allows the player to work at tasks to gain money and gather info among the streets.

Check:

This skill used the player's ability to beg for money but also lets them listen in on info among the others on the street. The difficulty is based on the environment of the area and extra money of the people.

Example:	DC:
Well off, Wealthy	10
Well off, Middle	20
Well off, Poor	50
Troubled, Wealthy	40
Troubled, Middle	45
Troubled, Poor	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in money. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Streetwise skill when used granting a +10 to the next use of that skill.

Restriction:

Unlike other Profession skills Bum can be used in any town or urban location, using it outside urban location increase the DC's by x3

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Farmer

WIS

This skill is a secondary job based one. It allows the player to work at tasks to grow and produce food and materials.

Check:

This skill is used to plant, grow and harvest many plants for food and materials, the difficulty is based on the rarity of what is being grown and the environment it is being grown in.

Example:	DC:
Common plant, Temperate	30
Common plant, Harsh	60
Common plant, Controlled	10
Rare plant, Temperate	50
Rare plant, Harsh	80
Rare plant, Controlled	20

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any plants trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in the bonus production of crops in the end, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Survival skill when used granting a +10 to the next use of that skill.

Restriction:

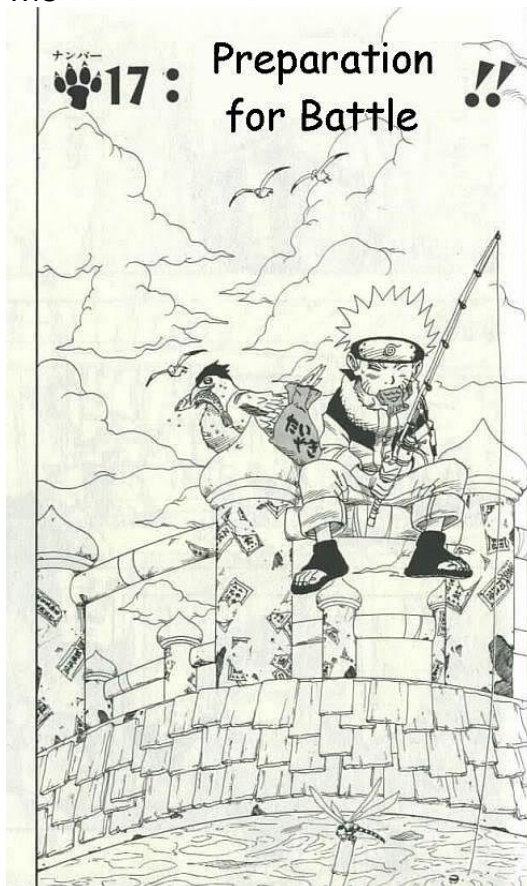
This skill requires access to a garden or field that the player has permission to work at and allot of time to grow said plant.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Fisherman

WIS



This skill is a secondary job based one. It allows the player to work at tasks in gaining fish and learning basic ship travel tasks in doing so.

Check:

This skill lets a player gather a strong source of food with fishing. While the pay is set no matter if the DC is passed or not by the player, the type and amount of fish bases the DC.

Example:	DC:
School of fish Small	30
School of fish Large	10
Large fish (Tuna)	35
Large Violent Fish (Shark)	60
Whale	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any gear trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus amount of fish, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Pilot skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires fishing gear, and a boat is a good option.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Herbalist

WIS

This skill is a secondary job based one. It allows the player to work at tasks letting them gather plants and use them to craft medicine and more.

Check:

This skills difficulty is found in the finding and gathering of herbs, while others use search and find random plants an herbalist uses their skill and knowledge to lock in on types of plants and where to find them in vast amounts.

Example:

	DC:
Find Common Plant	10
Find Bulk of Common plant	30
Find Rare Plant	50
Find Bulk of Rare plant	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any plants trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus to the collection of plants, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Chemical skill when used granting a +10 to the next use of that skill.

Restriction:

A Herbalist has no restrictions on gathering other then they need time to perform their tasks.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Home maker

WIS

This skill is a secondary job based one. It allows the player to work at tasks such as daily cleaning, cooking and establish a strong relationship in a given area.

Check:

The check in this skill is based on the amount of work and type of mess to clean up. In the end result the actions, improve relations with the homes owner and grants the user bonuses to other skills.

Example:	DC:
Small, Dusty House	10
Medium, Dusty House	15
Large, Dusty House	25
Mansion, Dusty	30
Small Trashed House	40
Medium Trashed House	50
Large Trashed House	60
Mansion Trashed	70

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Knowledge Area skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires a home or given location to be worked on.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Lumberjack

WIS

This skill is a secondary job based one. It allows the player to work at tasks of gather wood and crafting vast uses from that wood.

Check:

This skill is used to gather wood and craft items from said wood. The difficulty is based off the rarity of wood, size of wood and difficulty of the task.

Example:	DC:
Gain Wood from Small Tree	20
Gain Wood from Medium Tree	40
Gain Wood from Large Tree	60
Gain Wood from Huge Tree	80
Shape Wood to form	50
Carve Wood Plank	10
Carve Wood Dow	20

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any trees/lumber trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Vehicles skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires tools to gather wood without taking penalties such as a saw or ax, and tools to shape wood.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Miner

WIS

This skill is a secondary job based one. It allows the player to work at tasks gathering minerals form mines and forging the material into metal.

Check:

This skill lets the player find a certain location to find a set mineral, Also grants the player the skill to harvest the mineral safely and lets them know how best to maintain a safe dig. The difficulty for this skill is based on the environment and type of Mineral the player is looking for.

Example:	DC:
Safe Mine	30
Weak Mine	50
Dangerous Mine	70
Common Mineral	20
Un Common Mineral	40
Rare Mineral	60
Gather Mineral	10+

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any tools being used to harvest. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Weapons skill when used granting a +10 to the next use of that skill.

Restriction:

Those not trained in this skill are not award of the hazards the dig has for them or location of a mineral. They just get the result of how much they mine if they succeed. Mining tools such as an miners pick is required to use this skill.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Officer

WIS

This skill is a secondary job based one. It allows the player to work at tasks of keep law and order while bringing in money and strong knowledge of how secure locations are.

Check:

The difficulty of this skill is based off of the challenge of the task provided within that day. Handling things like robbery, fights and even Murder investigations.

Example:	DC:
Trespassing	15
Unarmed robbery	20
Armed Robbery	40
Small Fight	25
Large Fight	50
Riot	75
Murder	60
Drug Deal	30

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Intimidation skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires the approval of the local police, guard or military force to take part in this skill.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Politician

WIS

This skill is a secondary job based one. It allows the player to work at tasks of making laws and giving speeches, granting them a strong diplomatic relationship.

Check:

The difficulty of this skill is based on where you stand on a task and how the public feels towards it. Also ones Reputation among the public also increases the difficulty, the less respected you are the harder a task.

Example:	DC:
Well Liked Task	-10
Liked Task	+0
Mid Ground Task	+10
Disliked Task	+20
Hated Task	+40
No Reputation	+50
High Bad Reputation	+80
Low Bad Reputation	+60
Low Good Reputation	+25
Good Reputation	+10
High Good Reputation	-10

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Diplomacy skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires an established location to work on politics and a high reputation with the area to handle tasks and speeches in the area.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Potter / Artist

WIS

This skill is a secondary job based one. It allows the player to work at tasks crafting fine works and devices for monetary gains.

Check:

Difficulty in this skill is found in the material being used and the size of the object being crafted.

The closer to medium craft is easier, yet larger and smaller objects are more difficult along with more challenging materials to make them from.



Example:	DC:
Medium Object	0
Small Object	20
Large Object	10
Huge Object	30
Tiny Object	40
Easy material	10
Difficult Material	30
Complex Material	50
Rare Material	70

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in either not being paid in full or failure to gain items one is trying to collect. It also destroys any item materials being created. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Item skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires tools of the trade, Painters need an easel, paints and brushes, crafters need a table and materials to craft the item.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Rancher

WIS

This skill is a secondary job based one. It allows the player to work at tasks of handling and raising many types of animals and harvesting supplies from them.

Check:

The difficulty of this skill is based on the type of animal and the difficulty they provide. While Handle Animal handles the gathering of some food items from animals and basic maintenance this skill is vastly more advance granting the ability to breed, and handle mass groups of animals at one time with one roll.

Examples:	DC:
Small Birds	10
Small Farm animals	30
Large Farm animals	40
Exotic domestic creatures	25
Exotic small creatures	40
Exotic Large creatures	60
Rare Creature	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in either not being paid in full or failure to gain items one is trying to collect. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Handle Animal skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires access to an animal pen, ranch, or zoo to handle and harvest from the animals in.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Shop Keeper

WIS



This skill is a secondary job based one. It allows the player to work at tasks in selling products and making great amounts of money, with a strong understanding of items worth.

Check:

The difficulty in this job is based on how busy the shop is, and how well stocked. The greater the crowds and less stock the harder it is to perform this task.

Example:

Full Stock, Light Crowd
Full Stock, Heavy Crowd
Some Stock, Light Crowd
Some Stock, Heavy Crowd
Little Stock, Light Crowd
Little Stock, Heavy Crowd

DC:

10
30
45
55
60
90

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Appraise skill when used granting a +10 to the next use of that skill.

Restriction:

This skill can only be done in a given location where ether a shop/stand is set up or within an established shop.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Tailor

WIS

This skill is a secondary job based one. It allows the player to work at tasks in crafting clothing and fine designs to armors.

Check:

This skills difficulty is based on the type of Materials being used and the size of the project, the Larger and rarer the materials the higher the difficulty. Plus making a unique designer type item also raises the difficulty.

Example:	DC:
Shirt, Common	10
Shirt, Uncommon	30
Shirt, Rare	50
Jacket, Common	20
Jacket, Uncommon	40
Jacket, Rare	60
Suit, Common	25
Suit, Uncommon	50
Suit, Rare	75
Designer	+40

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any materials being used to create the item. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Armor skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires sewing tools such as needle and thread along with cloth of some type to be able to craft from.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Writer / Reporter

WIS

This skill is a secondary job based one. It allows the player to work at tasks gathering information and spreading that information in their own words through out the world.

Check:

The Difficulty of this skill is determined by complexity of the story or writing. A book is vastly harder than a news article and such. It also is based on time limit to get the work out. Quicker release dates make the task vastly harder.

Example:	DC:
Small News Article	10
News Article	20
Exclusive Article	40
Daily Column	50
Weekly Column	35
Children's Book	25
Novel	45
Biography	55
Encyclopedia	100
Dictionary	90
Book Series	75



Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in either not being paid in full. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Gather Information skill when used granting a +10 to the next use of that skill.

Restriction:

The only requirement with this skill is that the info they gather has to be passed on in some public way.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Read Lips

INT

This is a handy spy skill used to read lips when one can't be heard. While the skill still requires the target be in view it's a handy skill to use in crowds, in distance viewing or in viewing the target through glass windows and such.

Check:

This skills difficulty is a solitary one and is based on both the complexity of the conversation and area in which one is watching the person speaking from. Crowds tend to move back and forth making it hard to see all the words spoken while a good distance view with aid can get you a clear line of sight on the lip movements of your target.

Example:	DC:
Simple, In Crowd	40
Simple, Distant view	30
Simple, through window	10
Complex, In Crowd	80
Complex, Distant view	70
Complex, through window	50

Action:

While this action can be done in combat, its unwise, as reading lips takes time to concentrate on fully, taking a full round action for as long as the player keeps it up.

Try Again:

Failure results in bad information and since it's a matter of how events play out in time a re-roll is not possible, in the end its up to the player on if the info they obtain is correct or not and if they choose to act on it as such.

Special:

On the result of a natural 20 the player gains a +5 bonus to the skill for its next use even if the overall result is still not a success. It is up to the GM on if the result of a natural 20 yet failure on the still grants useful info or not.

Restriction:

The player must have a clear view of the targets mouth so if they cant see the targets mouth then they can't read the targets lips its that simple.

Untrained:

This skill can not be used untrained

Repair

INT

This skill is used to fix broken items or vehicles, a vital skill with Vehicles as it's the way to restore vehicles and constructs HP much the same way Medicine heals HP for players. It can also be used to assess the damage to see if a ship or vehicle is even usable or on the verge of total destruction with further use.

Check:

The difficulty of this skill is broken in two parts, Repair HP of Vehicle / Construct, and Assess Damage of Vehicle / Construct. The first of these skills allows the player to regenerate the Hit points of a Vehicle / Construct, the Difficulty is figured by How much HP needs to be restored and how quickly, The more time to make repairs the easier it is to fix overall, the less time its better to focus on minor problems. The following is the DC based on a full round action.

Example:	DC:
Repair 1-10 HP	20
Repair 11-30 HP	40
Repair 31-60 HP	60
Repair 61-100 HP	80
Repair 101+ HP	100

The second use of the skill is to assess the damage of a vehicle / construct to see if it is still even usable after repair or if the damage it sustained that a new vehicle / construct would need to be crafted. The DC is determined by the amount of Damage taken.

Example:	DC:
Minor Damage	10
Slight Damage	20
Damage	40
Moderate Damage	60
Severe Damage	80
Nearly Destroyed	100

Action:

When using the skill to conduct repairs to regain HP it takes a full round action, for in combat use while out of combat can take several minutes to hours to perform repairs for HP regain. Assessing damage takes a Standard action at all times.

Try Again:

Failure in assessing damage will give you false info on the roll result, On restoring Hp it simply means that the Vehicle / Construct fails to regain HP. The player can choose to re-roll in either case with no negatives, outside the possibility of an exploding vehicle or construct if its reached a critical state and the player failed to notice.

Special:

On the roll of a natural 20 the player gains a +5 to the next use of this skill when assessing damage even if the result fails the DC. On the result of a natural 20 on this for restoring HP grants a healing bonus of x2 if succeeding the DC, or a straight +5 Healing if the DC is failed to be met. For every 10 points in the skill Knowledge Mechanics grants a bonus +2 to this skill.

Restriction:

This skill requires to the player have some basic tools and or replacement materials with the player to make repairs, if they don't have the items then repairs are not able to be made.

Untrained:

This skill can be used untrained, but only trained players gain bonuses from both Natural 20's and outside sources

Ride

DEX



This skill is a handy one in Riding horses or such creatures or single person vehicles like Bikes, Motorcycles, Scooters, Surfboards, Skateboards, Skis and sleds.

Check:

This skill while used differently on each of the types of riding creatures and vehicles the skill is very much the same for rolling results with the only difference being when one performs tricks. The player is basically rolling on this skill to maintain their balance less tame creatures or balance heavy vehicles vary the DC of this skill. All vehicles listed below are considered in the best condition, damaged or bad condition vehicles may affect this roll.

Example:

- Horse, Tame
- Horse, Wild
- Horse, Unbroken
- Mule, Tame
- Camel, Tame
- Elephant, Tame
- Bicycle
- Motorcycle
- Skis
- Sled
- Scooter
- Motor Scooter
- Surfboard
- Snowboard
- Skateboard

DC:

- 20
- 40
- 60
- 10
- 20
- 30
- 15
- 45
- 20
- 15
- 30
- 35
- 50
- 55
- 35

When Performing tricks, while riding the DC of the ride is increased, the harder the trick the higher the DC.

Example:

- Jump > 5 ft object
- Jump < 5ft object
- Jump 10 ft gap
- Wheelie, Stand on two legs
- Ride sideways
- Ride and grab object on ground
- Perform fancy trick (grind, ollie, grab)
- Attack with vehicle, Creature*

DC:

- +30
- +10
- +20 (this adds, with each addition distance of 5ft)
- +25
- +30
- +40
- +50
- +10 (Attack is based on creature damage or 1/4 Vehicle weight in d6s no less then 1)

Attack while on Vehicle, Creature*

+25

(* - Ride based feats lower/remove this DC)

Action:

This skill only comes into play at the start of riding or upon a difficult situation or when the player wishes to perform a trick. It does not matter on if the skill is made in combat or not.

Try Again:

Failing in this skill results in falling off, failing to perform a trick, or both in some cases, thus the player would have to try again if they choose only, but it counts as a new attempt.

Special:

On the result of a 20 if the player succeeds to pass the DC then it can grant a bonus to impress people out of combat granting the player a shot at improving their reputation score. In combat can grant a moral bonus to their friends by granting +2 to attacks and saves for ½ their class levels. If they fail the DC even after rolling a 20 then they gain a +5 bonus to the next use of the skill and do not fall off.

Restriction:

This skill requires a vehicle (mainly single user type) or creature for which to ride.

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Search

WIS

This skill is used to find hidden things, be it hidden on purpose or just misallocated from where it normally could be found. The skill is also used to detect signs of other things such as where one can mine for ore, a in finding plant type that can aid in some way and hidden marks or objects that are clues in puzzles or quests.

Check:

An important skill to find items, clues, people or plants for general use. The DC is the same in all cases of using the skill the difficulty is based on how well hidden the object is, the size of the object and the quantity of the object. Thus a large collection of small coins may be easier to find then one single gem stone lost.

Example:	DC:
Single	+35
Small group	+30
Medium group	+20
Large group	+10
Small object	+10
Tiny object	+20
Medium object	+5
Large object	-5
Huge object (doors)	-15
Well Hidden	+40
Hidden	+20
Misplaced	+10
Out in the open	-10

Action:

Search can be done at any time but doing it in battle is dangerous as it takes a full round action or longer depending on how well its hidden from prying eyes. Each roll is considered searching a 5ft area which depending on the condition of the area takes at average a minute (6 rounds) game time. More difficult situations such as searching through a pile of trash, takes much longer.

Try Again:

Failure on the roll results in not finding anything, provided that there is an item there to begin with, the GM other wise will make sure to note that in ether case the player wont know if they fail or not simply cause they failed to find anything. Its up to the player on if they want to recheck the area or not.

Special:

On the result of a 20 if the player passes the DC they acquire the object hidden in the area. While if the player fails the DC the player gains a strong feeling on if the area is completely searched or if something may still be hidden there, they also gain a +5 on their next use of the skill. Some skills such as Profession Herbalist can find some things (plants) without using this skill. There are some tools like (magnifying glass, metal detector, treasure map, or radar) grant bonuses to search an area for a set object.

Restriction:

There is no restriction on this skill, but gaining the bonus of Natural 20's can only be achieved from those that are trained in this skill.

Untrained:

This skill can be used Untrained

Seduction

CHA

The art of charming someone, in the tasks of gaining ether knowledge, items and/or just plain romantic passion. A skilled user of this skill can convince others grant them things that they are seeking from their targets. While some drugs and alcohol can help in some ways to this skill often they can cause issues to the target so the best way to cleanly handle it is to be skilled in this task.



Check:

This skills Dc is determined by the attitude of a target, interest of a target and outside factors such as use of potions, charms, or alcohol.

Example:	DC:
Friendly Target	+10
Flirty Target	+5
Cold Target	+20
Unresponsive target	+15
Upset Target	+30
Enemy Target	+40
Likes players sex	+10
Dislikes Players sex	+50
Finds Player attractive	- 20
Finds player repulsive	+30
No attraction	+10
Uncaring	+20
Love Potion	- 10 (greater bonuses based on potency)
Slightly Drunk	- 5
Drunk	- 10
Wasted	- 20
Charm object or technique	(based on object or technique bonus)

Action:

This skill is a free action but can not be used in combat as combat causes distractions from the players attempts to seduce the target.

Try Again:

In many cases the player will see the results of a failure through the reactions of the target. So long as the target doesn't consider the player hostile or leaves the room. The Player can make a second attempt but at a strong DC for having failed before.

Special:

On the result of a 20 if the player succeeds they get the goal that they are seeking, if the player fails the DC the target doesn't change their attitude for the worse, like they would if the player had failed before. Many items out there help in this skill, but the Skill Profession Bartender helps in this skill by knowing how to mix drinks to loosen the morals of a target.

Restriction:

This skill requires to, have the full attention of the target, thus any major distraction will cause the result to fail.

Untrained:

This skill can be used untrained, but only trained user's gain bonuses from items, rooms and natural 20's

Stealth

DEX



This vital skill lets a character move quietly and hidden from the notice of others. It's used to mask one self in the shadows and objects to remain hidden from the notice of others.

Check:

The DC of this skill is broken in two parts, Silence and Shadow. Silence allows the player to quiet their movements and actions; The DC is increased on the difficulty of the situation. All listed below are actions to maintain silence with these objects.

Example:	DC:
Open Squeaky Door	40
Stone floor	35
Carpet floor	15
Strong wood floor	30
Creaky wood floor	50
Metal floor	25
Crawling through pipe/vent (metal)	50
Crawling through pipe/vent (stone)	20
Crawling through pipe/vent (water)	60
Moving through water	45
Moving through snow	20
Moving through sand	5
Moving through loose rock	55
Moving through loose mud/muck	25
Moving through hard ground/dirt	10
Moving through rough ground	30
Moving through grass	5

The second way of using the skill is Shadow. This is a way to find and hide from the notice of others. The DC is based on the alertness of the targets, and the terrain to hide around.

Example:	DC:
Open area, no shadows	60
Open area, some shadow	50
Open area, Heavy shadow	40
Open area, Darkness	30
Cluttered area, No shadow	40
Cluttered area, some shadow	30
Cluttered area, Heavy shadow	20
Cluttered area, Darkness	10
Dense area, no shadow	30
Dense area, some shadow	15
Dense area, Heavy shadow	5
Dense area, Darkness	0
Alert target	+30
High Alert target	+50
Distracted target	+20
Not Alert target	+10
Sleeping target	-10 (Note light sleeper/ heavy sleeper changes this DC)

Action:

This skill is a free action out of combat and a partial action in combat.

Try Again:

Failing this skill will not alert the player until they are detected. The player can choose if they think that they failed to improve this by re-rolling this skill at any time.

Special:

On the result of a 20 if the player succeeds on the DC they are able to go unnoticed and gains a +5 for the next use of this skill. If the player rolls a 20 yet fails the DC they draw attention but don't get noticed till the result of a second roll with a bonus +5 to the skill is made, they can also choose actions to better take stealth measures to improve this roll. Disguise skill can grant bonuses to this skill, as well as ninja techniques, items and even some basic objects to hide in the environment such as boxes, barrels, leaves and branches, Given that they fit the environment around them.

Restriction:

This skill can be used at any time but once one is noticed, trying to hide again is considered useless in most cases.

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Streetwise

INT

Being able to identify the signs and gangs of the street is what this skill brings to the table. This allows the player to move from town to town and gather info on the area without even asking the people around on this info.



Check:

This skill has only one category but none the less is a handy one to learn information that is in plain view of the public that many people tend to ignore around them. The DC is based on the complexity of the sign or information given by the street and what they mean.

Example:	DC:
Symbol for to upcoming or past crime	50
Location of crime organization	25
Politics of the area	30
Attitude of issues in an area	15
Location of Black Market	40
People that have vast knowledge	75
People in charge crime organization	60
People looking to buy drugs/ stolen goods	45

Action:

While this skill can be used in combat its better to use it out of combat as it takes a full round to read and process the meaning of a symbol or sign in the area to make sense of them.

Try Again:

The result of a failure can give bad information that the player wont know until the information is acted on, at any time the player can decided on if the information is right or not and re-roll on the symbols or signs.

Special:

On the result of a 20 if the player passes the DC they gain the info and even have a good idea of the attitude of the public on that issue when asking around for more info or approaching people on this issue. If they fail the DC the player gains a +5 on their next attempt and gets a feeling on the attitude of the public towards what this symbol may mean.

Restriction:

This skill requires a symbol to use this skill, Symbols such as graffiti are available all around but some times need to be searched for to find first.

Untrained:

This skill can only be used trained.

Survival

WIS

A handy skill used to forage for food and water, skin hides, set traps. This skill grants the player ways to handle the wilderness in a way that they can survive on the bounty that nature provides for them.

Check:

Survival is a vital skill that has a few different uses, the first is seeking, this covers looking for and staying on tracks of a creature or person, it also helps in finding locations for water and possible food sources. The DC is based on the difficulty of the terrain.

Example:	DC:
Tracks, in Mud	15
Tracks, in Dirt	30
Tracks, Dirt road Rural	40
Tracks, Dirt road Urban	70
Tracks, Dry Sand	50
Tracks, Snow	10
Tracks, Rock	80
Tracks, Overgrowth	35
Tracks, Grass	45
Estimate Water source, Grassland	30
Estimate Water source, Dessert	80
Estimate Water source, Mountain	45
Find Edible Plants, Grassland	5
Find Edible Plants, Dessert	40
Find Edible Plants, Mountain	25
Find Edible Plants, Tundra	35

The next use of this skill is to harvest skins or trying taxidermy from the bodies of creatures. The DC is based on the size of the creature.

Example:	DC:
Skin Tiny	15
Skin Small	20
Skin Medium	30
Skin Large	40
Skin Huge	50
Stuff Small	25
Stuff Tiny	35
Stuff Medium	50
Stuff Large	60
Stuff Huge	70
Stuff made up creature	90

The final use of this skill is to build, set and place traps.

Example:	DC:
Build simple Snare	15
Build Pit trap	25
Build Spike Trap	40
Build Rock Drop trap	50
Build Log Slam trap	35
Poison Spike Trap	45
Tripwire	10
Pressure Plate	60
Set Machine trap simple	10
Set Machine trap Complex	50
Set Chemical trap Simple	20
Set Chemical Trap Complex	70

Action:

This skill can not be used in combat as it takes time often several game minutes to figure things out in all cases, the only exception to this is placing traps with abilities or feats that make this happen quicker.

Try Again:

A failure to surpass the DC of this skill in tracks or being able to find food or water sources means just that they don't find those things, On skinning or stuffing creatures they destroy the supplies and cant gain hide or a taxidermy of the creature from that one, on traps the traps fail to activate when they need to (on a result of a 1 the trap goes off on the one placing it) On all these the player can make a new attempt but it counts as a new try for the skill and not one to recover from a failure.

Special:

On the result of a natural 20 on this skill as long as it passes the DC gets the following results, Finding tracks tells you the time the target moved through and how fast, Find food and water finds plentiful sources for gathering, Skinning / taxidermy raises the value of the hide / creature, Setting traps raises the DC of the trap by adding the Players Levels in the DC. If the DC of the skill is not met then the player does not face the negatives they would otherwise get in failing to pass the DC, and they gain a +5 to their next use of the skill. Profession Farmer grants bonuses to this skill when finding food sources.

Restriction:

This skill takes too much time to be used in combat effective with out feats or abilities that state otherwise.

Untrained:

This skill can not be used untrained

Swim

STR

This skill used to swim, a very handy skill to have when it comes to needing to cross bodies of water or even moving through other liquids without suffering from drowning.

Check:

The DC of the skill is based on the water/ substance conditions of flow and tide as well as the weight of supplies trying to swim with another person. While there are several factors there are only two categories for all to fall under in this skills use. The first is basic surface swimming.

Example:	DC:
Still Water	5
Choppy Water	20
Rough Water	40
Heavy Tide	60
Stormy Water	80
Rip Tide	70
Strong Tide	50
Light Tide	10
Carrying < Medium weight limit	+20
Carrying > Medium weight limit	+40 (for every category above medium)
Carrying other person calm	+30
Carrying other person excited	+60

The Second category is Diving (no not how one jumps in) the DC is based on Con bonus of the player and the depth of the dive. (Note: undead or those that breath water do not need to breath thus dive is a simple swim roll as in the section above)

Example:	DC:
Dive 10 ft	20
Dive 20 ft	40
Dive 30 ft	60
Dive 40 ft	80
Dive 50 ft	100
Con Bonus +1	-10
Con Bonus +2	-15
Con Bonus +3	-20
Con Bonus +4	-25
Con Bonus +5	-30
Con Bonus -1	+20
Con Bonus -2	+40
Con Bonus -3	+60
Con Bonus -4	+80

Action:

This skill is considered a movement action at all times including in underwater combat. Those that can not, breath water or are not undead then they have the DC increase each round and their Con Mod is considered one lower per each round underwater.

Try Again:

A failure on the DC has immediate danger for the player. On surface rolls it has the player losing control at first at which a second roll is called for to regain control, failure on that roll results in drowning, while diving failure on their first roll has them drowning and a swim check is needed to attempt to make for the surface.

Special:

On the result of a natural 20 if the player passes the DC on the surface swimming they gain a bonus 30ft to their movement, if they fail the DC they don't take risk and lose control like they would if they got a lower result. In the case of diving, a success on the DC grants a player a longer time to survive by granting them a limit one higher then their set Con Mod, if they fail to meet the DC they don't begin to drown but they don't gain the bonus. Several devices and items can be gained to aid in this skill such as breathers, scuba tanks, water wings and life vests.

Restriction:

This skill has no restrictions (with one exception [One Piece RPG only: Fruit users are weaken being under water and can not, swim or breath under it no matter what race they are])

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Taunt

CHA



This skill is used to insult others, in a way to change a targets influence on you to one of hate or to cause a target to focus on you in stead of a different person or object. It also can be skillfully used to cause distractions when acting in stealth to send guards the wrong way or get them in the line of sniper fire.

Check:

This skill when used by the player is set to irritate or distract a target and draw their attention towards them. The DC of this skill is based on the attitude of the target and possible interactions the target has with others.

Example:	DC:
Insult friendly target	50
Insult Neutral target	30
Insult Enemy target	10
Distract alone target	20
Distract target engaged in combat	60
Distract target engaged in conversation	40

Action:

This action is a free action that can be used at anytime provided one can be seen or heard to create the taunt.

Try Again:

Failure to taunt results in the players taunt going ignored, the player can make a second attempt in the next round (when in combat) or after they learn of the first failure out of combat.

Special:

On the result of a 20 a player that meets or passes the DC makes them the target of the one that they taunted and depending on how the one they taunted takes insults reacts towards it. If they fail to meet the DC yet roll a 20 then they gain a +5 on the next attempt. Knowing things that upset the target grants bonuses to this roll. Some feats grant this ability to do Sub-dual damage to a set target.

Restriction:

Some targets have Defects or Advantages that may make it hard or useless to taunt them while others might be weak to them.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Use Rope

DEX

This skill used in making knots or binding people or things. A handy skill to have in keep things in bindings, its also useful in making sure that rope is safe to use in climbing, or best for securing things down from moving in a vehicle.

Check:

The DC of this skill is determined by the skills two uses, first is to tie one down/up while the other is to secure for climbing or use to pull/lift items. The first use of this skill is vital it determines how strong and secure one has made an item/person from getting away. The DC is determined by the type of object and "rope" used to bind.

Example:	DC:
Vine	40
Silk	10
Hemp	15
Cord	25
Cable	50
Chain	60
Rubber Cord	30
Cloth	45
Leather	20
Barrel/Medium box	+20
Crate/ Animal Pen/Cage	+10
Small box/ Sacks	+40
Person Unconscious	+15
Person Conscious	+30

The second use being securing for safe use to climb or lift/ pull objects / creatures/ people, the DC of the skill in this one is determined by the weight the rope needs to support. All of the following is for normal bought rope, the weight limits of chain, cable, leather and cloth is different. Rubber cord weight limit is the same as normal rope but stretches in length when used.

Example:	DC:
< 200 lbs	10
< 400 lbs	20
< 800 lbs	40
< 1000 lbs	60
< 1300 lbs	80
< 1 ton	100

Action:

This skill is considered a standard action for uses in combat.

Try Again:

Failure on this roll is not known to the player until the object / person breaks free, escapes or, falls down. It is up to the player to re-roll before such a thing happens. This can be done at any time.

Special:

On the result of a 20 is the player passes the DC when binding it raises the DC of Escaping from the bindings by +20. On securing it grants a bonus +10 to climbing. If the player gets a 20 but still fails to get past the DC then they suffer no ill effects from the attempt to bind but gain no bonuses to keep the object from escaping, while securing it allows the weight of one size category lower and the player knows the weight limit it will hold.

Restriction:

This skill requires one has access to some type or kind of rope like object or material.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Bonuses

Synergy Bonuses is where skill in using one skill grants you a better chance with another skill, the way this is done is for every 10 ranks the player spends in this skill grants a +2 bonus to the skill listed. Profession skills also grant an additional +10 bonus to a skill on the result of a 20 on their skill roll.

*- skills bonus is based on conditions

Escape artist Bonus from Acrobatics is only usable in escaping grapples

Appraise Bonus in Craft skills is only toward items crafted in that skill

Navigate Bonus in Knowledge Area is only in the known area

Craft Alchemy Bonus in Knowledge Poisons is on identifying chemicals/ poisons

Craft cooking Bonus in Profession Bartending is towards Brewing not cooking food

Survival Bonus in Profession Farmer is towards finding plants to eat only

Survival Bonus in Profession Fisherman is towards surviving on the sea not land

Survival Bonus in Profession Herbalist is towards finding plants to eat only

Appraise bonus in Profession Miner is towards Value of materials / gems only

Appraise bonus in Profession Artist is towards Value of Art / collector items only

Medical bonus in Profession Rancher is towards Animals / monsters only

Skill	Bonus Skill +2 for every 10 ranks	Critical Bonus Skill +10 on result of a 20
Acrobatics	Jump /Perf. Dance/ Escape Artist*	
Concentration	Control Shape	
Craft Armor / Clothing	Appraise*	
“ ” Chemistry / alchemy	Craft Cooking/ Brewing	
“ “ Cooking / Brewing	Craft Chemistry/ Alchemy	
“ “ Items / Jewelry	Appraise*	
“ “ Machines	Craft Vehicle	
“ “ Vehicles	Drive	
“ “ Weapons / Firearms	Appraise*	
Decipher Script	Forgery	
Disable Device	Open Lock/ Escape Artist	
Disguise	Stealth	
Drive	Pilot	
Escape Artist	Use Rope	
Knowledge Area	Navigate*	
“ “ Biology	Medicine	
“ “ Foreign Culture	Navigate	
“ “ Geography	Survival	
“ “ History	Appraise	
“ “ Mechanics	Craft Machines, Disable Device	
“ “ Military Science	Demolitions, Craft Weapons	
“ “ Nature	Survival	
“ “ Ninjutsu	Stealth	
“ “ Poisons	Craft Alchemy*/ Medical	
Martial Arts	Intimidate	
Pick Pocket	Gamble	
Pilot	Drive	
Profession Bartender	Seduction/ Gather Info/ Craft Cook*	Seduction
“ “ Book Keeper	All Knowledge's/ Decipher Script	Gather Info
“ “ Bum	Gather Info/ Diplomacy/ Streetwise	Streetwise
“ “ Farmer	Survival*/ Craft Cook/ Know Nature	Survival
“ “ Fisherman	Pilot, Survival*/ Use Rope	Pilot
“ “ Herbalist	Craft Alchemy/ Medical/ Survival*	Craft Alchemy
“ “ Home maker	Craft Cooking/ Gather Info/ Search	Know Area (location skill is use)
“ “ Lumberjack	Craft Vehicle/ “ “ Machines/ Repair	Craft Vehicle
“ “ Miner	Craft Weapon/ Appraise*/ “ “ Machines	Craft Weapon
“ “ Officer	Know. Law/ Intimidation/ Streetwise	Intimidation
“ “ Politician	Diplomacy/ Seduction/ Foreign Culture	Diplomacy
“ “ Potter / Artist	Crafts All/ Appraise*	Craft Item
“ “ Rancher	Medical*/ Know Biology/ Handle Animal	Handle Animal
“ “ Shop keeper	Appraise/ Foreign Culture/ Forgery	Appraise
“ “ Tailor	Craft Armor/ Appraise/ Craft Item	Craft Armor
“ “ Writer / Reporter	Gather Info/ Decipher Script/ Diplomacy	Gather Info
Repair	Craft Vehicle / “ “ Machine	
Seduction	Diplomacy/ Bluff	
Taunt	Intimidate	
Use Rope	Climb	

Abilities

Abilities are trained skills that help the players work well at certain tasks, Unlike class or racial abilities these are unique talents the player either trains into learning or is born with upon creation. The abilities are purchased through the use of the characters build points or be learned through a in game training session of the character, the GM can determine to reward these abilities after the play completes tasks or training instead of or with experience depending in the difficulty of the task and grant them a unique effect in the game. All Abilities are a one time purchase or gain unless otherwise stated.

Adapt Climber

An adapt climber is someone who has greater skill or even just built physically to climb, granting them a bonus to movement when climbing of +10ft (normal climbing movement is half the players standard)

Adapt Runner

An adapt runner is someone who has great skill in keeping up a run for a longer time, The player can move at double rate x2 longer then a normal character, Normally a player can keep double movement up for rounds equal to players Constitution Score.

Adapt Swimmer

An adapt swimmer is someone who has great skill in swimming and can gain an additional movement of +30 ft in swimming on top of the standard basic swim movement.



Adapt Diver

An Adapt Diver is someone skilled in diving to greater depths then a normal person, they can hold their breath for x2 as long as a normal player (normally diving underwater a player has rounds equal to ½ their Con score underwater without air)

Vertical Leap

A Skilled jumper that can Jump at a greater distance up by +10ft, normal distance of a jump up is 5ft +Str Mod in ft.

Long Jumper

A skilled jumper in distance of length, the player can gain a greater distance on their leaps by +10ft, Normal distance of length jump is 10ft + ½ speed.

Grace

A skill person of balance and strength in stability of their movements granting them a +2 Reflex Bonus

Strong Will

A person with a strong sense of self preservation letting them shrug off will based attacks granting the player a +2 Will Bonus

Enchanting Personality

The player has a strong charming personality that they find it easy to convince people to help them in things, 1/per day, Charm, DC equal to players Charisma Score.



Feat of Strength

The player has a way to tap into a greater amount of strength to perform a single act with it, 1/per day, Strength Boost, for the next round Strength Score is the number to add to use not Strength MOD.

Animal Kinship

The player is adapt to claming and having a good relationship with a animal. They can halt a hostile animal to halt its action, 1/per day, Calm animal, Will vs. players level + 10.

Skilled Focus

The player is adapt at detecting an active Genjutsu, With this ability the player has a bonus to avoiding being caught or getting out of a Genjutsu of +4.

Great Knowledge

The player has a strong knowledge of something (not one of the Knowledge skills) to the point of being able to recall many things about the thing they hold great knowledge, granting them bonuses to them or allies when the knowledge comes into play. +10 to skills being used involving the subject of knowledge. While this ability can be bought again it goes to a new subject of which the player has intimate knowledge of.

Art of Distraction

The player is keen on creating a distraction, So much so that they can fool targets to become distracted while fighting them. 1/ per day, Distraction, Will save DC player level + 10, vs. becoming prone.

Battle Mind

A skilled strategist that can sneak in a second action in that round, this attack occurs at the end of the round. 1/ per day, the player can take a second standard action at the end of that round, Normally a player only gets one. [Special: Gaining extra uses of this skill does not allow this ability to be used more then once per round]

Danger Sense

The player has a sixth sense about pending danger, A player with this ability has the ability to make a Notice check before a threat of setting off a trap or a impending attack occurs, A player with out this skill has to declare actively being on the look out for such events in order to make the Notice roll.

Divination

The player has an inherent skill to seek out an object they are looking for. The player needs to have a strong idea on what they are seeking. 1 / per day, Object location, the player is able to detect a generalized location at a great distance within a mile, or in closer range within 20ft.

Focus Damage

Trained in making their attacks hurt, the player that takes this ability is able to add additional damage equal to their level on their target, 1/ per day.

Shape Damage

The player is adapt at controlling the damage of area based attacks and can make sure that they have less chance of harming allies or innocents with those attacks. 1/per day the player can choose to have the area damage change its shape by a single 5ft square. This ability can be bought again for an additional 5ft square.

Ignore Pain

The player is able to ignore the disadvantages of an injury, this however will not cause the player to have less time healing or even stop bleeding, and all this does is the player can ignore penalties they would normally suffer from. Without this ability performing some tasks will prove harder if not impossible to perform these tasks.

Strong Stomach

A player with this ability is able to resist the effects of Fort based attacks stronger. This ability grants the player a +2 to their Fort Save.

Incredible luck

The player is granted with a remarkable ability of Luck being on their side, 1/ per day the player can choose to use this to re-roll a result before its made public knowledge of the GM by stating they are using it. This can be used on attacks, skill rolls or damage rolls. The result of the second roll must be taken. [Extra uses of this skill can only be used as 1 per a round / use of a skill]

Jury Rig

The player has great skill in mechanics to build or make things work by using other materials that normally would not apply. Without this skill the player would have to seek and find replacement materials or parts and could not get a machine working.

Mechanical Mind

Just looking at a mechanical object lets the player have an idea on potential problems or ways to cause problems with the machine. Without this ability the player has to spend time studying the object and searching it to find issues.

Blessed Touch

The player has a blessing in a healing touch that heals a target in HP equal to their Charisma score. 1/per day, Healing Hands, heals a target the user Charisma score in HP.

Edict Memory

With this ability the player can recall information that they have had come up before. Without this skill unless the player personally recalls the player has to make a Wisdom roll (DC is determined by the days to since the info was given) to see what they think they recall, failing the DC the GM gives them false information that may make sense. [This is a very handy skill for players that can't focus on things]

Quick Wits

A player with this ability can look at a puzzle or mystery and get a better sense of the facts / ways to solve it. Without this ability the player has to figure things out on their own completely by figuring out clues or through trial and error. [This does not mean the GM will solve the puzzle or mystery, but does mean that he can give them advice on what to look for]

Calculation Mind

A player with this ability is able to run intense numbers through their head to figure out how things most likely would turn out with chaotic actions. Letting them offer a situational awareness defense to the granting the player and his teammates a +2 Defense Bonus.

Wire Mastery

A player has become such a skilled master with ninja thread in manipulating items that they now can use the wire itself as a weapon. The player using this ability treats wire as the follow, 1d6, x2 critical, 5+ Ft reach based on the length of the wire, Weapon can grapple / trip targets, weapon does slashing damage. Without this skill wire only does strength mod based sub-dual damage and is mainly used on setting traps. In all cases wire requires a Notice check based on its thickness, thin wire is often DC 50 notice

Genjutsu Focused

The player with this ability has a strong atonement to genjutsu and its uses, They have bonus to detect / learn techniques, and treat any genjutsu's they use as if they where 2 levels higher. [Taking this prevents one from gaining Taijutsu Focused and Ninjutsu Focused]

Taijutsu Focused

The player with this ability has a strong atonement to taijutsu and its uses. They gain a bonus to learning techniques and a +2 Ac bonus vs. Taijustus. They also treat any taijutsu they use as if they where 2 levels higher. [Taking this prevents one from gaining Genjutsu Focused and Ninjutsu Focused]

Ninjutsu Focused

The player with this ability has a strong atonement to ninjutsu and its uses. They gain a bonus to learning techniques and a +2 to all saves vs Ninjutsu techniques. They also treat any ninjutsu that they use as if they where 2 levels higher. [Taking this prevents one from gaining Genjutsu Focused and Taijutsu Focused]

Battle Ready

A player with this ability is always prepared for an attack at anytime or anyplace, granting them the ability to not be caught flat footed in combat when it happens. Players without this ability are able to be caught off guard and have the chance of being attacked flat footed. [While this ability prevents being flat footed from surprise attacks it does not prevent being flat footed in other instances]

Blade Mastery

A player using this ability is able to treat any object as if it was a dagger or sword of equal size, Samurai can even use their sword techniques with these objects. Without this ability then using objects as weapons count more often as bashing or piercing based on the object type and still then on when the player has the Improvised Weapon feat.

Shovel Ready

With this ability the player gains a ¼ movement through dirt, allowing them to dig tunnels and burrow secretly. Without this ability a player digging a tunnel takes game hours if not days.

Defensive Weapon

The Player is attune to using a item in hand for defensive purposes as well as offensive, A player can activate this ability granting them a +4 to their AC for the next 1d4 + 1 rounds, this ability is 1/per day.

Psychic Premonitions

A player with this ability is able to read actions and events in the near future. 1 / per day a player can gain a vision of upcoming events as the GM sees fit to describe. This allows the player to prepare and be on a look out for the events. This power is not controlled by the player but the GM as to when, where and what the vision entails.

Psychic Reading

A player with this ability is able to pick up on information from the past by touching a trigger object. 1/per day a player can use this ability to see into past events and get a glimpse of what happened in them. This ability while controlled in its time of use by the player, has the activation and what the player sees and finds out strictly in the hands of the GM.

Tough Skin

A player with this ability is able to shrug off physical damage easier then normal, This ability grants them a DR 1/elemental and Chi. Meaning the only damage that gets through this Damage Reduction is Elemental damage like fire, electricity, so on and raw chi damage. This ability can be taken up to five more times adding an additional 1 to the DR.



Protective

A player with this ability is able to grant their allies a defense bonus of +4 while standing next to them. They take actions to help their allies by blocking blows that adding to their defense.

Strong Leadership

A player with this ability is able to grant a leadership bonus to their allies. This boosts the teams attack rate and saves by 2 as long as the user is in view of their allies (60 ft)

Sutra User

A player with this ability can take a round to focus their life force into a sutra tag and place it on a possessed soul, undead, or Demonic power depending on how much life force they place into the tag depends on the DC of the Will save the target has to make to resist Stun. A player can place 10x their level in hp into a sutra a round. The DC is figured as follows for every 5 hp placed into a sutra its DC is raised by one, with DC 10 set as the start of sutra. Thus if a player places 25 HP into a sutra then the DC for that sutra is 15. Once in place the target can not act other then vocally until it can pass the DC or till it is physically removed from their forehead. Placing the tag is a simple Melee touch attack. Players gain this ability 1/per day.

Nature Connection

A player with this ability has a stronger connection with one of their Natural Alignments. Granting them a greater skill when using techniques from this alignment, causing the technique to cost ½ the chi it would take to use.

Nature Defense

A player with this skill has a strong resistance to a set element type, This plays out as a resistance of 5 towards the damage caused by elemental attacks. The player gains this resistance in one of their natural alignments.

Bear Hug

A player with this ability is able to damage a person when in a grapple, The player can choose to take this action weather they dominate the grapple or not. The damage of this is 1d6+ (STR MOD x2) The player must still make a roll to hit but the defenders AC against this ability is their touch AC. Without this ability the player must dominate a grapple to perform an attack

Daze Attack

A player with this ability is able 1/per day hypnotizes a target into being effected in a daze making them prone to all other attacks. Range is 30 ft range touch, Will save is 10 + ½ the player level.

Read Movements

A player with this ability is able to see the movements and estimate the path the enemy is taking to hit at them, because of this the player gains an AC bonus of +2 Defense Bonus.

See Opening

A player with this ability can 1/per day (before calling the results of the attack) can choose to make the attack instead of hitting the targets AC and instead hitting their Flat Footed AC.

Hidden Weapon

The player with this ability can store a weapon form prying eyes, When a player is searched or asked to disarm they can hide a weapon from the views of enemies with a DC 75 Notice to find the hidden weapon. The weapon still counts in the players carrying weight.

Accuracy

Players with this ability are greater focused on their ranged attacks, they are able to add ½ their level in damage with ranged attacks.

Chi Push

A player with the Chi Push ability is able to launch a force push of chi at a target, pushing them back 5ft +1/2 level in ft, the target can make a will save to resist this DC 10+1/2 the users level.

Chi Pump

A player with this ability is able to sacrifice their own chi (limit 5 per level) into a selected target. Granting them more chi to perform techniques.

Chi Break

A player with this ability is able decrease another targets chi by how much the player puts into this attack (limit 5 chi per level) This also means if a target is building chi for a big attack and this is used, if the target building the attack doesn't have enough chi to pull of the attack after chi break then the attack fails.

Second Look

A player with this ability is granted a natural sense to detect secret entrances, doors, hideaways, and even some invisible objects. They don't physically see it but they can sense the round about area something is hidden at ½ the DC it takes to notice it.

Ghost Touch

Players with this ability are able to attack incorporeal creatures (Vice Versa) doing normal damage. Normally attacking incorporeal creature just results in them losing a action to reform but does no damage. (Or not being able to harm if the player is incorporeal)

Drunken Dodge

Players with this ability can boost their AC by 2 for every -1 in CON they take in drinking Alcohol. This remains in effect until the alcohol effects wear off (normal time is 1 hour for every -2 CON, see Alcoholic Rules for CON drop per drink type)

Mental Connection

A player with this ability is able to focus stronger in a technique and hold it, This ability grants them their INT + WIS or CHA Modifier (Which ever is highest) to their concentration rolls.

Skill Shot

The player with this ability 1/ per day can hit two targets with one shot of a ranged weapon (Arrows, bolts, dart, needles, shuriken and slings hit any set two targets, Guns this ability can only be used on targets within 5ft of the first target with the exception of directly behind.) Normally one attack equals one hit.

Frenzy Fighter

A player with this ability is able to make their attacks strike two adjacent squares within 5ft with one attack. Normally a player can only strike one square, unless they have a reach weapon which they can strike the square behind another. (this ability can only be taken a second time to let the player attack 3 5ft squares next to each other.



Flashy Fighter

A player with this ability is able to roll a performance roll with their attacks, this roll can be one of four things, 1 – entertain a crowd, this builds the player a temporary good reputation with any onlookers, 2 – Performance Ability, this lets a bard or any other class with the perform abilities in their class to use them with this performance, 3 – Alter attitude of enemies, this can be used to confuse enemies and cause them to hold back on their actions while the player is performing, 4 – Promotion, this allows the player to team up with another player with this ability to gain profits when performing in public, similar to the way any other street performance does. Without this ability the player can not gain benefits of a performance with fighting unless they have a different ability that states otherwise.

Gang Fighter

A player with this ability is able to make sweeping attacks that strike a square at diagonals. (if the player strikes a target in front they also can hit the target at their side with the same attack. (This ability can be bought to gain a 180 degree attack from just three of the four squares around them, but no further)

Cheap Shot

A player with this ability is able to use the ability to perform a bluff roll if the target fails it makes them prone to an attack. This is similar to rouge performing a feint to perform a sneak attack but can be used by any class. Once the target is hit subject takes x2 damage from the next attack.



Wild Child

Player with this ability has to make a will save in battle or fly in a rage. This acts just like the Barbarian Rage ability but does not use up a use of it if the player has both. The Rage is less controlled and the player continues till all have fallen or they have been in the rage for rounds equal to their Con Mod.

Skilled Taste

A Player with this skill can grant greater benefits from food sources, Food cooked by the player with this skill, grants x4 the benefit. Normally food grants a small amount of HP and Chi restoration.

Blind sight

A player with this ability is able to 1/per day activates an sonar, letting them get a lock on locations of hidden /invisible targets. This ability only lasts one round but lets them know exactly where things are. This ability also helps counter concealment bonuses.

Dark Sight

A player with this ability has Dark vision 120 ft, This acts like activating a pair of night vision goggles in real life. Colors are vacant from the view things are just grey mono tone and any light source is emboldened, Being hit with bright light with this active has the chance of granting a temporary Blindness on the user.

Money Sense

A player with this ability is able to 1/per day get the idea for the set price of an item. Normally a player would make an appraise roll to determine this and they would learn the estimated price. But with this ability they get the straight answer.

Cheap Skate

A player with this ability is able to find discounts on purchases at times; they gain a bonus to bargaining for a better price (+20 Diplomacy) or they tend to be the ones more often to find low cost on many items when a gm decides to roll on the cost the roll favors stronger for the player.

Quirks / Defects

Quirks and defects add a flavor to your character granting them a set personality some benefit while others harm. So why not just take advantages and not defects you ask. It's simple like other such games you have a limit of quirks you can take, and equally defects. A player can start the game with 2 Quirks and can take up to 6 defects. For every 2 defects a player takes they can take a new quirk. But since the limit is 6 total defects at the start of game (defects could be added later but they do not count to more quirks then the max at start) granting the players the chance to have 5 quirks if they take all 6 defects.

Quirks

The Mental

Easily Amused - You get Impressed Easily, Performances act better with you (+10 perform)

Eidetic Memory - Your memory is better then others, you can recall many things important, Character rolls a 1d6 on a 1 thru 3 they recall most the info, 4 or 5 recall pieces of the info, 6 normal memory

Nerd – Characters a book worm that spent many days studying (-1 STR +2 INT)

Great Wisdom – Character has live a life full of lessons and learned from them (-1 CON, +2 WIS)

Random Knowledge – Character knows random bits of knowledge, on all knowledge skills they roll a 1d6 on a 5-6 they gain that knowledge as a class skill if their class doesn't offer it

Emotional

Hard Worker - Character finds enjoyment in doing work, +2 on all attack/ save rolls involved in doing the job and +5 on all skill rolls

Play'a – Skilled master of seduction to the point it can land you in trouble at times (+10 Seduction)

Psychical

Eagle Eye - Character has a keen sense of sight, +5 to Notice (Visual) and Search checks

Super Hearing - Character has a keen sense of hearing, +10 to Notice (Audio) Checks

Girl / Guy Magnet - You have the ability to gather crowds of one or both sexes to you because of your looks, -15 to Stealth (Hide), +5 Diplomacy

Double Jointed - Character's body can dislodge joints at will, +10 to Escape Artist

Personal Style - Character has a personal way of movement that can be odd, +5 to Perform

Fast Healer - You heal wounds a little better than others, all hospital stay are ½ the time

Black Hole Stomach - You can go on eating with out getting full, eat x5 the amount of normal people

Strong Stomach – Your character is resistant to weak poisons, Player ignores DC 15 or below poisons

Powerful Immune System – Your character is resistant to weak Diseases, Player ignores DC 15 or below diseases

Hit the Weights - Player starts the game with an additional point in their STR stat; they however are addicted to working out each day much the same way as a drug addict level 1

Cardio Workout - Player starts the game with an additional point in their DEX stat; they however are

addicted to working out each day much the same way as a drug addict level 1

Work Out Fanatic – Player starts the game with an additional point in their CON stat; they however are addicted to working out each day much the same way as a drug addict level 1

Good looker – Player starts the game with an additional point in their CHA stat. They however are obsessed with their looks and must make a will save or pause to check themselves in mirrors

The Weird

Good Family Name - You come from a well Known / liked Family, +5 to Social rolls

Contacts - You tend to know people that know things, +10 Gather Info rolls

Significant Other - You have someone close to you that your willing to protect, gain Loyal Feat and give it to NPC (if you have Leadership NPC has levels if not they count as a commoner)

Family Heirloom - Character gains a item or money past down through the ages, Character get a magic item or significant amount of money at the start of the game, losing the item is very bad issue with characters family

Lucky - Character seems to be a lucky person things always seem to go his way, Character can re-roll a non combat roll 1/day

Past Adventure – The character starts the game with a higher good reputation for a past adventure

Big Brother/ Sister – The character has a strong bond with a powerfully skilled fighter in the world

Defects

The Mental

OCD (Stage 1) - there is some task you must perform before doing some basic tasks, player choose what they do and Gm decides what tasks it effects Will Save DC 15+ (most the time it comes up)

OCD (Stage 2) – you character can't let a task chosen go undone or in their mind bad things will happen perhaps even the end of the world. Will Save DC 20+ (all the time it comes up)

Narcoleptic - character easily falls asleep at any time, (DC 10+ Fort vs. sleep at random times)

Conic Lair - You are known for lying all the time, (-10 to Bluff) people are less likely to trust your lies

No Sense of Direction (Stage 1) – character is bad at directions and maps (-10 Know Geography and Navigation)

No Sense of Direction (Stage 2) - character has no sense of direction often will go one way when there are clear signs the path is the other way, roll a 1d4 only on a result of 4 do they properly go the right direction on their own or trailing /leading the group

Homicidal - Character is prone to seek to kill others, random roll (Will save DC 15 vs. Urge to kill)

Suicidal - Character is prone to make attempts to kill themselves, random roll (Will save DC 15 vs. Suicide attempt)

Depressed - Character is prone to fits of depression; random roll (Will save DC 15 vs. Depression)

Split Personality - Character has more then one type of personality in their head sometimes even goes by different names when they activate, (random will save Dc 15 vs. switch)

Volatile - Character is known for going overkill on things, Will save DC 20 vs. to add more or do more to things (aka kicking a man when he's down)

Nightmares - Character is prone to have nightmares, Will Save DC 15 Every night failure causes Fatigue for the next day

Day mares - Character is prone to have nightmares while awake, Will Save DC 15 versus Fear at random times

Phobia (Stage 1)- Character has Fear of something, in stage 1 the fear cause a fear check vs. fleeing from the target of their fear. Will save DC 15+ (increased by rarity of fear)

Phobia (Stage 2)- Character has Fear of something, in stage 2 the fear cause a fear check vs. Enraging causing them to attack in a berserk fury till the target of their fear is removed from around them by 1d6 rounds Will save DC15+ (increased by rarity of fear)

Phobia (Stage 3)- Character has Fear of something, in stage 3 the fear cause a fear check vs. paralyzation of fear till the target of their fear is removed from around them by 1d6 rounds. DC 15+ (increased by rarity of fear)

Kleptomaniac (stage 1) - Character randomly steals stuff without knowing it, (+10 Pick Pocket), if caught bad reputation goes up for being labeled a thief stage 1 this happens rarely

Kleptomaniac (stage 2) - Character randomly steals stuff without knowing it, (+10 Pick Pocket), if caught bad reputation goes up for being labeled a thief stage 2 this happens often

Easily Distracted - Your mind wanders easily, (DC 10 Will save vs. Distraction)

A.D.D. – Your mind is hard to ever set in one place (DC 20 Will save vs. Distraction)

Hard to Impress - You don't get impressed easily, difficulty of Performances to affect them is a DC 15

Honest Abe - Character always says the truth, (-10 to bluff) but if you succeed the lie is accepted by all as the truth

Gender Identity Disorder - Character thinks they should be other gender, DC 20 Will vs. Depression at any point, can be cured with DC 30 Medical surgery, or getting Meds

Tourette's Syndrome (stage 1) - character does something completely uncontrolled makes a random movement of the body, (-5 to Social rolls)

Tourette's Syndrome (stage 2) - character does something completely uncontrolled such as shouting words, vulgarities or Noises (-10 to Social rolls)

The Emotional

Egoist - Character thinks they are more important then they are -5 to social rolls but player plays out as if they have a +10 in the skills

Sadist - Character gets pleasure in giving people pain, Will save DC 15 vs. pleasure when causing damage on a target, will sometimes seek to hurt friends to gain pleasure, pleasure has no real game value other then the character like to do it

Masochist - Character gets pleasure when given pain, Will Save Dc 15 vs. pleasure when taking damage, Player may seek out friends to hurt them for pleasure

Bondage Freak - Character gets pleasure to be tied up and treated poorly, Will save Dc 15 vs. pleasure when tied up, Character may seek friends to tie them up for pleasure.

Snob - Stuck up and unwilling to help others, -5 to Gather Info and Diplomacy

Praise Hungry - you live to accept praise, Character stops and do not act after receiving praise to soak it in for one round

Cowardice - unwilling to face dangerous or potentially dangerous situations, Fear check DC 20 Will verses combat or hazardous situations

Reckless - willing to ignore the problems and push onwards, -10 to Notice

Pervert - you are labeled a pervert and people hate you for it, - 5 to social checks

Super Pervert - you are a pervert and act the part publicly, - 10 to social checks

Greedy - character is known to take more then their share of loot, +5 to Appraise, -10 to bluff checks when treasure or loot is involved

Power Hungry - Character seeks power, Character must make Will save DC 20 when given the chance at obtaining power on a fail of the roll they demand to obtain it no matter what even willing to fight their friends for it

Racist - You are unwilling to deal with people of a certain race, +2 to rolls vs. hated race

Ageist - You are unwilling to deal with people of a certain age, +2 to rolls vs. hated age

Class Envoy - you are unwilling to deal with a certain class (rich, poor, regular, or classes of the game), +2 to roll vs. hated class

Shot Nerves - Character is jumpy in combat, Will save DC15 in combat when someone moves close, failure they attack that person it doesn't matter if their friend or foe

Hot Head - Character is likely to jump at attacking person that insults them or attacks them, -5 vs. Taunt rolls, +2 to initiative

Gullible - Character falls for most lies or help asked for, Will save DC 15 no mater their result on the sense motive they do what was asked or believe the lie

Simple Minded - Character is not likely to understand most complex things, Will save DC 20 vs. confused (not confusion they simply just don't understand)

Molester - Character seeks to grope and grab people, random Will Save DC 20 vs. grope subject

Easily Fall in Love - Character is Prone to fall in love easily with someone new, Will save DC 20 vs. Charm

Pedophile - Character seeks to have relationships with children, Will save DC 20 vs. charm

Otaku - Character is obsessed with something or some one, Will save DC 20 vs. charm within the presence of the item or person

Stage Hog – Character is under the delusion that they are the star of the show and are sure to let the world know it by thrusting their actions and importance into conversations (- 10 Diplomacy, +5 Bluff, -5 Seduction)

Tone Deaf – Character is under the delusion that they are great at singing or playing an instrument and will be more than willing to perform (-20 Performance)

The Physical

Hearing

Hard of Hearing - Character has a hearing problem, -20 to Notice (Audio) checks

Bad Hearing - Character Hears thing just misinterpret what they heard, character makes Notice (Audio) checks as normal but the Gm will randomly tell them what they thought they heard instead of what they heard

Deaf - Character can't hear things, Character can't make Notice (Audio) checks, -6 to reflex rolls, immune to audio attacks and Saves

Seeing

Color Blind - Character cant see colors, The Gm describes things to them as grey giving them a -10 to identify the objects at times

Visions - Character is prone to see things that don't exists at times, random Will save DC 20 vs. seeing things

Missing One Eye - Character is missing an eye, -10 to Notice (Visual) and search checks

Blind - Character is blind, Character can't make Notice (Visual) checks and suffers -6 to hit and reflex saves, Immune to Illusions and Visual Will saves

Far Sighted - Character has trouble reading things up close, -5 to Forgery, Navigate and Decipher Script

Near Sighted - Character has trouble seeing things at a distance, -20 to Notice (visual) checks

Speaking

Stutter - Character stutters / slurs their speech, -5 to social rolls

Odd way of speaking - Character adds a weird saying or word at the end of their speeches, No in game element other then the player should play this out

Mute - Character can't speak, +20 to Stealth (Quite)

Loud Talker - Character is very loud when they talk making it easy to hear them, +5 to Notice checks to hear character speak, -5 to Stealth (Quite)

Quite Talker - Character is very quiet when they talk making it hard to hear them -5 to Notice Checks to hear character speak +5 to Stealth (Quite)

Slang Slinger – The way you speak is odd and difficult to understand at times (-5 Social rolls)

Looks

Ugly - Character is visually ugly, -5 to social rolls, More severe cases face can cause Fear checks DC 10

Disgusting - Character is visually ugly, -10 to social rolls, More severe cases face can cause Fear checks DC 15+

Scared Face - Character has a badly scared face, -5 to social rolls, -5 to disguise rolls

Funny Hair do - Character has a weird or odd hair do, -5 to social rolls

Marked - You have a mark that makes you easily spotted, -5 to disguise rolls

Wanted Poster - You have the misfortune of having the same face as a person that is a known criminal, +2 To Reputation (Bad) -5 to Stealth checks

Petite Body - Character's body is smaller than normal, Character is one size category smaller than their race

Big man - Character's body is larger than normal, Character is one size category larger than their race

Freak Body - Character has a weird appendage or look to them (I.e. scaly skin, a tail or such), -5 to social checks, -5 to disguise checks

Ageism - You are much older or much younger than your peers, -5 to Bluff Checks

Movement

Limp - Character walks with a limp, -10 ft in Movement

Awkward - your clumsy and have a hard time doing things, -2 to Reflex Saves and random reflex saves DC 15 vs. Trip

Missing Leg / foot - Character is missing a leg or foot, -10 ft in Movement

Arms

One Arm - Character has lost their arm or hand at some point, can't take the two weapon fighting feats

Missing Thumb - Character is missing one of their thumbs, -2 to hit with weapon attacks

Butter Fingers - Character is clumsy when handling things, Randomly character must make reflex save DC 20 vs. dropping items in hands

Medical

Asthma - Character has difficulty doing stressful things at a prolonged time, cant take Endurance feat, +5 Fort DC when doing stressful things for long times

Anemia - Character is prone to fainting and bleeds easily, Character randomly has to make a Fort roll DC 15 vs. fainting also when hit for bleed damage character bleeds out at double the rate

Weak Constitution - Character is prone to easily get sick, +10 to the DC rolls vs. Poisons or disease

Irritable Bowel Syndrome - Character must make regular long trips to the bathroom, -5 to social rolls

Incurable Disease - Character has a disease that they have no know cure, GM creates and decides if disease could ever be cured and what effect it has on the player

Cursed Body - You have been given some power at a great price, Gm creates a unique advantage you gain along with the cost you pay for it

Weak Stomach - You have a hard time eating without getting sick, Fort save DC 15 vs. Vomit -10 to social rolls at eating in a group

Allergies (Stage 1) - suffer sneezing fits DC 20 Fort which cause character to lose one action a round

Allergies (Stage 2) - You are weak to a certain thing, it cause ether a poison effect 1d6 damage a round till treated on a Medical Check Dc 20

Addiction (Stage 1) - Character is addicted to a Drug, Character must make a Will save DC 15 + (increases each time the drug is used) to use it if they need it or not

Addiction (Stage 2) – Character is addicted to a drug so severally that they will suffer pain of withdrawal the longer they go without it they must make a Fort save DC 15+ (amount used) vs. Temp CON damage of 2

Addiction (Stage 3) – Character is so addicted to a drug its long term effects have started to damage the body with long term effects (see drugs chart)

Body Odor – Your body gives off a horrible stench repulsing others from around you – 2 to all social rolls, people around you need to make a Fort save DC 15 vs. sickness

Pleasant Smell – Your body gives off a pleasant and pleasing scent attracting others to you +5 Seduction.

Alcoholic (Stage 1) – Character is hooked on Alcohol they must make a Will save vs. taking a new drink this urge is above all other tasks if failed when in the presence of Alcohol.

Alcoholic (Stage 2) – Character is so hooked on Alcohol they have harmed their CON Score, -2 CON

Jumpy – Character is Jumpy at things and is easy to scare (DC 15 Will save vs. Fear)

Hyperactive – Character is quick to jump into action and charge into battle but is easily bored and often in dull times will sleep if interesting things can't be found. +2 To Initiative Will DC 15 vs. Boredom

Paranoia - Character fears actions of others or events they will take measures to avoid contact of people and events

The Weird

Bad Family Name - You come from a well known / hated family, -5 to social rolls

Hunted - You are being hunted by someone for some reason, Gm creates random bounty Hunters and sends them after you

Skeleton in the closet - Character has a deep dark secret that they want to keep that way, Character must do things to protect this secret from coming out the GM has to decided what kind of penalty is made if they fail to do so

Rival - Character has a person from their past that seeks to be better then them at what they do, GM creates a NPC that will randomly challenge them to battles or contests

Enemy - Character has made a powerful enemy that is seeking revenge, GM creates a character that is out

to defeat and/or kill the character

Dark Past - Character has had issues in the past that shaped them to act the way they do now, Its up to the GM what the issues where and how they shaped the character it could be a mental issue, physical issue or even a development of theirs

Involuntary change - characters body changes randomly for some odd reason, GM choice on what causes that action and what reverses it

Cold Heart – Characters with this defect are unaffected by Barbic Music (unless the bards can effect Constructs)

Red Tape - Character has a massive amount of paperwork involved in doing basic things, GM chooses what happens if they don't do the paperwork involved with the basic tasks they have to do

Dependant Family - Family is dependant on you to give them aid ether money or actual help, GM chooses if they have family follow or just keep mailing them for help

Owned - Character was a former / current slave, GM chooses how this effects them, Social rolls in high social areas is -5

Debt - Character owes a large amount of money, GM chooses how this effects them when buying stuff or dealing with merchants

Bad Name - character's parents weren't thinking when they gave them that name, -5 Diplomacy checks

No Sense of Humor - jokes don't effect you at all, no in game effect other then they are just a kill joy of jokes

Bad Sense of Humor - Character tells really bad jokes that no one likes, jokes require a DC 15 Will vs. enrage to those that hear it

Wears Drag - Character goes around in cloths of the opposite gender, -5 to social rolls

Bad Luck - Character seems to have bad luck happen to them often, When a GM must choose who gets attacked or such they must consider the characters bad luck and giving them double the chance then the others at it effecting them

Gay - Character is fond of people of the same gender as themselves, No in game effect

Haunted - Character sees ghosts and/ or is constantly bothered by them, No in game effect other then the GM can pester the player with something only they

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow characters to empower items of all sorts. A meta feat lets a technique/power users cast powers or techniques with greater effect.

Attack Based Feats

These feats boost a character's skill in weapons, defense and skill in attacking in many unique ways. Many classes offer the choices in of skills listed here towards bonus feat choices for the class.

Other Feats

Feats in this category collect feats that hold a variety of abilities that are unique to the feat, also included are meta feats that let the player use techniques and powers in a new and more powerful way at a greater cost of chi or other cost.

Skill Based Feat

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item each involves, the various item creation feats all have certain features in common. Including Item Empowering Feats, which allow the player to use techniques and link them with items, armor or, weapons.

Save Feats

Save Feats grant bonuses to saves and other bonuses that may affect the character in some other way.

FEAT DESCRIPTIONS

Feats are summarized as following.

Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feats

- 1 - Warriors can take this feat as a bonus feat choice
- 2 - Monks can take this feat as a bonus feat choice
- 3 - Pirates can take this feat as a bonus feat choice
- 4 - Bounty Hunters can take this feat as a bonus feat choice
- * - Feats effects stack when taken multiple times
- # - Feat can be taken multiple times effects don't stack

Attack Based Feats

Able Sniper (1, 3, 4)

Benefit: +2 bonus on ranged attacks against flat footed targets and a +4 to Stealth checks after attack is made

Prerequisite: DEX 13 and 5 ranks in Hide

Arterial Strike

Pull off a skill strike on a target to get the target to bleed from the wound.

Benefit: Trade 1d6 sneak attack damage for 1 point of bleed damage per

Bleeding Critical (1)

Your critical hits cause opponents to bleed profusely.

Whenever you score a critical hit, the target takes 2d6 bleed

Benefit: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Appendix 2) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Prerequisite: Critical Focus, base attack bonus +11

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Blinding Critical (1)

Your critical hits blind your opponents.

Benefit: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regeneration, remove blindness, or similar abilities.

Prerequisite: Critical Focus, base attack bonus +15

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Brutal Throw (1,3)

Add STR damage to ranged Attack

Benefit: Damage done by thrown weapons now add the Strength used to throw it.

Normal: Strength does not the damage of thrown weapons

Prerequisite: Power throw and STR 15

Catch off Guard (1,2,3,4)

Foes are surprised by your skilled use of unorthodox and improvised weapons.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flatfooted against any attacks you make with an improvised melee weapon.

Cleave (1,3,4)

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Prerequisite: Power attack

Close Quarters Fighting (1,2,3)

Can make a Counter attack to avoid grappling

Benefit: Lets the player make attacks in grapples

Normal: Players can only make escape attempts and not fight back in grapples

Prerequisite: Base attack

Close Shot (1,3,4)

Attacking a target up close with ranged combat does greater damage

Benefits: Adds +1 extra die of damage for attacks within 30 ft

Prerequisite: Point Blank Shot and Precise Shot feats

Combat Expertise (1,3)

You can increase your defense at the expense of your accuracy.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Prerequisite: INT 13

Combat Reflexes (1,4)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Critical Focus (1)

You are trained in the art of causing pain.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Prerequisite: Base attack bonus +9

Critical Mastery (1)

Your critical hits cause two additional effects.

Benefit: When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.

Normal: You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

Prerequisites: Critical Focus, any two critical feats.

Dazzling Display (1,2,3,4)

Your skill with your favored weapon can frighten enemies.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Prerequisite: Weapon Focus, proficiency with the selected weapon.

Deadly Aim (1,3,4)

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Prerequisites: Dex 13, base attack bonus +1.

Deadly Stroke (1,3)

With a well-placed strike, you can bring a swift and painful end to most foes.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed (see Appendix 2). The additional damage and bleed is not multiplied on a critical hit.

Prerequisites: Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

Deafening Critical (1,3)

Your critical hits cause enemies to lose their hearing.

Benefit: Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This deafness can be cured by heal, regeneration, remove deafness, or a similar ability.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, base attack bonus +13.

Deflect Arrows (2)

You can knock arrows and other projectiles off course, preventing them from hitting you.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Prerequisites: Dex 13, Improved Unarmed Strike.

Disemboweling Strike

A deep strike while sneaking doing massive damage to the target's overall Health

Benefit: Trade 4d6 sneak attack to deal 1d4 CON damage

Prerequisite: sneak attack 5d6

Double Slice (1,3)

Your off-hand weapon while dual-wielding strikes with greater power.

Benefit: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Prerequisite: Dex 15, Two-Weapon Fighting.

Drive By

Lets players attack targets as they move past them on vehicles/ boats

Benefit: Take a negative to your to hit in making a ride by attack equal your speed divided by 10 (round up) and then take that same number of your speed divided by 10 and double it for extra damage from the attack

Exhausting Critical (1,3,4)

Your critical hits cause opponents to become exhausted.

Benefit: When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

Prerequisites: Critical Focus, Tiring Critical, base attack bonus +15.

Far Shot (3,4)

You are more accurate at longer ranges.

Benefit: You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a -2 penalty per full range increment between you and your target.

Prerequisites: Point-Blank Shot.

Fire in the Hole (3)

Player is more skilled at making a greater impact with explosives in combat

Benefit: +2 on explosives rolls to attack and damage

Fist of Iron (2)

Play has trained their hands/feet to do greater damage in battle.

Benefit: +1d6 Unarmed damage

Prerequisite: Improved Unarmed Attack, Base Attack +2

Flying Kick (2)

Can do a body strike by launching one self into a target

Benefit: +1d12 damage on unarmed attacks when charging

Prerequisite: STR

Gorgon's Fist (2)

With one well-placed blow, you leave your target reeling.

Benefit: As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Great Cleave (1)

You can strike many adjacent foes with a single blow.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Greater Shield Focus (1)

You are skilled at deflecting blows with your shield.

Benefit: Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Prerequisites: Shield Focus, Shield Proficiency, base attack bonus +1.

Greater Two Weapon Fighting (1,3,4)

You are incredibly skilled at fighting with two weapons at the same time.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Greater Vital Strike (1,3)

You can make a single attack that deals incredible damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack four times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

Prerequisites: Improved Vital Strike, Vital Strike, base attack bonus +16.

Greater Weapon Focus (1)

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

Benefit: You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1.

Greater Weapon Specialization (1)

Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

Grenadier (3)

Players that use chemical weapons are better at the success of their attacks
Benefit: +2 on attack rolls with chemical weapons

Hamstring

Make a stealth attack to slow down a target in their movement
Benefit: Trade 2d6 sneak attack damage to cut opponent's speed in half
Prerequisite: sneak attack, Base attack +4

Improved Bull Rush (1,3,4)

You are skilled at pushing your foes around.
Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.
Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.
Prerequisite: Str 13, Power Attack, base attack bonus +1.

Improved Critical (1,3,4)

Attacks made with your chosen weapon are quite deadly.
Benefit: When using the weapon you selected, your threat range is doubled.
Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon.
Prerequisite: Proficient with weapon, base attack bonus +8.

Improved Disarm (1,4)

You are skilled at knocking weapons from a foe's grasp.
Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.
Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.
Prerequisite: Int 13, Combat Expertise.

Improved Grapple (2,4)

+ You are skilled at grappling opponents.
Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.
Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.
Prerequisite: Dex 13, Improved Unarmed Strike.

Improved Precise Shot (1,3,4)

Your ranged attacks ignore anything but total concealment and cover.
Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.
Prerequisites: Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Improved Shield Bash (1)

You can protect yourself with your shield, even if you use it to attack.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his next turn.

Prerequisite: Shield Proficiency.

Improved Sunder (1,4)

You are skilled at damaging your foes' weapons and armor.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Improved Trip (1,2,4)

You are skilled at sending your opponents to the ground.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Prerequisite: Int 13, Combat Expertise.

Improved Two Weapon Fighting (1,3,4)

You are skilled at fighting with two weapons.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Improved Unarmed Strike (1,3,4, monks and Marital Artists get this for free at 1st)

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or non-lethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only non-lethal damage with such an attack.

Improved Vital Strike (1,3)

You can make a single attack that deals a large amount of damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack three times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

Prerequisites: Vital Strike, base attack bonus +11.

Improvised Weapon Mastery (1,2,3,4)

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

Benefit: You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of x2.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +8.

Karmic Strike (2)

Lets the player get an extra attack in a act of revenge.

Benefit: Take -4 penalty to AC to make attack of opportunity against melee opponent that hit you

Prerequisite: DEX 13 and Combat Expertise,

Last Resort

Unless the last of your power to seek your best chances at winning

Benefit: Expend the last of your HP to gain a One time Boost to your Attack and Damage equal to your Level in Hit Dice. Afterwards Drop to 0.

Leap Attack (1,3)

Jump into battle and bring with it the full force of the body.

Benefit: Doubles damage by Power attack on successful charge

Prerequisite: Power attack feat and 8 ranks of Jump

Lucky Bullet (3,4)

Luck stands with you as a shot that missed bounces back at the target for a second chance

Benefit: 1/day re-roll one missed shot

Lunge (1,4)

You can strike foes that would normally be out of reach.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Prerequisites: Base attack bonus +6.

Many shot (1,3,4)

You can fire multiple arrows at a single target.

Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Prerequisites: Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

Special: This skill does not pertain to firearms at any time thus can not be used as such.

Martial Weapon Proficiency (1,2,3,4)

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Medusa's Wrath (2)

You can take advantage of your opponent's confusion, delivering multiple blows.

Benefit: Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Monkey Grip (1,3,4)

Lets player to wield weapons of larger size or one hand two handed weapons

Benefit: Use larger melee weapons at -2 penalty treating a Two handed weapon as one handed or allowing them to wield a weapon one size category larger then they could for their size

Prerequisite: base attack +1

Mounted Archery (1,4)

You are skilled at making ranged attacks while mounted.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

Prerequisites: Ride 10 rank, Mounted Combat.

Mounted Combat (1,4)

You are adept at guiding your mount through combat.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Prerequisite: Ride 10 rank.

Pinpoint Targeting (1,3,4)

You can target the weak points in your opponent's armor.

Benefit: As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Prerequisites: Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

Point Blank (1,3,4)

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack (1,3,4)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Prerequisites: Str 13, base attack bonus +1.

Power Throw (1,3,4)

A forceful throw that grants a great shot at hitting the target

Benefit: Uses STR instead of DEX to hit with thrown weapon

Normal: Normally thrown weapons are based on DEX to hit not STR

Prerequisite: STR 13

Power Critical (1,3,4)

Player is more skilled at scoring a critical strike with the weapon

Benefit: +4 bonus to confirm critical with one weapon

Prerequisite: Weapon Focus

Precise Shot (1,3,4)

You are adept at firing ranged attacks into melee.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Prerequisite: Point-Blank Shot.

Prone Attack (1,2,3)

Player can attack while prone

Benefit: Attack while Prone at no penalty and stand up

Normal: Player can't make attacks prone they must stand to attack.

Prerequisite: DEX 15,

Psychological Warfare

Benefit: Allows player to use Taunt, Intimidate Bluff, or Diplomacy as an attack

Prerequisite: Bards and Nobles only, see below for rules, Barbarians can take this Feat but it only applies to intimidation

Psychological Warfare attacks

*Taunt - * Will save (DC is the result of the roll) verses enraged. Enraged is similar to a rage action only it does not grant the HP boost and it prevents the attacker to do any thing then a basic attack at the player using the taunt. It lasts for ½ the players level in rounds.*

** - Yo Mama feat allows the player to choose instead to do subdual damage*

Bluff - Will save (DC is the result of the roll) verses confusion. Lasts for ½ the players level in rounds. If the target fails Roll 1d 100

01 - 10 attacks player using confusion

11 - 20 acts normally

21 - 50 does nothing but babbles incoherently

51 - 60 attacks self with melee attack

61 - 70 flees from player using confusion

71 - 100 attacks nearest target others then player using confusion

Diplomacy - Will save (DC is the result of the roll) verses Depression.

Depression

causes the target to lose the will to fight. They can take only non offensive attacks at the player using diplomacy. Lasts for ½ the players level in rounds.

Intimidate - Will save (DC is the result of the roll) Verses Fear.

Lasts for ½ the players level in rounds. On failure they are shaken verses all but the player whom they must ether run or if not possible cower before.

Quick Draw (1,2,3,4)

You can draw weapons faster than most.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Prerequisite: Base attack bonus +1.

Ranged Disarm (3,4)

Strike at a distance to get a target to drop their weapon

Benefit: Use ranged weapon to disarm foe within 30 ft

Prerequisite: DEX 15, Base attack +5 and Point Blank Shot and Precise Shot Feats

Ranged Sunder (3,4)

Shatter a weapon at a range

Benefit: Use ranged weapon to sunder foes weapon at reduced damage penalty

Prerequisite: STR 13, Point Blank Shot and Precise Shot and base attack bonus +5

Rapid Reload (1,3,4)

You can reload Crossbows, dart guns, Guns and other such weapons quickly.

Benefit: Reload weapon quicker (cross bows free action, guns move action) Reloading still provokes an attack of Opportunity.

Rapid Shot

You can make an additional ranged attack.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Prerequisite: Dex 13, Point Blank Shot

Resounding Blow (1,3)

Attack is so powerful people fear you

Benefit: Causes fear check DC damage dealt 30 ft area

Prerequisite: STR 13

Ride-by-Attack (1,4)

While mounted and charging, you can move, strike at a foe, and then continue moving.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Prerequisite: Mounted Combat, 10 ranks Ride

Scorpion Style (2)

Reduce target's speed to 5 ft.

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

Prerequisite: Improved Unarmed Strike

Sharp-Shooting (1,3,4)

Players are skilled at hitting difficult targets at range

Benefit: Halve Opponent's cover bonus

Prerequisite: Point Blank Shot and Precise Shot feats, and base attack +3

Sharp Shooter (1,3,4)

Players are more skilled at using guns and rifles in combat

Benefit: +2 to hit with Firearms

Shatter Defenses (1,2,4)

Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.

Benefit: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

Prerequisite: Dazzling Display, base attack bonus +6

Shield Focus (1)

You are skilled at deflecting blows with your shield.

Benefit: Gain a +1 bonus to your AC when using a shield

Prerequisite: Shield Proficiency, base attack bonus +1

Shield Master (1)

Your mastery of the shield allows you to fight with it without hindrance.

Benefit: You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

Prerequisites: Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Shield Slam (1)

In the right position, your shield can be used to send opponents flying.

Benefit: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Chapter 8). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

Prerequisite: Improved Shield Bash, Two-Weapon Fighting, base attack bonus +6

Shot on the Run (1,3,4)

You can move, fire a ranged weapon, and move again before your foes can react.

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Prerequisite: DEX 13, Base attack +4 and Dodge, Mobility, and Point Blank Shot feats

Sickening Critical (1,3,4)

Your critical hits cause opponents to become sickened.

Benefit: Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, base attack bonus +11.

Snatch Arrows (2)

Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.

Benefit: When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Spirited Charge (1,4)

Your mounted charge attacks deal a tremendous amount of damage.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Staggering Critical (1,3,4)

Whenever you score a critical hit, the target is staggered

Prerequisite: Critical Focus, base attack bonus +13

Stand Still (1)

You can stop foes that try to move past you.

Benefit: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Prerequisites: Combat Reflexes.

Strike Back (1,3)

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

Benefit: You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Prerequisite: Base attack bonus +11.

Stunning Critical (1,3,4)

Your critical hits cause opponents to become stunned.

Benefit: Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, Staggering Critical, base attack bonus +17.

Stunning Fist (2)

You know just where to strike to temporarily stun a foe.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Subduing Strike

The Sneaky attack can be made to subdue a target.

Benefit: No penalty when doing non lethal damage, rouges sneak attack can do non lethal damage

Normal: Normally doing this grants a -4 Penalty to the attack

Throw Anything (1,2,3,4)

Throw random with no penalty

Benefit: This feat lets the player throw any object counting it a weapon based on its size category.

Prerequisite: DEX 15, STR (varies on size of object) and base attack +2 see chart below for damage results

Throw Anything Damage Chart

<i>Size</i>	<i>Damage</i>	<i>STR Needed</i>	<i>Example of item</i>
<i>Diminutive</i>	+1d2	5 or better	<i>Needle, pen, stone</i>
<i>Tiny</i>	+1d3	8 or better	<i>bottle, mug</i>
<i>Small</i>	+1d6	10 or better	<i>plate, Kitchen Utensil</i>
<i>Medium</i>	+1d8	13 or better	<i>Chair, Box</i>
<i>Large</i>	+2d6	15 or better	<i>Small table, Barrel, small people</i>
<i>Huge</i>	+2d10	18 or better	<i>large table, Furniture, medium People</i>
<i>Colossal</i>	+3d10	20 or better	<i>Door, Cart, Large people</i>

+ damage can be stacked based on it being a weapon or has some other type of damage to it

Tiring Critical (1,3,4)

Your critical hits cause opponents to become fatigued.

Benefit: Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, base attack bonus +13.

Trample (1,4)

While mounted, you can ride down opponents and trample them under your mount.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Prerequisites: Ride 10 rank, Mounted Combat.

Trick Shot (1,3,4)

The Player is skilled at bouncing ranged attacks to hit around cover.

Benefit: Allows shooting target behind cover

Prerequisite: Point Blank shot and Precise Shot feats, a DEX 17, and Base attack +8

Two Weapon Defense (1,4)

You are skilled at defending yourself while dual-wielding.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Prerequisites: Dex 15, Two-Weapon Fighting.

Two Weapon Fighting (1,4)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your offhand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Prerequisite: Dex 15.

Two-Weapon Rend (1,4)

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

Benefit: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

Prerequisites: Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Unseat (1,4)

You are skilled at unseating your mounted opponents.

Benefits: When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

Prerequisites: Str 13, Ride 10 rank, Mounted Combat, Power Attack, Improved Bull Rush, base attack bonus +1.

Vital Strike (1,3,4)

You make a single attack that deals significantly more damage than normal.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

Prerequisites: Base attack bonus +6.

Water Splitting Stone (2)

Unarmed attacks have greater impact in their strikes

Benefit: +4 bonus on damage when striking foe that has DR

Prerequisite: DEX and WIS 13, Improved Unarmed Strike feat and base attack of +9

Weapon Finesse (1,2,3,4)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (1,3,4)

Choose one type of weapon. You can also choose unarmed strike or grapple (or techniques that require a to hit roll) as your weapon for the purposes of this feat.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Weapon Specialization (1)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon.

Whirl Wind (1,3,4)

You can strike out at every foe within reach.

Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach.

You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, base attack bonus +4.

“Yo Momma”

Your words are so strong they actually hurt.

Benefit: Allows a taunt attack do 1d6 subdual damage, taking this feat stacks the damage done to the target

Other Feats

Armor Proficiency (1,#)

You are skilled at wearing armor of that type.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All armor prevents the player from having their defense bonus they gain from their class unless they have an ability that states otherwise. Taking this skill applies to the different kind of armors Light, Medium, Heavy.)

Battle Dancer (*)

Skilled at performing while attacking targets

Benefit: +2 on attacks while moving and using bardic music

Prerequisite: base attack of +2 and Bardic music ability

Blind Fight (1)

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no bonus against a Replacement or under the influence of a Genjustu.

Burn Rubber (*)

Grant extra movement with vehicle or construct

Benefit: Push a vehicle or construct to do an additional Move

Chi Boost

Lets a player sacrifice Hp for more chi to use.

Benefit: Player with this feat can trade 5 HP to heal 30 Chi points.

Cloak Dance (4)

Dance about with cloth that lets one avoid damage easier

Benefit: Spend an action to gain concealment

Prerequisite: Hide 50 ranks

Code

The player follows a strict code of laws and is rewarded.

Benefit: +1 to all rolls made within the code (ex: Code Of Honor, Code of Justice)

Special: If a code is broken the player does not gain the bonus again until they make a proper apology or amend the violation to the law in some way

Combat Reflexes (1,4)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Dash (*)

You are faster than most.

Benefit: While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

Deadly Precision

The Player is skilled in making the damage of stealth attacks count

Benefit: Re-roll 1's on sneak attack dice

Prerequisite: DEX 15 and base attack +5

Dramatic Zeal

The player has a strong force of will that actually lets them shrug off damage at times.

Benefit: Allows player to make a will save or Con check (which ever is higher) to avoid a negative effect for 3 rounds +1 round per every point above the DC of the negative effect, failing has the effect act as normal, this is a once per day ability

Element Penetration

Your attacks break through elemental resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a targets elemental resistance.

Empower Power / Technique

You can increase the power of your attacks, causing them to deal more damage.

Benefit: All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up double the chi or uses per day for the technique.

Empowered Soul (#)

Greater power letting the user perform a power use more frequently

Benefit: Grants an additional 3 times per day use of one attack, effects do not stack each time taken it's for a new attack or power

Encore

Force a target to make a second roll to avoid the defect of a performance attack if they passed the first

Benefit: Bards musical attacks get a second chance to hit subject that passed the save

Prerequisite: Bards Only

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist non-lethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid non-lethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid non-lethal damage from starvation or thirst; Fortitude saves made to avoid non-lethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without

becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Enlarge Power / Technique

You can increase the range of your attacks.

Benefit: You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double chi or uses per day.

Eschew Materials

You can cast many techniques without needing to utilize minor material components.

Benefit: You can cast any technique with a material component of common use or access. The casting of the technique still provokes attacks of opportunity as normal. If the technique requires a rare material component or weapon, you must have the material component on hand to cast the technique, as normal.

Extend Power / Technique

You can make your attacks last twice as long.

Benefit: An extended attack lasts twice as long as normal. A attack with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the chi or uses per day.

Extend Rage

You can use your rage ability more than normal.

Benefit: You can rage for 6 additional rounds per day.

Special: You can gain Extra Rage multiple times. Its effects stack.

Prerequisite: Rage class feature.

Extra Music (*)

You can use your bardic performance ability more often than normal.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Prerequisite: Bardic performance class feature.

Extra Rage (*)

Gain an extra amount of times to use Rage

Benefit: Number of rages per day is increased by two

Prerequisite: rage ability

Faster Healing

The Player heals at a rate greater than normal

Benefit: Heal hit points and ability damage at double normal rate

Flick of the Wrist

The user slips in an attack quickly unnoticed catching them unaware

Benefit: Cause opponent to be flat-footed for one attack

Prerequisite: DEX 17, 5 ranks Pick Pocket, and Quick Draw Feat

Fork Power/ Technique (*)

The user can take any power or technique and have it attack a second target

Benefit: The player can each time when taking this feat attack one additional target with the attack at the cost of twice chi or uses per day.

Gain Chi (*)

Grants character Chi like Ninja and Martial Artist class

Benefit: Players taking this Feat gain 30 chi, this feat is stackable and grants an additional 30 chi each time gotten

Greater Element Penetration

Your Attacks break through Elemental resistance much more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a target's elemental resistance. This bonus stacks with the one from Element Penetration.

Prerequisite: Element Penetration.

Greater Power Focus

Powers used of the Possessed Soul have a greater difficulty.

Benefit: Add +2 to the Difficulty Class for all saving throws against powers used. This bonus stacks with the bonus from Power Focus.

Prerequisite: Power Focus.

Greater Technique Focus (#)

Choose a technique type to which you have already applied the Technique Focus feat. Any techniques you cast of this group are very hard to resist.

Benefit: Add +2 to the Difficulty Class for all saving throws against techniques from the group you select. This bonus stacks with the bonus from Technique Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group to which you already have applied the Technique Focus feat.

Prerequisite: Technique Focus.

Heighten Technique

You can cast techniques as if they were a higher level.

Benefit: A heightened technique has a higher user level than normal (up to a maximum of the technique). Unlike others Heighten Technique actually increases the effective level of the technique that it modifies. All effects dependent on users level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened technique is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times its normal cost to use.

Homing Technique / Power

Player can have an attack hit a target automatically with out having to roll. [counts as a hit not a critical hit]

Benefit: targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the chi or uses per day.

Heroic Surge (*)

The player has luck on their side and gets a second chance at things

Benefit: Grants the Player the chance to re-roll one die result per day

Improved Feint

You are skilled at fooling your opponents in combat.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Prerequisites: Int 13, Combat Expertise.

Improved Initiative (1,2,3,4,*)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Overrun (1,3,4)

You are skilled at running down your foes.

Benefit: You do not provoke an attack of opportunity when performing an overrun. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Improved Toughness

Great amount of HP for the character

Benefit: Gain HP equal to your current Hit Die total as the character gains a level their HP goes up by 1 more

Prerequisite: Toughness, Base Fort +2

Intimidating Prowess

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Cook

Grants food a improvement

Benefit: Improves Bad food to normal food, and grants a bonus +2d8 healing on all food.

Iron Stomach

Allows a player eat dangerous or deadly poisons with out effect

Benefit: Grants the player the ability to eat bad or even poisoned food, Also grants a save to being poisoned in any other way. +5 vs. Poisons / Bad food

Leadership

You attract followers to your cause and a companion to join you on your adventures.

Benefit: Attract Followers and cohort, requires Level 6, The way to determine the level of the Cohort or number of followers is based off the Characters Reputation + CHA Mod + Level = Leadership Score. Cohorts come in at their set level and never gain exp until their leader passes them then they level with their leader staying one level weaker then their leader. Followers won't fight face to face but can be used to act as crew for simple tasks such as run shops or gather supplies or info. Highest level a follower can achieve is 5 they never gain EXP. Both groups can take orders from any player but will only follow through on those actions if approved by their boss (the player with leadership that got them). If the Cohort or follower dies then they can be replaced at the next town and come in at the level based off the player's current Leadership score. (Note Players cannot lose one follower and then gain a Cohort to replace the follower if they still have another follower but if they only have one follower left they can choose to make that follower a cohort and level them up as such.) The GM may allow for a division of Levels to let the player have multiple Cohorts but if they do the total level must match the leadership scores result for having one cohort.

Prerequisite: Character level 7th. (Nobles gain this feat for free)

Special: The rules do not apply to Partners/ Companions of Trainers, A cohort can not be brought in to replace a partner yet a follower can. Both followers have ½ build points and Cohorts have normal build points a creation. Bad Reputation does not lower the reputation score of a character, on determining leader ship score.

L. score	Cohort Level	Number of Followers	Level Of Followers
01	0	0	0
02	1	0	0
03	2	0	0
04	3	1	1
05	3	1	1
06	4	1	1
07	5	1	2
08	5	1	2
09	6	1	2
10	7	2	1
11	7	2	1
12	8	2	1
13	9	2	2
14	10	2	2
15	10	2	2
16	11	3	2
17	12	3	2
18	12	3	3
19	13	3	3
20	14	4	3
21	15	4	3
22	15	4	4
23	16	4	4
24	17	5	4
25	17	5	5
26	18	6	5
27	19	7	5
28	19	8	5
29	20	9	5
30+	20	10	5

Light Sleeper

Players with this feat are more aware of their surroundings even when asleep

Benefit: Can't be caught prone while sleeping, any attacks made on a character with this skill, has no penalty to wake up.

Normal: A character needs to pass a DC 10 Will save to wake.

Martial Artist Technique (#)

Gain an extra Martial Artist Technique

Benefit: The Player gains a new Martial Artist Technique of their choice

Prerequisite: Chi Pool

Maximize Power / Technique

Your attacks have the maximum possible effect.

Benefit: All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in chi or uses per day. An empowered, maximized technique gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Monster Hunter (3,4)

You're skilled at hunting down beasts of the wild

Benefit: Gain a Bonus +2 to Animals, Monstrous, Possessed Soul

Mountain Training

Character can expend double chi total cost to combine the effects of two techniques as one.

Benefit: A Player can take two different techniques they know and combine them into one powerful technique, at the cost of double cost of casting both separately.

Ninja Technique (#)

Gain an extra Ninja Technique

Benefit: Player gains a new choice of ninja Technique

Special: No higher than B (Unless they trained or are bloodline or clan based techniques)

Prerequisite: Chi Pool

One Handed

Skill in using hand signs with one hand.

Benefit: Can perform a Technique that requires gestures without having to make them, Allows player to hold a weapon in hand with out suffering penalties for the technique

Normal: Without this feat techniques that require hand symbols need both hands to form and use the technique.

Power Focus (#)

A Power you cast are is difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against your powers.

Special: You can take this feat multiple times the effects do not stack they instead count towards a new power.

Quicken Power / Technique

You can cast attacks in a fraction of the normal time.

Benefit: Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the chi or uses per day. Casting a quickened attack doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Rally Behind the Jolly Roger (3)

Pirates grant a Moral Bonus

Benefit: +2 Moral Bonus and an extra hit die when defending their ship or flag

Prerequisite: Pirate Only

Reckless Offense (1,3,4)

The player acts reckless in their actions but doing so shocks the defense of their target

Benefit: Take a -4 to AC to gain +2 to attack,

Prerequisite: base attack +1

Requiem

Music affects the non-living creatures

Benefit: Bardic Music works on Undead and non-living creatures

Normal: Without this feat music attacks and abilities don't affect Undead or constructs

Run

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you gain a +4 bonus on your Acrobatics, and Jump checks. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Sea Legs (3)

Skilled at moving in unstable land and on vehicles

Benefit: ignore movement penalties when on board a ship in bad weather or moving through sand

Normal: Normal trying to move on a ship in a storm is considered half movement and similar on sandy terrain

Signature Move

Player can use selected amount of techniques at a cheaper chi cost.

Benefit: A player gets to choose three techniques on their list and lower their chi cost in half

Special: When boosting these techniques with other feats this feat only applies to the original cost not the extra cost. Thus if a technique cost 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the technique yet full for the boost)

Sharper Sword (#)

Gain an extra Sword Technique

Benefit: Player gains a new sword technique (not a stance)

Prerequisite: Samurai class only

Shield Proficiency (1)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Spring Attack (1,3,4)

You can deftly move up to a foe, strike, and withdraw before he can react.

Benefit: You can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the

attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Steadfast

The user is so strong of body they can physically force their will to be stronger

Benefit: add CON mod to will saves

Prerequisite: Endurance feat

Technique Focus (#)

Choose a type of technique. Any techniques you cast of that group are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against techniques from the group you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group.

Toughness

You have enhanced physical stamina.

Benefit: You gain +10 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Special: defect Alcoholism

Track

You are a trained survivalist and can track the movements of others

Benefit: Use survival skill to Track a target. The greater the result the greater info tracks can provide

Special: without this feat one can not follow tracks properly

We Need some Protection

Normally without this skill wearing armor will cause the player Defense Bonus to be lost.

Benefit: Allows player to wear armor without losing their Defense Bonus

Prerequisite: BAB: +6

Weapon Proficiency

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Widen Power / Technique

You can cast your attacks so that they occupy a larger space.

Benefit: You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times chi or uses per day. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Unquenchable Flame of Life (1,4)

Your more skilled at fighting beings that have no life or have since become undead

Benefit: +2 bonus on attacks and saves versus Undead or Constructs

Save Based Feats

Cumbrous Dodge (1,2,4)

A player puts their all in avoiding an attack or trap.

Benefit: Before the encounter player can choose to activate granting a +2 to AC for the encounter
Special: afterwards you suffer Fatigue
Prerequisite: Dodge feat and Acrobatics 4 ranks

Cumbrous Fortitude (1,2,3)

A player is strong of body to be able to force it to avoid fort based attacks
Benefit: Before rolling check player can choose to activate granting a +6 to check
Special: afterward you suffer exhaustion effect
Prerequisite: Greater Fortitude

Cumbrous Reflexes (1,2,4)

The player is skill to move and escape attacks and other reflex based attacks.
Benefit: Before rolling check player can choose to activate granting a +6 to check
Special: afterward you are dazed
Prerequisite: Lightning Reflexes feat

Cumbrous Will (1,2,4)

The player is skilled of mind to avoid the attacks of will on them.
Benefit: Before rolling check player can choose to activate granting a +6 to check
Special: afterwards you are shaken
Prerequisite: Iron Will feat

Diehard (1,3,4)

The player is skilled at staying up after one is close to death.
Benefit: Automatically stabilize and remain conscious below 0 hp
Prerequisite: Endurance

Dodge (1,2,3,4)

Benefit: +1 Dodge bonus to AC against selected target
Prerequisite: 13 DEX

Dodger

Benefit: Coordinated Strike +1 bonus on attacks when companion is also attacking same target
Prerequisite: Ranger and Trainer Only

Expeditious Dodge (2,4)

Benefit: +2 dodge bonus when you move at least 40 ft in a round
Prerequisite: DEX 13

Greater Fortitude (1,2,3,4)

Benefit: +4 bonus on Fort saves
Special: defect eat x3 normal rate

Iron Will (1,2,3,4)

Benefit: +4 to Will saves
Special: defect player has one thing that causes them Fear without saves

Lighting Reflexes (1,2,3,4)

+4 to Reflex Saves
Special: defect Clumsy -2 Penalty to Balance and Jump checks

Lightning Stance (2,4)

Benefit: Gain 50% concealment if you move,
Prerequisite: Dex 17, Wind Stance, base attack bonus +11

Loyal

Benefit: +2 to all saves
Special: must declare and maintain loyal to another character

Mobility (1,2,3,4)

Benefit: +4 dodge bonus to AC against attacks of Opportunity
Prerequisite: Requires Dodge

Wind Stance (1,2,4)

Benefit: Gain 20% concealment if you move,
Prerequisite: Dex 15, Dodge, base attack bonus +6

Skill Based Feats

Acrobatic

You are skilled at leaping, Tumbling and jumping.
Benefit: You get a +5 bonus on Acrobatics and Jumping.

Alertness

You often notice things that others might miss.
Benefit: You get a +5 bonus on Notice and Search skill checks.

Athletic

You possess inherent physical prowess.
Benefit: You get a +5 bonus on Climb and Swim skill checks.

Beautiful

Your Beauty is the stuff of legends and aids you in getting what you want.
Benefit: +3 to Bluff, Diplomacy, Gather Info, +2 to Reputation Score, -5 to Stealth

Call of the Sea (3)

Pirates are skilled sea travelers letting them be skilled in tasks they have to perform regularly on the ship.
Benefit: gain a +2 Bonus to Navigate, Pilot, Repair, Climb and Use rope (Pirate Only)

Cosmopolitan (#)

Make one cross class skill a class skill
Benefit: Gain a skill your class doesn't grant you

Cute

Your cuteness weakens the hearts of those you come across striking at their emotions, but cuteness will keep people from taking you serious.
Benefit: +3 to Bluff, Diplomacy, Stealth, Taunt, -5 to intimidate and Reputation

Dominating Demenanor

You carry a strong personality and your personality is so strong your very presence offers a aura

of fear about you.

Benefit: +5 to Intimidate checks

Prerequisite: Iron Will

Hunted Man (2)

This skill grants the player with a reputation of being sought by some outside sources.

Benefit: Grants a bonus +2 to reputation for purchases when in town, also +3 to Search rolls.

Prerequisite: (Ranger, Wander, Trainer, Monk, Lore Master only)

Known Killer (1,4)

This skill grants the player with a reputation of being a deadly force around gossip circles.

Benefit: Grants a bonus +2 to reputation for purchases when in town, also +3 to Intimidate.

Prerequisite: (Samurai, Martial Artist, Warrior, Bounty Hunter, Barbarian only)

Lair

Benefit: +2 bonus on Taunt and Bluff Checks

Medical Expert

Benefit: +2 to Medical and Handle Animal

Navigator (3)

Benefit: +2 to Pilot and Navigation Rolls

Nimble Fingers

Benefit: +2 Disable Device

Persuasive

Benefit: +2 bonus on Diplomacy

Poison Expert (3)

Benefit: Your Poisons' save is 1 DC higher, requires 8 ranks craft poison

Poison Master (3)

Benefit: Your poison deals +1 damage die, requires 8 ranks craft poison

Resist Change

Benefit: Grants a +5 bonus to Controlled Shape

Seductive

Benefit: +2 to all CHA skill checks based on one type of gender

Self-Sufficient

You know how to get along in the wild and how to effectively treat wounds.

Benefit: +5 bonus on Medicine and Survival checks

Ship Shape (3)

Benefit: Grants a +5 Bonus to Repair checks

Skill Focus

Benefit: +3 bonus on checks with selected skills

Skill Specialty

Benefit: +5 Skill points

Stealthy

Benefit: +2 to Stealth

Wanted Dead or Alive (3)

Benefit: Grants a bonus +2 to reputation for purchases when in town, also +2 diplomacy
Prerequisite: (Pirate, Rouge, Noble, Bard only)

Ninja Clans, Families and Organizations

A vital part of the Naruto world is the fact that much of the world is governed by Families, Clans and Organizations through out the world. While most clans and families act within the borders of a set Territory Originations are more free moving and roaming. Players of Families (Bloodlines) will have to follow a set laws set have to answer to the family heads first before the heads of any village. The pride and honor of keeping a honor that each member of the family speaks for and is part of their collective. While Clans are less strict on the laws and often follow the leader of the village before the head of their clan its still important for them to hold their pride in their heritage.

Families (Bloodlines)

Fūma
Hōzuki
Hyuga
Kedōin
Uchiha
Uzamaki
Wagarashi
Wasabi
Yuki

Clans

Aburame Clan
Akimichi Clan
Amagiri Clan
Inuzuka Clan
Kaguya Clan
Kamizuru Clan
Kubisaki Clan
Kurama Clan
Nara Clan
Sarutobi Clan
Senju Clan
Shiin Clan
Shirogane Clan
Tenro Clan
Tsuchigumo Clan
Watari Clan
Yamanaka Clan
Yotsuki Clan

Organizations

Akatsuki
Amegakure
Benisu Island
Genjustu Tree Village
Hoshigakkure
Inaho Village

Iwagakura
Jomae Village
Kagero Village
Kirigakure
Konohagakura
Kumogakure
Kusagakure
Land of Birds
Land of Claws
Land of Demons
Land of Earth
Land of Fangs
Land of Fire
Land of Forrest
Land of Frost
Land of Honey
Land of Hot Water
Land of Iron
Land of Lighting
Land of Moon
Land of Neck
Land of Noodles
Land of Sea
Land of Sky
Land of Sound
Land of Stone
Land of Swamps
Land of Tea
Land of Valleys
Land of Vegetables
Land of Water
Land of Waves
Land of Wind
Mount Myoboku
Moyagakure
Nadeshiko Village
Otogakure
Roran
Root
Sunagakure
Takigakure
Takumi Village
Tsuchigumo Village
Tsukigakure
Uzshioagakure
Yakuza

Yugakure
Yukigakure
Yumegakure

Weapons

ss- Weapon does non lethal damage

*- Requires Power source

+ - high rate of fire x3 attacks

@ - Trip Attack can be preformed with this weapon

/R - Reach weapon based on the given number in front

/D - Two attacks can be made as one attack with this weapon



Simple Weapons

<i>Melee</i>	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
<i>Unarmed Attacks</i>						
Gauntlet	1d3	1d4	x2	-	1 lb.	Bashing
Greaves	1d4	1d6	x2	-	1 lb	Bashing
Unarmed	1d2ss	1d3ss	x2	-	-	Bashing
Explosive Tag	1d6	1d12	x2	30ft rad	-	Bashing
<i>Light Melee</i>						
Dagger	1d3	1d4	19–20/x2	10 ft.	1 lb.	Pierce/Slash
Dagger, punch	1d3	1d4	x3	-	1 lb.	Piercing
Gauntlet, spike	1d3	1d4	x2	-	1 lb.	Piercing
Frying Pan	1d6	1d8	x2	-	4 lbs	Bashing
Kendoma @	1d3	1d4	x2	5 ft/R	1 lb	Bashing
Kodocha	1d3ss	1d4ss	x2	-	½ lb	Bashing
Mace, light	1d4	1d6	x2	-	4 lbs.	Bashing
Paper Fan	1d3ss	1d4ss	x2	-	½ lb	Bashing
Scalpel	1d3	1d4	x2	20ft	1 lb	Slashing
Sickle @	1d4	1d6	x2	-	2 lbs.	Slashing
Shiv	1d3	1d4	x3	-	1 lbs	Piercing
<i>One Handed Melee</i>						
Bat	1d6	1d8	x2	10 ft	3 lbs	Bashing
Broom	1d4	1d6	x2	-	2 lbs	Bashing
Club	1d4	1d6	x2	10 ft.	3 lbs.	Bashing
Kunai	1d6	1d8	x2	20 ft	1 lbs	Piercing
Mace, heavy	1d6	1d8	x2	-	8 lbs.	Bashing
Morningstar	1d6	1d8	x2	-	6 lbs.	Bash/Pierce
Short spear	1d4	1d6	x2	20 ft.	3 lbs.	Piercing
<i>Two Handed Melee</i>						
Bayonet	1d4	1d6	x2	5ft/R	2 lbs	Piercing
Long spear	1d6	1d8	x3	5ft/R	9 lbs.	Piercing
Quarterstaff /D	1d4/1d4	1d6/1d6	x2	—	4 lbs.	Bashing
Spear	1d6	1d8	x3	20 ft.	6 lbs.	Piercing
<i>Ranged</i>						
Blowgun	1	1d2	x2	20 ft.	1 lb.	Piercing
Butterfly knife	1d6	2d4	x3	20ft	2 lbs	Piercing
Crossbow, He	1d8	1d10	19–20/x2	120 ft.	8 lbs.	Piercing
Crossbow, Li	1d6	1d8	19–20/x2	80 ft.	4 lbs.	Piercing
Dart, Thrown	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Frisbee/discus	1d4	1d6	x2	60ft	1 lb	Bashing
Javelin	1d4	1d6	x2	30 ft.	2 lbs.	Piercing
Shot put	1d6	1d8	x3	30ft	10 lbs	Bashing
Shuriken	1d4	1d6	x2	20ft	½ lbs	Piercing
Sling	1d3	1d4	x2	50 ft.	—	Bashing
Sling shot	1d4	1d6	19-20/x2	60ft	2 lbs	Bashing

Martial Weapons

Light Melee

Axe, throwing	1d4	1d6	x2	10 ft.	2 lbs.	Slashing
Battle Fan	1d4	1d6	19-20/x2	20ft	2 lbs	Slash/Bash
Hammer, light	1d3	1d4	x2	20 ft.	2 lbs.	Bashing
Hand axe	1d4	1d6	x3	-	3 lbs.	Slashing
Kukri	1d3	1d4	18-20/x2	-	2 lbs.	Slashing
Pick, light	1d3	1d4	x4	-	3 lbs.	Piercing
Sap	1d4ss	1d6ss	x2	-	2 lbs.	Bashing
Shield, light	1d2	1d3	x2	10 ft.	5/6 lbs.	Bashing
Spiked armor	1d4	1d6	x2	-	+1lb.	Piercing
Spiked shield	1d3	1d4	x2	-	+1lb.	Piercing
Star knife	1d3	1d4	x3	20 ft.	3 lbs.	Piercing
Sword, short	1d4	1d6	19-20/x2	-	2 lbs.	Slashing
Tonfa	1d6	1d8	x2	-	2 lbs	Bashing
Wakashashi	1d4	1d6	18-20/x2	-	3 lbs	Slashing
Yo-yo @	1d4	1d6	19-20/x2	10ft/R	½ lbs	Bashing

One Handed Melee

Battleaxe	1d6	1d8	x3	-	6 lbs.	Slashing
Bo Ken	1d8ss	1d10ss	19-20/x2	-	4 lbs	Bashing
Battle Umbrella	1d8	1d10	18-20/x3	20ft	5 lbs	Bashing
Flail @	1d6	1d8	x2	-	5 lbs.	Bashing
Katana	1d8	1d10	18-20/x2	-	6 lbs	Slashing
Long sword	1d6	1d8	19-20/x2	-	4 lbs.	Slashing
Pick, heavy	1d4	1d6	x4	-	6 lbs.	Piercing
Rapier	1d4	1d6	18-20/x2	-	2 lbs.	Piercing
Scimitar	1d4	1d6	18-20/x2	-	4 lbs.	Slashing
Shield, heavy	1d3	1d4	x2	-	15 lbs.	Bashing
Spiked shield, H	1d4	1d6	x2	-	+2lbs.	Piercing
Trident	1d6	1d8	x2	10 ft.	4 lbs.	Piercing
War hammer	1d6	1d8	x3	-	5 lbs.	Bashing

Two Handed Melee

Falchion	1d6	2d4	18-20/x2	-	8 lbs.	Slashing
Glaive	1d8	1d10	x3	10ft/R	10 lbs.	Slashing
Great axe	1d10	1d12	x3	-	12 lbs.	Slashing
Great club	1d8	1d10	x2	-	8 lbs.	Bashing
Flail, heavy @	1d8	1d10	19-20/x2	-	10 lbs.	Bashing
Great sword	1d10	2d6	19-20/x2	-	8 lbs.	Slashing
Guisarme @	1d6	2d4	x3	10ft/R	12 lbs.	Slashing
Halberd @	1d8	1d10	x3	10ft/R	12 lbs.	Pierce/Slash
Lance	1d6	1d8	x3	10ft/R	10 lbs.	Piercing
Ranseur	1d6	2d4	x3	10ft/R	12 lbs.	Piercing
Scythe @	1d6	2d4	x4	-	10 lbs.	Pierce/Slash
Zanbato	2d6	3d6	19-20/x2	-	20 lbs	Slashing

Ranged

Longbow	1d6	1d8	x3	100 ft.	3 lbs.	Piercing
Longbow, Com	1d6	1d8	x3	110 ft.	3 lbs.	Piercing
Musket	2d4 cone	2d6 cone	x2	50ft	8 lbs	Bashing
Needle	1d3	1d4	x2	50ft	½ lb	Piercing
Pistol	2d6	2d8	x2	100ft	6 lbs	Bashing
Rifle	2d8	2d10	x2	200ft	12 lbs	Bashing
Short bow	1d4	1d6	x3	60 ft.	2 lbs.	Piercing
Short bow, Com	1d4	1d6	x3	70 ft.	2 lbs.	Piercing

Exotic Weapons

Light Melee

Bladed Claw	1d4	1d6	x2	-	1 lbs	Slashing
Kama @	1d4	1d6	x2	-	2 lbs.	Slashing
Nunchaku	1d4	1d6	x2	-	2 lbs.	Bashing
Sai	1d3	1d4	x2	-	1 lb.	Bashing
Siangham	1d4	1d6	x2	-	1 lb.	Piercing

One Handed

Sword, bastard	1d8	1d10	19-20/x2	-	6 lbs.	Slashing
War axe	1d8	1d10	x3	-	8 lbs.	Slashing
Whip @	1d2	1d3ss	x2ss	10ft/R	2 lbs.	Slashing
Whip, Barb @	1d4	1d6	x2	10ft/R	2 lbs	Slashing
Whip, Chain @	1d6	1d8	x3	10ft/R	4 lbs.	Slashing
Whip, D @ /D	1d4/1d2	1d6/1d4	19-20/x2	10ft/R	3 lbs.	Slashing
Chain, D @ /D	1d6/1d2	1d8/1d4	19-20/x2	10ft/R	4 lbs.	Piercing
Khopesh	1d6	1d8	19-20/x2	-	12 lbs.	Slashing

Two Handed

Axe, double /D	1d6/1d6	1d8/1d8	x3	-	15 lbs.	Slashing
Chain, spike @	1d6	2d4	x2	15ft/R	10 lbs.	Piercing
Chain Sickle /D	1d4/1d6	1d6/1d8	x2	10ft/R	10 lbs	Slashing
Curve blade	1d8	1d10	18-20/x2	-	7 lbs.	Slashing
Flail, dire @ /D	1d6/1d6	1d8/1d8	x2	-	10 lbs.	Bashing
H. Hammer/D@	1d6/1d4	1d8/1d6	x3/x4	-	6 lbs.	Bash/Pierce
Johyo /R @	1d4	1d6	x2	15ft/R	1 lbs.	Bashing
Sword, Twin /D	1d6/1d6	1d8/1d8	19-20/x2	-	10 lbs.	Slashing
3-part staff /D	1d6/1d6	1d8/1d8	x3	-	8 lb.	Bashing
Urgrosh /D	1d6/1d4	1d8/1d6	x3	-	12 lbs.	Pierce/Slash

Ranged

Boomerang	1d4	1d6	x3	50 ft.	1 lb	Bashing
Bolas @	1d3ss	1d4ss	x2	10 ft.	2 lbs.	Bashing
Chakram	1d4	1d6	x3	30 ft.	2 lb.	Slashing
Crossbow, RH	1d8	1d10	19-20/x2	120 ft.	12 lbs.	Piercing
Crossbow, RL	1d6	1d8	19-20/x2	80 ft.	6 lbs.	Piercing
Dart Gun	1d4	1d6	x2	100 ft	5 lbs	Piercing
Dynamite	3d8 30' radius	3d10 30' radius	-	50 ft	1 lb.	Bashing
Flare Gun	2d4/ 1d6	2d6/ 1d6	x2	100 ft	5 lbs.	Bash/ Fire
Fuma Shuriken	2d6	2d8	x2	30 ft	5 lbs.	Slashing
Gas sprayer*,ss - cone	- cone	-	-	30 ft	15 lbs	-
Gauntlet, spring	1d4	1d6	x2	20 ft.	4 lb.	Piercing
Hand crossbow	1d3	1d4	19-20/x2	30 ft.	2 lbs.	Piercing
Harpoon gun	2d6	2d8	19-20/x4	100 ft	10 lbs	Piercing
Lighting Barrel	2d4	2d6	x2	50 ft	5 lbs.	Electricity
Melody Arm	1d8	1d10	x4	50ft	2 lbs.	Sonic
Mini Gatling+	2d10	3d6	19-20/x3	50 ft.	20 lbs.	Bashing
Net	-	-	-	10 ft.	6 lbs.	-
Repeat Dart G+	1d4	1d6	x2	100 ft	20lbs	Piercing
Shot gun	2d10 cone	3d8 cone	x3	50 ft	12 lbs	Bashing
Sling staff	1d6	1d8	x3	80 ft.	3 lbs.	Bashing
Sniper Rifle	2d10	3d8	x3	400 ft	16 lbs	Bashing

Below is the description of each weapon, its craft DC to make and its BRP (Base Retail Price). In Naruto there are no set prices even on the same islands it's a matter of making deals and convincing a person to sell it to you or buy it from you around the BRP. This that can effect the prices are demands for the item or overstock in the supply. Quality and diplomacy also come into play as well as the players reputation.

Axe, double - 75 DC, 500 BRP - A cruel weapon with blades placed at opposite ends of a long haft, an double axe is a double weapon.

Axe, throwing - 45 DC, 100 BRP - A small axe properly weighted to be used as a thrown weapon.

Bat - 30 DC, 50 BRP - A large wooden or metal stick shaped with precision.

Battleaxe - 45 DC, 2500 BRP - A massive axe used in battle designed to put the full force of the blow in the bladed edge.

Battle Fan - 60 DC, 3000 BRP - This weapon appears to the untrained eye as nothing more than a beautifully crafted lady's fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp. When first entering melee using a war fan, you may attempt a Bluff check against an opponent's Sense Motive check. If you win the contest, you gain a +4 bonus on attacks made against that foe during the first round of combat.

Battle Umbrella - 60 DC, 3000 BRP - A heavily weighted and strongly built umbrella that disguises its massive weight as a functional parasol / umbrella.

Bayonet - 30 DC, 100 BRP - A bladed Knife placed on the end of a rifle to turn the weapon in a spear in close battle.

Bladed Claw - 40 DC, 2500 BRP - A claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers. A Hooked hand is considered on version of this weapon, cannot be removed.

Bo Ken - 20 DC, 2000 BRP - A finely crafted wooden sword made ether of solid wood or wooden reeds. The strong strike while powerful is non lethal.

Broom - 15 DC, 100 BRP - A simple long stick at one end and reed or straw brush on the other often used as a cleaning device but a true warrior knows the skill in using such a weapon.

Chain, Dagger - 25 DC, 1000 BRP - When wielding the chain-and dagger, you gain a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe). You can also use this weapon to make trip attacks, gaining a +2 bonus on your trip attempt. If you are tripped during your own trip attempt, you can opt to drop the chain-and dagger instead of being tripped.

Chain, spike - 45 DC, 750 BRP - A spiked chain is about 4 feet in length, covered in wicked barbs. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon.

Chain Sickle - 60 DC, 1000 BRP - A complicated weapon of a chain and weight on one end and a sickle on the other to cut at the target one wraps up in the chain.

Club - 10 DC, 50 BRP - A simple stick that can be used to attack a target with great ease.

Curve blade - 40 DC, 2000 BRP - Essentially a longer version of a scimitar, but with a thinner blade, the curve blade is exceptionally rare. You receive a +2 circumstance bonus to your Combat Maneuver Defense whenever a foe attempts to sunder your curve blade due to its flexible metal. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an curve blade sized for you, even though it isn't a light weapon.

Dagger - 20 DC, 500 BRP - A dagger has a blade that is about 1 foot in length. You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body

Dagger, punch - 25 DC, 500 BRP - A punching dagger's blade is attached to a horizontal handle that projects out from the fist when held.

Explosive Tag – 30 DC, 25 BRP (basic) – Explosive tags are a common tool of the ninja trade, it often requires a trigger source to explode. Most often its set to go off with a chi based trigger to go off when a person walks on or near the tag, but these tags can also be used in melee give the user doesn't mind taking the damage. Other types of these tags can be made using ones natural alignment to infuse them with elements.



Falchion - 45 DC, 1500 BRP - A massive Curved blade that has its users making broad swinging storks at their targets.

Flail - 45 DC, 1000 BRP - A flail consists of a spiked metal ball, connected to a handle by a sturdy chain.

Flail, dire - 60 DC, 5000 BRP - A dire flail consists of two spheres of spiked iron dangling from chains at opposite ends of a long haft.

Flail, heavy - 55 DC, 2000 BRP - Similar to a flail, a heavy flail has a larger metal ball and a longer handle.

Frying Pan - 30 DC, 1000 BRP - A common kitchen tool and as many a scorned wives have found one deadly good weapon to put up a fight with. And once your done you can cook with it.

Gauntlet - 25 DC, 2000 BRP - This metal glove lets you deal lethal damage rather than non lethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets. Your opponent cannot use a disarm action to disarm you of gauntlets.

Gauntlet, spike - 45 DC, 3000 BRP- The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. Your opponent cannot use a disarm action to disarm you of spiked gauntlets.

Glaive - 25 DC, 3000 BRP - A glaive is a simple blade, mounted to the end of a pole about 7 feet in length.

Great axe - 45 DC, 5000 BRP - A Massive Axe that is welded by two hands to bring full force down upon it target.

Great club - 20 DC, 100 BRP - A small tree or Large branch that has to be welded by two hands to bash the target.

Great sword - 40 DC, 5000 BRP - This immense two-handed sword is about 5 feet in length.

Greaves - 45 DC, 2500 BRP - Leg irons used to grant even more damage to kick based attacks.

Guisarme - 45 DC, 3000 BRP - A guisarme is an 8-foot-long shaft with a blade and a hook mounted at the tip.

Halberd - 45 DC, 2000 BRP - A halberd is similar to a 5-foot-long spear, but it also has a small, axe-like head mounted near the tip.

Hammer, light - 30 DC, 500 BRP - A Common tool used to build objects and a great weapon in a pinch.

Hand axe - 30 DC, 500 BRP - a tool used to chop wood and a decent weapon that strikes with great force.

Hooked Hammer - 50 DC, 5000 BRP - A hooked hammer is a double weapon— an ingenious tool with a hammer head at one end of its haft and a long, curved pick at the other. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapons.



Johyo – 50 DC, 250 BRP – A simple looking tool that is designed as a weight attached on a spool of strong thread. This tool is used to bind and trip a target in one quick motion.

Kama - 30 DC, 1000 BRP - Similar to a sickle, a kama is a short, curved blade attached to a simple handle.

Katana - 35 DC, 2000 BRP - A common one sided blade sword is finely crafted and sought as the top quality of all swords. Its strong yet light weight blade make it precise and deadly.

Kendama - 30 DC, 500 BRP - A child's toy of a ball with a handle that has two cups and a spike peg. Skilled fighters have found this tool as a good weapon in a pinch.

Khopesh - 30 DC, 1500 BRP - You can use a khopesh to make trip attacks with its hook like blade. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped.

Kodocha - 35 DC, 2000 BRP - A toy hammer that's built to absorb the damage it causes making it a tool of punishment or training that does no lethal damage.

Kukri - 30 DC, 1500 BRP - A kukri is a curved blade, about 1 foot in length.

Kunai – 20 DC, 50 BRP – A diverse weapon in the ninja tool box, a small full metal blade similar to a dagger yet weighted for throwing, it has a needle eye at one end where one can attach thread and even explosive tags to get a better chance at taking out a target.

Lance - 40 DC, 3000 BRP - A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

Long spear - 25 DC, 1500 BRP - A long spear is about 8 feet in length.

Long sword - 35 DC, 1500 BRP - This sword is about 3-1/2 feet in length.

Mace, heavy - 30 DC, 1500 BRP - A heavy mace has a larger head and a longer handle than a normal mace.

Mace, light - 20 DC, 1000 BRP - A mace is made up of an ornate metal head attached to a simple wooden or metal shaft.

Morningstar - 30 DC, 1500 BRP - A Morningstar is a spiked metal ball, affixed to the top of a long handle.

Nunchaku - 30 DC, 1500 BRP - A nunchaku is made up of two wooden or metal bars connected by a small length of rope or chain.

Paper Fan - 10 DC, 10 BRP - A Simple and easily made weapon to train or punish people without harming them.

Pick, light - 20 DC, 300 BRP - A small hammer at one end with a curved spike for light mining work.

Pick, heavy - 30 DC, 1000 BRP - A Large two handed curved spike on two ends attached to a wooden handle used constantly by miners.

Quarterstaff - 15 DC, 20 BRP - A quarterstaff is a simple piece of wood, about 5 feet in length.

Ranseur - 45 DC, 1500 BRP - Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.

Rapier - 45 DC, 2000 BRP - You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sai - 35 DC, 1500 - A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. With a sai, you get a +2 bonus on Combat Maneuver Checks to sunder an enemy's weapon. Though pointed, a sai is used primarily to bludgeon foes and to disarm weapons.

Sap - 10 DC, 50 BRP - A small flexible bag with a mass amount of weight placed inside used to knock out a target and mug them.

Scalpel - 20 DC, 500 BRP - A fine tiny blade often used by doctors, This small blade can be use as a thrown weapon or in a hand to hand fight.

Scimitar - 45 DC, 2000 BRP - A large one sided bladed edge sword used to strike the targets in large swinging motions. Also called a Cutlass.

Scythe - 35 DC, 4000 BRP - A Large wooden farm tool used to cut grains. Its large slicing and fearful nature is said to be the choice weapon of Death Himself.

Short spear - 20 DC, 500 BRP - A short spear is about 3 feet in length, making it a suitable thrown weapon.

Siangham - 30 DC, 750 BRP - This weapon is a handheld shaft fitted with a pointed tip for stabbing foes.

Sickle - 20 DC, 500 BRP - A small farm tool used by herbalists and those for weeding its curved hook blade cuts as it trips at the target.

Shiv - 10 DC, 100 BRP - A small spike on a handle easily hidden or disguised as another small object. The most popular weapon found in prisons due to its easy craft and deadly use.

Spear - 20 DC, 750 BRP, A spear is 5 feet in length and can be thrown.

Star knife - 60 DC, 3000 BRP - From a central metal ring, four tapering metal blades extend like points on a compass rose. A wielder can stab with the star knife or throw it.

Sword, bastard - 60 DC, 4000 BRP - A bastard sword is about 4 feet in length, making it too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, short - 30 DC, 1000 BRP - This sword is about 2 feet in length.

Sword, Twin - 55 BRP, 7500 - A twin sword is a double weapon—twin blades extend from either side of a central, short haft, allowing the wielder to attack with graceful but deadly flourishes some even come with a lock to disconnect the two swords for two weapon fighting

3-part staff - 55 DC, 5000 BRP - Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal length, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

Tonfa - 20 DC, 1000 BRP - A monk using a tonfa can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

Trident - 35 DC, 2500 BRP - A trident has three metal prongs at end of a 4-foot-long shaft. This weapon can be thrown.

Urgrosh - 50 DC, 6000 BRP - A urgrosh is a double weapon—an axe head and a spear point on opposite ends of a long haft. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other becomes the off-hand weapon. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Wakashashi - 25 DC, 1500 BRP - A small well crafted dagger like blade. Its short and quick nature make it often the pair to a sword when dual wielding

War axe - 30 DC, 1000 BRP - A war axe has a large, ornate head mounted to a thick handle, making it too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a war axe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

War hammer - 30 DC, 1250 BRP - A massive ornate hammer designed for letting the most force behind every blow, It a two handed weapon and is martial, A larger creature can use it one handed

Whip - 30 DC, 250 BRP - A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon.

Whip, Barbed - 35 DC, 1000 BRP - A whip covered in sharp barbs through out the whole whip so it tears at flesh it rakes across.

Whip, Chain - 35 DC, 1250 BRP - A Whip made with a fine metal chain, Making a stronger and harsher slam to the body

Whip, Dagger - 40 DC 2000 BRP - A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.

Yo-yo - 20 DC, 750 BRP - A child's toy built into a deadly weapon in properly trained hands.

Zanbato - 60 DC, 10,000 BRP- A massive sword used to cut down horses and Calvary. The swords blade spans a 2 ½ feet wide and 8 ft long.

Ranged

Blowgun - 10 DC, 250 BRP - Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.

Boomerang – 20 DC, 750 BRP - A small Bent stick or cross shaped stick that can be thrown so it attacks its target and returns in the next round to its user.

Bolas - 40 DC, 750 BRP - A bolas is a pair of weights, connected by a thin rope or cord. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas.

Butterfly knife - 35 DC, 1000 BRP - A finely crafted and properly weighted throwing knife.

Chakram – 35 DC, 1250 BRP - The chakram is a throwing disk about 1 foot in diameter, with a sharpened outer rim. A skilled user can cause the blade to return to them after being thrown.

Crossbow, Heavy - 35 DC, 1500 BRP - You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one handed firing.

Crossbow, Light - 35 DC, 1000 BRP - You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one handed firing.

Crossbow, Repeating - 55 DC, 10,000 BRP - The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dart, Thrown - 10 DC, 200 BRP - A common item in bars and any where a dart board could be found for recreation

Dart Gun - 35 DC, 2000 BRP - A small one Handed gun that shoots out darts, ether normal or specialized ammo.

Dynamite - 30 DC, 750 BRP - A common and dangerous tool for mining, these thrown weapons can cause serious damage to those around its explosive area. [Volatile] dropping even unlit will cause this weapon to explode.

Flare Gun - 35 DC, 2500 BRP - A common gun at sea, not often used as a weapon but its use to signal for help. It can be used to start fires at a great distance as well.

Frisbee/discus - 30 DC, 750 BRP - Thought to be a toy of the beach it has been used as a safe way to disarm and even attack people at a distance with out creating sever damage to them.

Fuma Shuriken – 50 DC, 2000 BRP - What looks like four curved daggers is actually a folded in massive shuriken, in its folded form it can be used as a one handed sword, but unfolded it flies through the air as a whirling blade of death.

Gas sprayer - 40 DC, 7500 BRP - A Hose and pressurized tank filled with any number of types of gasses or drug based gases to be delivered on the battlefield Unless the user wants to fall victim its strongly advised they get and use gas mask for themselves.

Gauntlet, spring - DC 40, 5000 BRP - This gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible. This ridge of metal hides a spring-loaded mechanism that can expel a needle with great force, akin to a miniscule crossbow. You load the gauntlet by inserting a bolt in the hole and pulling back a hidden lever. Loading the spring loaded gauntlet is a move-equivalent action that provokes an attack of opportunity. You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent—this motion fires the gauntlet. A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting. The Ambidexterity feat lets someone avoid the –4 off-hand penalty.



Hand crossbow - 60 DC, 7500 BRP - You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons

Harpoon gun 60 DC, 5000 BRP - The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.

Even with the Exotic Weapon Proficiency (harpoon) feat, creatures smaller than Medium-size take a –2 penalty on their attack rolls due to the harpoon's weight and bulk. If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw against a DC equal to 10 + the damage dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). The harpooned creature can pull the harpoon from its wound if it has two free hands and it takes a full round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A character who succeeds on a Heal check (DC 15) can remove a harpoon without further damage.

Javelin - DC 30, 750 BRP - A javelin is a thin throwing spear . Since it is not designed for melee, you are treated as non-proficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Lighting Barrel – DC 50, 10,000 BRP – A bamboo staff that holds an electrical burst within, this burst can be aimed and released on a set target.

Longbow - DC 20, 1000 BRP - At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a Strength bonus, you can apply it to damage rolls when you use a composite longbow (see below), but not when you use a regular longbow.

Longbow, Composite - DC 40, 5000 BRP - You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow. For purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Melody Arm – 45 DC, 3000 BRP – A Large metal gauntlet with bored holes designed to unleash gusts of wind and sound at a target hitting them with a sonic burst.

Mini Gatling - 75 DC, 50,000 BRP - A small Repeating rifle that can be carried but takes a full round action to stop and setup before using, and one action to pick up and move.

Musket - 50 DC, 5000 BRP - A simple made Gun that is easy to make and repair. Takes a Full round action to reload a Musket. Unlike other guns it only has one type of ammo.

Needle - 10 DC, 100 BRP - A Large and sharpened metal rod used in skilled hands to be thrown at a target and hit vital spots

Net - 20 DC, 1000 BRP - A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only

within the limits that the rope allows. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a Non proficient one to do so.

Pistol - 55 DC, 7500 - A small single shot gun used to fire at a close distance. Requires one hand. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.

Repeat Dart Gun - 60 DC, 7500 BRP - A massive version of a dart gun this two handed version shoots out a collection of darts one at a time in a spray of shots. The darts are stored on a belt which is feed through the machine. It takes a full round to reload when empty.

Rifle - 55 DC, 12,500 - Much like the pistol this single shot gun is designed to shoot at a target at distance. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.

Short bow - 20 DC, 750 BRP - A short bow is made up of one piece of wood, about 3 feet in length. You need two hands to use a bow, regardless of its size. You can use a short bow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a short bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite short bow (see below), but not a regular short bow.

Short bow, Composite - 35 DC, 2500 BRP - You need at least two hands to use a bow, regardless of its size. You can use a composite Short bow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite Short bow requires a Strength modifier of +0 or higher to use with proficiency. A composite short bow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite short bow. For purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite short bow is treated as if it were a short bow.

Shot gun - 60 DC, 15,000 BRP - A single Shot gun that shoots a spray of shoot at an area unlike other guns. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.

Shot put - 10 DC, 750 BRP - Basically a small cannon ball used as sport to be thrown.

Shuriken - 15 DC, 500 BRP - A shuriken is a small piece of metal with sharpened edges, designed for throwing. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.



Sling - 10 DC, 250 BRP - A sling is little more than a leather cup attached to a pair of strings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Sling shot - 20 DC, 750 BRP - Thought to be a child's toy, this weapon proves otherwise as it allows for dangerous and sometimes deadly accuracy and its ammo can be a various array of dangers.

Sling staff - 40 DC, 1000 BRP - Made from a specially designed sling attached to a short club, a half ling sling staff can be used by a proficient wielder to devastating effect. Your Strength modifier applies to damage rolls when you use a half ling sling staff, just as it does for thrown weapons. You can fire, but not load, a sling staff with one hand. Loading a sling staff is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a half ling sling staff, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls. A sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size.

Sniper Rifle - 75 DC, 25,000 BRP - A high powered Rifle that has the ability to shoot farther than your normal rifle. Often used by people that intend to attack a subject long before they see them.

Ammo

Arrow - 10 DC, 50 BRP - A normal arrow

Arrow, Barbed - 15 DC, 100 BRP - A arrow that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm

Arrow, blunt - 20 DC, 100 BRP - An arrow with a blunt end that does non lethal damage to its target.

Arrow, chemical - 40 DC, 200 BRP - An arrow built to carry and dose its target with a poison, potion, drug or chemical.

Arrow, Chi – 50 DC, 250 BRP – An arrow that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Arrow, Exploding - 30 DC, 500 BRP - A arrow designed to carry explosives with it to explode in moments of impact doing +3d6 Damage

Bolts - 15 DC, 50 BRP - A normal crossbow bolt

Bolts, Barbed - 25 DC, 150 BRP - A bolt that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm

Bolts, Blunt - 40 DC, 150 BRP - A bolt with a blunt end that does non lethal damage to its target

Bolts, Chemical - 55 DC, 300 BRP - A bolt built to carry and dose its target with a poison, potion, drug or chemical.

Bolts, Chi – 60 DC, 500 BRP – A bolt that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bolts, Exploding - 75 DC, 750 BRP - A bolt designed to carry explosives with it to explode in moments of impact doing +3d6 Damage

Bullet, Pistol - 20 DC, 100 BRP - A normal bullet for a pistol

Bullet, Pistol Armor Piercing - 45 DC, 500 BRP - A stronger and faster moving bullet that gets through 1 point of DR

Bullet, Pistol Chemical - 65 DC, 1000 BRP - A Bullet with a liquid or gas filled section that releases on impact

Bullet, Pistol Chi – 75 DC, 1500 BRP – A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullet, Pistol Hallow Point - 55 DC, 500 BRP - A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel

Bullet, Pistol Rubber - 40 DC, 250 BRP - A bullet that does Sub-dual damage instead of lethal

Bullet, Rifle - 20 DC, 100 BRP - A normal bullet for a rifle

Bullet, Rifle Armor Piercing - 45 DC, 500 BRP - A stronger and faster moving bullet that gets through 1 point of DR

Bullet, Rifle Chemical - 65 DC, 1000 BRP - A Bullet with a liquid or gas filled section that releases on impact



Bullet Rifle, Chi – 75 DC, 1500 BRP – A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullet, Rifle Hollow Point - 55 DC, 500 BRP - A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel

Bullet, Rifle Rubber - 40 DC, 250 BRP - A bullet that does Sub-dual damage instead of lethal

Bullets, sling - 5 DC, 10 BRP - A small round polished rock used within a sling

Bullets, Sling Chemical - 25 DC, 250 BRP - A small glass container that looks like a marble that cracks and releases a chemical on impact

Bullet, Sling Chi – 40 DC, 500 BRP – A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullets, Sling Shot - 5 DC, 10 BRP - A small round polished rock or metal ball bearing

Bullets, Sling Shot Barbed - 20 DC, 100 BRP - A spiked ball bearing that can stick into its target doing 1 point of damage over time

Bullets, Sling Shot Chemical - 25 DC, 250 BRP - A small glass container that looks like a marble that cracks and releases a chemical on impact

Bullet, Sling Shot Chi – 40 DC, 500 - A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullets, Sling Shot Explosive - 40 DC, 500 BRP - A small explosive compound put together that on impact explodes doing +2d6 Damage

Darts, blowgun - 10 DC, 100 BRP - A small dart used to be blown at the enemy with a blow gun

Darts, blowgun Chemical - 30 DC, 200 BRP - A dart with a injection system to deliver poison drugs or chemicals on impact

Darts, blowgun Chi – 45 DC, 500 BRP - A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Darts, Dart Gun - 15 DC, 100 BRP - A small dart used to ether be thrown or shot from a dart gun

Darts, Dart Gun Chemical - 30 DC, 200 BRP - A dart with a injection system to deliver poison drugs or chemicals on impact

Darts, Dart Gun Chi – 45 DC, 500 BRP – A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Darts, Dart Gun Explosive – 50 DC, 750 BRP – A dart that on impact can be triggered to explode. Doing more damage to a target, explosion does an additional +1d6 bashing

Shell, Shot gun - 30 DC, 200 BRP - A shot that sprays several bullets in a 60 ft cone

Shell, Shot gun Bean Bag - 45 DC, 750 BRP - Causes Non lethal damage instead of normal damage

Shell, Shot gun Slug - 35 DC, 250 BRP - A heavy shot bullet causing the shotgun to shoot one powerful shot that can cut through 2/DR

Blinding Grenade – 50 DC, 5000 BRP – A ball filled with Pepper gas used to blind and choke a group of people for a longer time then the Flash Grenade. Fort Save DC 25 vs Blindness 1d4 minutes, Fort save DC 15 vs. Prone

Flash Grenade – 30 DC, 2000 BRP – A ball that can explode in a massive bright flash causing all in its 30' radius to make a fort save DC 15 vs blindness for 1d4 rounds

Gas Grenade - 40 DC, 2500 BRP - A canister that explodes a gaseous chemical quickly in a 30ft radius

Kunai Grenade – 60 DC, 6000 BRP – a Explosive grenade designed to send kunai or other shrapnel in a given area. The explosive is ½ that of a normal grenade but makes up for it with a larger radius that launches Kunai in a 60 ft Radius

Smoke Grenade - 40 DC, 2500 BRP - A canister that explodes and brings up a cloud of obscuring smoke that grants both cover and prevents others from seeing in or out, it also can be used to signal a party in a distance. Area of 30ft radius

Phosphorous Grenade - 80 DC, 7500 BRP - A canister that fires off phosphorous and ignites it in one go doing massive fire damage of 6d6 to a 30ft radius



Weapon Add-ons - a listing of weapon upgrade that effect how the weapon is used or seen by others

Drilled Barrel - DC 70, BRP 20,000 - Grants any bullet when shot from this gun to do +5 damage at risk of destroying the gun (on the roll of a 1 Gun jams with a 25% chance of exploding)

Chamber - DC 50, BRP 10,000 - Grants any gun to shoot up to 6 rounds on pistols, 2 on shot guns and 8 on rifles

Chemically Treated Blade - DC 45, BRP 1000 - Blade has been (and may still be soaked) within a poison, Chemical or drug adding effects to the weapon

Clip - DC 60, BRP 20,000 - Grants any gun to shoot up to 10 rounds on pistols, 4 on shot guns, and 20 on rifles

Hair Trigger - DC 40, BRP 2000 - Grants the ranged weapon a quick shot feature similar to the feat only dedicated to this weapon

Jagged Blade - DC 55, BRP 5000 - Causes a blade to do extra damage of +2 to its target as the blade now acts like a saw tearing at flesh and bone doing a DC 15 Medical check wounds. Only those that truly wish to make their targets suffer use this blade.

Jeweled Handle - DC 40, BRP 10,000 - Grants a +4 to Reputation roles, Player gains Marked defect till handled item is lost sold or removed

Scope - DC 55, BRP 5000 - Grants +50 ft on ranged weapon scope is attached

Sheath - DC 25, BRP 2000 - Can be used as secondary weapon equal to sword in bashing damage.

Slide - DC 70, BRP 10,000 - Grants a Gun/Crossbow Rapid reload feat (Only on that gun/ Crossbow)

Silencer - DC 80, BRP 10,000 - grants a gun its attached to silenced making no noise and allowing it to sneak attack with

Armor Spikes - DC 35, BRP 500 - You can have spikes added to your armor, which allow you to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.) An enhancement bonus to a suit of armor does not improve the spikes' effectiveness.

Shield Spikes - DC 25, BRP 500 - These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack. An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Chi Flow - DC 45, BRP 2000 - This lets the wielder to infuse their weapon with chi granting it to do greater damage. Chi cost is 5 chi for a x2 damage from the weapon this included doubling the damage after a critical is scored

Weapon Abilities

A player can add abilities to weapons by using the skill and infusing with chi. The Weapons bonus mod limits the level the player can add to the weapon and a weapon can hold no more than 3 abilities at once totaling the max bonus the weapon has thus a +5 weapon can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note dials are required to do elemental based damage but they do not count towards the weapons abilities. Weapons created hold an element of the crafters Natural Alignments and thus added damage counts as that element.

Level 1 (requires +1 weapon minimum)

Balanced – weapon can be wielded by smaller characters yet count as normal

Binding – Weapon can grapple target at a +5 of the user skill

Eager – Weapon is quick and ready for battle +2 Initiative

Fortune – Weapon grants a +1 on all saves

Harmony – Players flanking with weapon gain a bonus of +4 instead of +2 normally

Ki Focus – A monk can perform their class skills by using their ki through this weapon

Bane – grants a +2 to rolls in dealing with a set target of the weapon

Keen – Critical range is doubled (x2 becomes 19-20, 19-20 becomes 18-20, 18-20 becomes 16-20)

Defending – Weapon grants a bonus equal to weapon bonus in AC

Mighty Cleaving – On a successful cleave that drops a target player can make a new cleave on a new target within 5 ft

Throwing – melee weapon can be thrown for 30ft

Level 2 (requires +2 weapon minimum)

Fierce – Weapon lets player add DEX bonus to damage rolls

Corrosive – Weapon is tainted in acidic nature doing +1d6 damage

Quick Loading – Weapon can be reloaded in a lesser action than normal

Glimmer – Weapon has a prosperous glow to it acting as a touch, it can release a blinding flash DC (10+1/2 craft makers level) 1/per day

Singing – Weapon can perform a bardic performance of the users letting the player to perform one on their own or doing other actions

Merciful – Weapon does an additional +1d6 damage but all damage is sub dual.

Seeking – Weapon remove miss chance created by cover or displacement

Screaming – Weapon creates a disruption of bardic boosts by countering them at a DC of 1/2 the wielders level +10

Level 3 (requires +3 weapon minimum)

Extending – Weapons reach can be increased or decreased by 1/4 the character level x5 ft

Stunning – Weapon upon hitting causes target to make Fort save DC 1/2 user level +10 vs Stun

Resilient – Weapon is strong vs. corrosive attacks on it, +10 on Weapon Fort save

Burst – Weapon releases a forceful burst on its strikes doing +1d8 damage, and on criticals that damage increase by +2d8 [note the damage is straight force dial burst would be stacked on this]

Greater Cleave – Upon a successful cleave the player can keep making cleave attempts on targets till they fail to defeat a target

Returning – Thrown weapons return to the user in the next round from when they are thrown

Speed – Weapon boosts users speed by 30 ft, +2 on reflex rolls and grants an extra attack

Level 4 (requires +4 weapon minimum)

Knock back - Weapon attacks cause the target to make Fort save (10 +1/2 player level) vs. begin pushed back 10 ft

Vicious – Weapon does +2d6 to target and 1d6 to user on successful strikes, damage to user is not multiplied on a critical hit but is on the target.

Chi Storing – Weapon can hold a Ninja or Martial Artist technique, to be released at will by the user by infusing it with the chi at any point in the past, once used it needs to be recharged to use again

Wounding – Weapon does on critical +1d4 Con damage

Level 5 (requires +5 weapon minimum)

Energy Aura – Weapon is infused with elemental properties, damage is elemental based instead of the set Bashing, Piercing or slashing also adds +1d6 (not including dials)

Force – Weapon release a powerful force of will doing +1d6 Force damage per user Will Bonus Score

Phantom strike – Weapon can launch a ranged touch strike of force at a distance of 60 doing the same affect and damage as if the weapon is hitting the target normally

Storm – a thrown or shoot weapon with this multiples the amount of attacks to a area doing x3 damage to a group in a 30ft area within the weapons range

Vorpal – Weapon on a successful critical severs the body of the target (GM rolls body part) depending on circumstances this could instantly kill the target with the blow.

Curses

Weapons in time can develop curses, ether though its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed weapons, its more often a player will find a cursed weapon in time. Once in their possession a player can not get rid of a cursed weapon with out passing it off to another (unless otherwise stated) Weapon curses are as follows.

Clumsy – Player has a high chance of dropping the weapon (on rolls of 1 – 3 of the to hit) a player will drop, or toss their weapon aside

Klutz- Players with this weapon are prone to fail at reflex rolls -5 to reflex

Sick – Players with this weapon are prone to disease poisons and other weaknesses that come from a lower Fortitude – 5 to fortitude.

Weak – Players with this weapon are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted – Players with this weapon have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Blood seeker – Weapon seeks battle and when used will cause player to attack the nearest target till the target or they are defeated

Otaku – Weapon causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver – Weapon talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid – Weapon weakens the players Will -5 to will

Gaudy – Weapon look is horrible and causes the player to be pointed and laughed at -10 to social rolls

Blood Drinker – Weapon requires an amount of Hp from the user to do damage.

Chi Drinker – Weapon requires an amount of chi from the user to do damage

Cupid's Curse – Weapon causes user to make a save vs. being charmed by target they are attacking

Sync Damage – Weapon user must make a Will save (GM determines feels the damage they deal

Sticky – Weapon is permanently stuck to player's hand, until a will save (GM determines DC) is made

Reverb – Weapon does a small amount of damage back (1d6) to user upon doing damage to others

Heavy – Weapon weights at least 2 times as much as it normally would

Ugly Stick – Weapon causes the players Charisma a hit (set amount determined by GM)

Armor



(Note 1 when wearing armor you lose you Defense Bonus with out gaining the feat “We Need some Protection”)

(Note 2 S. Failure or Skill Failure is the increase on the DC of skills that require free movement while wearing this armor. The Skills are Acrobatics, Climb, Escape Artist, Jump and Swim)

Armor	Bonus	Max Dex B.	Check	S. Failure	Weight
<i>Light armor</i>					
Padded	+1	+8	-	0	10 lbs.
Reed	+1	+5	0	10	5 lb.
Leather Jacket	+1	+6	0	0	5 lbs.
Leather armor	+2	+6	0	10	15 lbs.
Cord	+2	+5	-1	5	15 lb.
Flak Jacket	+3	+5	-1	0	
Studded leather	+3	+5	-1	15	20 lbs.
Bone	+3	+4	-3	15	20 lb.
Wood	+3	+4	-3	15	15 lb.
Chain shirt	+4	+4	-2	20	25 lbs.
Bark	+2	+5	-2	15	15 lb.
<i>Medium armor</i>					
Shell	+3	+3	-2	20	20 lb.
Chakra Armor	+3	+3	-3	20	20 lb.
Hide	+4	+4	-3	20	25 lbs.
Ring	+4	+4	-3	30	35 lb.
Scale mail	+5	+3	-4	25	30 lbs.
Chain mail	+6	+2	-5	30	40 lbs.
Breastplate	+6	+3	-4	25	30 lbs.
Samurai	+5	+3	-3	20	30 lbs.

Heavy armor (all heavy armor cuts Movement in Half)

Splint mail	+7	+0	-7	40	45 lbs.
Banded mail	+7	+1	-6	35	35 lbs.
Half-plate	+8	+0	-7	40	50 lbs.
Full plate	+9	+1	-6	50	50 lbs.

Shields

Buckler	+1	—	-1	5	5 lbs.
light wooden	+1	—	-1	5	5 lbs.
light steel	+1	—	-1	5	6 lbs.
heavy wooden	+2	—	-2	15	10 lbs.
heavy steel	+2	—	-2	15	15 lbs.
Tower	+4	3	-10	50%	45 lbs.

Padded - DC 20, 5000 BRP - Little more than heavy, quilted cloth, this armor provides only the most basic protection.

Reed - DC 30, 5000 BRP - Reed armor is the poor soldier's last resort. Tightly woven reeds cover the entire body, offering slightly more protection than normal clothes, although the reed is bulky and loud. The main advantage of reed armor is its low cost and light weight. Clever armor smiths sometimes weave thorns into the reeds, effectively creating spiked armor.

Leather Jacket - DC 30, 5000 BRP - A padded jacket made with a leather hide covering. Light weight and stylish to boot.

Leather Armor - DC 40, 7500 BRP - Leather armor is made up of pieces of hard boiled leather carefully sewn together.

Cord - DC 40, 7500 BRP - Fibers of hemp or other natural material woven and knotted into a thick, tough fabric are the basis for cord armor. The armor forms a complete suit, hampering movement but offering decent protection without the use of metal or leather.

Flak Jacket – DC 40, Cannot be purchased – This jacket is the identifying mark of a Chunin, once the rank is obtained the ninja is rewarded with the honor to wear a protective vest



Studded leather - DC 45, 9000 BRP - Similar to leather armor, this suit is reinforced with small metal studs.

Bone - DC 45, 10,000 BRP - Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armor covers the torso but leaves the limbs free for better mobility.

Wood - DC 45, 10,000 BRP - Similar to bone armor, wood armor is cloth or leather reinforced with strips of wood.

Chain shirt - DC 55, 15,000 BRP - Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Bark - DC 55, 15,000 BRP - This armor is carefully crafted from the tough bark of ancient trees and is treated to prevent it from becoming brittle over time. Strips of bark are layered together over a quilted layer of felt or hide. Bark armor is more flexible than wooden armor but does not provide as much protection. Druids can wear bark armor without losing access to their spells and class features. Bark armor includes arm, leg, chest, and back protection, but it does not include gauntlets.

Shell - DC 55, 15,000 - This armor is created out of specially treated tortoise shells and more exotic sea life. The armor making process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. Druids can wear shell armor without losing access to their spells or class features.

Chakra Armor – DC 80, 30,000 - A Lightweight metal frame designed to divert a small amount of charka to defend from attacks, It can be enhanced to equip gliding wings, power gauntlets that convert melee attacks to reach and even house needle, shuriken and kunai launchers. User chi cost is 20 AC bonus, 10 Reach attack, 50 Glide, 5 Weapon launch.

Hide - DC 20, 10,000 BRP - Hide armor is made up of the tanned and preserved skin of any thick-hided beast.

Ring - DC 35, 17,500 BRP - Ring armor is composed of tough leather, heavily reinforced with hundreds of small metal rings. Ring armor is the precursor to chain mail and is commonly found in cultures that haven't discovered how to create that type of armor. It is a cheap and effective protection, popular among town guards.

Scale mail - DC 45, 17,500 BRP - Scale mail is made up of dozens of small overlapping metal plates. The suit includes gauntlets.

Chain mail - DC 55, 20,000 - Unlike a chain shirt, chain mail covers the legs and arms of the wearer. The suit includes gauntlets.

Breastplate - DC 60, 25,000 - Covering only the torso, a breastplate is made up of a single piece of sculpted metal.

Splint mail - DC 60, 25,000 - Splint mail is made up of metal strips, like banded mail. The suit includes gauntlets.

Samurai - DC 70, 35,000 - A collection of Reed, Wood and Cord Armor to make a full plated suit that is vastly easier to move around in then its metal counter part.

Banded mail - DC 70, 30,000 - Banded mail is made up of overlapping strips of metal, fastened to a leather backing. The suit includes gauntlets.

Half-plate - DC 75, 45,000 BRP - Combining elements of full plate and chain mail, half-plate includes gauntlets and a helm.

Full plate - DC 80, 75,000 BRP - This metal suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armor smith, although a captured suit can be resized to fit

Buckler - DC 20, 2000 BRP - This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a

two-handed weapon), but you take a –1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's AC bonus until your next turn. You can't make a shield bash with a buckler.

Shield light wooden /steel - DC 35, 5000 wood/ 10,000 steel BRP - You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Shield heavy wooden /steel - DC 40 7500 wood/ 12,500 steel BRP - You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Tower - DC 45, 20,000 BRP - This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

Clothing

Item Cost Weight

Underwear

Common	5 DC, 50 BRP
Bra	30 DC, 150 BRP
Panty	20 DC, 100 BRP
Lingerie	35 DC, 500 BRP (Grants +4 Seduction)
Leotard	30 DC, 200 BRP (Grants +2 Acrobatics)

Dresses

Common	20 DC, 500 BRP
Fancy	40 DC, 1500 BRP
Noble	60 DC, 7500 BRP (Grants +4 Diplomacy)
Wedding	65 DC, 5000 BRP
Designer	75 DC, 7500 BRP



Suits

Common	20 DC, 500 BRP
Fancy	40 DC, 1500 BRP
Noble	60 DC, 7000 BRP (Grants +4 Diplomacy)
Dive	60 DC, 5000 BRP (Grants +4 Swim)
Tuxedo	65 DC, 4000 BRP
Designer	75 DC, 7500 BRP
Training Suit	40 DC, 3500 BRP (Grants +4 Intimidate)

Costume

Joke	40 DC, 5000 BRP (Grants +4 Disguise)
Object	40 DC, 3000 BRP (Grants +2 Disguise)
Person	50 DC, 3000 BRP (Grants +2 Disguise)
Sexy	60 DC, 7500 BRP (Grants +4 Seduction)

Pants		
	Common	20 DC, 200 BRP
	Designer	75 DC, 5000 BRP
Shorts		
	Common	20 DC, 100 BRP
	Designer	75 DC, 5000 BRP
Skirts		
	Common	10 DC, 300 BRP
	Mini	25 DC, 400 BRP
	Designer	75 DC, 5000 BRP
Shoes		
	Sandals	10 DC, 100 BRP
	Shoes	20 DC, 1000 BRP
	Boots	30 DC, 2000 BRP
	High Heals	45 DC, 2500 BRP
	Thigh High	65 DC, 5000 BRP
	Designer	80 DC, 7500 BRP
	Combat	50 DC, 4500 BRP
	Climbing	50 DC, 4500 BRP (Grants +4 Climb)
Shirts		
	Common	10 DC, 200 BRP
	Fancy	40 DC, 2000 BRP
	Designer	75 DC, 5000 BRP
Coats		
	Rain	25 DC, 1500 BRP
	Winter	40 DC, 3000 BRP (+5 Resist Cold)
	Shaw	35 DC, 2500 BRP (+5 Resist Cold)
	Trench	35 DC, 2500 BRP
	Duster	40 DC, 4000 BRP
	Designer	75 DC, 7500 BRP
Swimsuit		
	Shorts	20 DC, 1000 BRP
	Bikini	40 DC, 4000 BRP (+4 Seduction)
	One Piece	35 DC, 2000 BRP (+2 Seduction)
	Speedo	40 DC, 4000 BRP (+4 Seduction/Intimidate)
	Old time	20 DC, 1000 BRP
	Racing	50 DC, 5000 BRP (+4 Swim)
	Designer	75 DC, 7500 BRP
Hat		
	Straw	5 DC, 100 BRP
	Cap	10 DC, 500 BRP
	Veil	15 DC, 1000 BRP
	Cowboy	20 DC, 500 BRP
	Top	25 DC, 1000 BRP
	Designer	75 DC, 5000 BRP
	F. Protector	45 DC, 2500 BRP (Required of ninjas, displays home village)



Glasses

Sun	25 DC, 2500 BRP (prevents blindness)
Reading	20 DC, 1000 BRP
Goggles	35 DC, 2500 BRP (can see under water)
Monocle	40 DC, 5000 BRP
Binoculars	60 DC, 5000 BRP (Grants a +8 to spot at a distance)
Designer	75 DC, 7500 BRP

Necklace

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Choker	25 DC, 2500 BRP
Common	40 DC, 5000 BRP
Fancy	50 DC, 10,000 BRP
Designer	75 DC, 25,000 BRP



Rings

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	50 DC, 10,000 BRP
Wedding	75 DC, 25,000 BRP

Earrings

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP
Designer	75 DC, 25,000 BRP

Belt

Cheep	10 DC, 500 BRP
Common	25 DC, 1500 BRP
Fancy	45 DC, 5000 BRP
Sash	5 DC, 100 BRP
Designer	75 DC, 10,000 BRP

Bracelet

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP

Watch

Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP
Pocket	55 DC, 15,000 BRP
Designer	75 DC, 25,000 BRP

Broach

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP
Designer	75 DC, 25,000 BRP

Crown

Glass	20 DC, 5000 BRP
Paper	5 DC, 10 BRP
Cheep	10 DC, 1000 BRP
Fancy	60 DC, 20,000 BRP
Tiara	80 DC, 50,000 BRP

Other

Apron, Kitchen	20 DC, 1000 BRP	(+2 Craft Cooking)
-, Craftsman	25 DC, 2500 BRP	(+2 Craft Weapon, Armor, Item, Vehicle)
-, Welder	45 DC, 5000 BRP	(+5 Fire Resistance)
Welders Mask	45 DC, 5000 BRP	(Prevents Blindness)
Dive Helmet	45 DC, 10,000 BRP	(Allows one to breath underwater)
Scarf	5 DC, 1000 BRP	
Gloves	15 DC, 2500 BRP	
Mitts	25 DC, 2000 BRP	(+5 Fire Resistance)
Mittens	10 DC, 1500 BRP	(+5 Cold Resistance)
Wig	40 DC, 10,000 BRP	(+5 Disguise)
Toupee	40 DC, 10,000 BRP	(+2 Disguise)
Mask, full	30 DC, 2000 BRP	(+10 Disguise)
Mask, Eyes	20 DC, 1000 BRP	(+5 Disguise)
Mask, Mouth	20 DC, 1000 BRP	(Protects against simple air born gasses/Dust)
Mask, Gas	65 DC, 10,000 BRP	(Protected by all gas and air born attacks)
Bandana	10 DC, 2000 BRP	
Cape	30 DC, 5000 BRP	
Cloak	45 DC, 7500 BRP	
Bee K. suit	65 DC, 20,000 BRP	(Protects body from insects attacks)
Med-nin Suit	65 DC, 20,000 BRP	(+4 Medical)



Items

Item	Craft DC	BRP	LBS	Item	Craft DC	BRP	LBS
Backpack	40	500	2	Manacles	30	5000	2
Ball	15	100	1	Marbles	10	100	1
Barrel	25	500	30	Messenger Bag	25	1000	4
Basket	20	100	1	Mirror, steel	20	1000	1/2
Bedroll	40	1000	5	Mug/Tankard	10	200	1
Bell	20	300	N/A	Mop	10	200	3
Blanket	15	250	3	Oil (1-pint flask)	N/A	250	1
Bottle	20	100	1	Paper (sheet)	10	100	N/A
Bucket	20	250	2	Parchment (sheet)	10	100	N/A
Bullhorn	60	5000	1	Perfume	25	1000	1
Caltrops	35	500	2	Pick, miner's	15	500	10
Camel Pack	65	10000	10	Pillow	10	300	1
Candle	15	100	N/A	Pitcher, clay	10	200	5
Canvas (sq. yd.)	15	100	1	Piton	5	100	1/2
Case, map	40	3000	1/2	Pole, 10-foot	5	200	8
Chain (10 ft.)	40	3000	2	Pot, iron	10	500	4
Chalk	N/A	100	N/A	Pouch, belt	15	750	1/2
Chest	60	5000	25	Radio, portable	50	2500	3
Compact	55	1500	1/2	Radio, comm.	80	7500	1
Crowbar	25	1000	5	Ram, portable	20	500	20
Firewood (unit)	N/A	100	20	Rations, trail (Unit)	20	200	1
Fishhook	25	100	N/A	Rope, hemp (50 ft.)	15	200	10
Fishing net 25 ft.	40	500	5	Rope, silk (50 ft.)	20	500	5
Fishing pole 100ft	25	300	2	Sack	15	100	1/2
Flashlight	80	5000	1	Sealing wax	N/A	100	1
Flask	25	100	1	Sewing needle	15	50	N/A
Flint and steel	N/A	50	N/A	Shovel or spade	15	500	8
Grappling hook	25	500	4	Signal Lamp	30	2000	2
Hammer	25	250	2	Signal whistle	20	100	N/A
Hammock	40	2000	10	Sledge	15	500	10
Hip Pouch	30	2500	2	Slow Match 1 ft	15	500	1
Hoe	25	1000	2	Soap (Unit)	10	100	1
Hourglass	40	1000	1	Sextant	30	3000	2
Ink (1 oz. vial)	N/A	100	N/A	Spyglass	30	2500	1
Inkpen	30	200	N/A	Tape	15	100	1
Jug, clay	10	300	9	Tape, Duct	25	200	1
Ladder, 10-foot	25	1000	20	Tent	20	2000	20
Ladder, Rope	40	5000	15	Tissues	10	200	N/A
Lamp, common	25	2000	1	Vial, ink	N/A	200	N/A
Lantern, bullseye	40	3000	3	Waterskin	20	1000	4
Lantern, hooded	30	3000	2	Whetstone	10	500	1
Makeup	30	1500	3	Wire 10ft	15	2000	2

Ball - A child's toy and common item used to kill boredom. Can also be thrown as a weapon.

Bull Horn - A device use to blast sound over a great distance, Adds +10 to Listen checks from user

Camel Pack - A large backpack filled with water. Very useful in desert climates.

Compact - A small powder and puff to apply it with a mirror attached.

Fishing Pole - A large stick with a spool of fine wire or twine and a hook attached to catch fish.

Flash Light - A Small stick like object that uses a battery to release a light in a 60 ft cone.

Hammock - A easy to assemble and carry bed that requires two aligned trees to place, A smart bed to have stationed on a ship as the seas get rough this bed simply sways with the ship letting the person rest comfortably.

Hoe - A farm Tool used to till the earth and weed gardens.

Ladder Rope - A collapsible ladder making it easy to carry with you in place of the large and bulky wooden one. Attaching it to a rope and grappling hook allows quick access to hard to climb walls. Greater lengths can be purchased in 10ft amounts

Makeup - Simple bag full of lipstick, eye shadow, Eye liner, mascara, and blush once used it grants a +2 To seduction rolls

Manacles - Also known as Handcuffs they have a DC 25 Escape Artist check to get out of and some higher ranking marines can get these made with Sea Stone causing any fruit user caught in them to become mostly helpless.

Marbles - A simple collection of small round stones or metal balls. Commonly used as a children's game but can also be used to trip up those chasing you with a DC 15 Reflex vs. Trip.

Messenger Bag - A one strap bag that lays at ones side and can carry a variety of items inside.

Mop - A common house hold cleaning tool. It other purpose can be to spread tar on a ship where it would be difficult and painful to spread evenly with bare hands.

Perfume - A fine smelling liquid used to seduce people into the wilds of the user, Grants a +2 To seduction rolls.

Pillow - A small and comfortable cushion to be placed at the head for rest but also has been known to be used to attack friends in a act of enjoyment. Often stuffed with bird feathers.

Radio Portable – A radio that can tune into the signals of radio stations around the world to gather info.

Radio Comm. (Communicator) – A small microphone, ear piece transmitter and receiver that is often used by ninja teams to keep in contact over short distances. Range limit 2 miles.

Signal Lamp - A large lamp with a blinded shutter that can be open and closed at rapid pace. Along with the lamp is a book on how to use the lamp to signal ships and other things using a system of flashes to make letters.

Slow Match - A length of rope coated in fat to burn with a slow and difficult to put out burn. Commonly carried around on ships to light fuses and lamps.

Tape - A simple glue based material that when used can bind objects together

Tape, Duct - A Strong cloth coated in glue on one side and rubber on the other used to seal and waterproof leaks. it's a common tool in making repairs to nearly anything.

Tissues - A small Thin paper used for packaging or to blow ones nose.

Wire - A Strong thin line of metal used in carrying electrical currents, Binding things tightly or even sometimes used as a weapon to bind or strangle a target with

Special Substances and Items

Item	BRP Cost	Weight	Craft DC
Acid (flask)	1000	1 lb.	20
Napalm (flask)	20,000	1 lb.	50
Antitoxin (vial)	500 (DC 20)	1 lb.	30
Phosphorous	2500	1 lb.	20
Holy water (flask)	250	1 lb.	N/A
Smoke bomb	200	1/2 lb.	30
Stink Bomb	500	1 lb.	30
Matches	100	N/A	30
Chemical Bearings	300	½ lb.	60
Flare Stick	1000	1 lb.	50
Healing Salve	5000	½ lb.	50
Chi Pill	7000	½ lb.	60
Blood Pill	7000	½ lb.	55
Hero Water	100,000	½ lb.	N/A
Demonic Flute	1000	1 lb.	75
Barrier Tag	500	N/A	40
Bingo Book	5000	2 lbs.	N/A
Bubble Blower	300	1 lb.	15
Chakra Receiver	20000	½ lb.	75
Chakra Seal Tag	1500	N/A	35
Chakra Suppressing Seal	7500	N/A	80
Iron Sand	200	2 lbs.	N/A
Icha Icha Paradise	2000	1 lb.	N/A
Icha Icha Violence	2000	1 lb.	N/A
Icha Icha Tactics	2000	1 lb.	N/A
Icha Icha (Lost book)	200,000	1 lb.	N/A
Battery	500	1 lb.	25
Computer	100,000	10 lbs.	80
Camera	50,000	5 lbs.	65
Video Tape	100	1 lb.	30
Satellite Dish	100,000	5 lbs.	70
Television	75,000	10 lbs.	50
VCR	50,000	8 lbs.	60
Mechanical Bird	200,000	1 lbs.	55
Meteor fragment	1,000,000	½ lbs.	N/A
Ration Pill	1000	½ lbs.	65
Makibishi	250	1 lbs.	20
New Moon Flower Perfume	30,000	1 lbs.	N/A
Ninja Info Cards	40,000	2 lbs.	85
Paw Encyclopedia	50,000	1 lbs.	90
Scroll	100	1 lbs.	20
Scroll of Seals	100,000	10 lbs.	60
Sealing Arm Bracers	20,000	15 lbs.	50
Shadow Clone Summon Scroll	1000	1 lbs.	75
Seal Tag	2000	N/A	30
Snake Summoning Scroll	1000	1 lbs.	65

Snowboard	5000	2 lbs.	30
Stone of Gelel	2,000,000	1 lbs.	N/A
Tale of the Ultra Gutsy Shinobi	1500	1 lbs.	N/A
Three Color Pills	(Akamichi Clan only)	1 lbs.	45
Training Weights	2500	20 lbs.	30

Acid (flask) - A liquid that burns its victims with its touch slowly eating away at them, doing 1d6 a round till acid is cleaned off

Napalm (flask) - A sticky Goo that on exposure to oxygen bursts into a orange flame doing 2d6 fire a round till the fire can be removed/ put out

Antitoxin (vial) - A common found collection of antitoxin / anti-venom used to cure the effects of poisons on a subject. The standard type is only able to handle DC poisons any higher DC and you need a chemist to craft a more powerful antitoxin

Phosphorous - A bag of a fine white powder that when lit on fire burns with a great intensity doing 6d6 damage where its spread

Holy water (flask) - Blessed water from a priest or holy area, it is said to hold great power vs. the Undead

Smoke bomb - a small ball that releases a lot of smoke covering a 10ft area when used, most commonly used as a quick escape effect in theater

Stink Bomb - A small canister of Vile liquid which causes people to make a Fort Save DC 15 vs. Sickness

Matches - A common book of matches used to start fires

Chemical Bearings - A small glass ball that can hold chemical and be released when bearing is shattered

Flare Stick - A small stick that burns hot and slowly. Its commonly used as a signal for help, but its time limit of 30 minutes a stick and its difficult nature to burn out allows it to be a good fire starter and hand held torch

Healing Salve – A small container of lotion that can heal minor wounds with its application, each canister holds 20 uses and each use heals 1d8.

Chi Pill – A pill infused with charka that can be swallowed in combat for a boost, sold in bottles of 20 each pill restores 20 chi points.

Blood Pill – A pill infused with healing abilities that can be swallowed to give a quick healing when in need, sold in bottles of 20 each pill heals 2d8 or can be used to clot bleeding wounds.

Hero Water – Water from the great tree in Waterfall village. That can be gathered every 100 years. The water permanently drops the users Con by 1 per each use but boost their total Chakra to 10 times their total till ether they exhaust this extra chakra from their pool or after a day passes.

Demonic Flute – A instrument that can be infused with chi to invoke a bonus to Genjustu techniques granting them a +10 to their DC.

Barrier Tag – A Tag that is used to set up as a trap on doors, windows, chests and such. Similar to explosive tags yet their trigger is longer lasting and the damage is 4 times that of a exploding tag.

Bingo Book – A listing world wide of wanted criminals, there are also village versions that have info on rival village members of note. Granting the player an Knowledge Area Bonus of +10.

Bubble Blower – A small tube with a rounded end to blow soap bubbles, needed to perform Bubble techniques

Chakra Receiver – A metal rod infused with chakra used to control a bodies actions and will. Also sends and receives all info of the one pierced with it to the one controlling from a distance away.

Chakra Seal Tag – A tag the imbues a room, box or cage with chakra creating a magical lock on any opening it is placed.

Chakra Suppressing Seal – An explosive seal that can be set as a trap that weakens chakra of those in area of it, each seal blocks 50 chakra from being used

Iron Sand – Fine Iron shavings that resemble sand yet can be manipulated using magnetic and electrical techniques.



Icha Icha Paradise – The highly praised novel series first book.

Icha Icha Violence – The second book in the novel series, that is highly praised.

Icha Icha Tactics – The final book in the novel series that is highly praised.

Icha Icha (Lost book) – A secret lost volume of the highly praised series, it is claimed one copy was used to claim a violent war. (+20 Diplomacy)

Battery - A small power source for larger Ninja machines, holds a small charge of 30 units.

Computer – used to record, send and receive info through research in a paperless format but requires a power source of it uses 1 unit an hour. (+20 Research)

Camera- used to capture images and film video that can be projected through televisions and Video. Requires a power source of it uses 1 unit an hour.

Video Tape – Used to store video data from a camera or VCR

Satellite Dish – Used to pick up long range signals of radio/ television signals. Not the large type that is for a house but a small portable dish.

Television – Used to view programs and videos, also used as a monitor for surveillance reasons. Requires a power source of 1 unit per hour.

VCR – Records and plays video tapes on televisions. Requires a power source, of 1 unit per hour.

Mechanical Bird – a small programmable toy bird that can carry scrolls across distances, the bird is wind up and requires no power source.

Meteor fragment – A fragment of a meteor that stuck near Star village, the Fragment imbues the holder with enhanced chakra pool (3 times the normal pool) however prolong exposure to the

shard can be very dangerous even causing grave illness and irreversible damage to the holder.

Ration Pill – These pills are used in place of food, water and sleep. It's said one pill can let a warrior with one pill last 3 days. Each sale grants a total of 10 pills, pills effect is player can go 3 days without food, water or sleep with no set back. After 3 days they must seek rest and sustenance or face double the penalties.

Makibishi – A collection of spiked objects used to harm people that walk over them doing 3 damage a round.

New Moon Flower Perfume – A potent perfume, that intoxicating smell can turn a person from an illusion that they have fallen victim to. This perfume can only be made from a rare flower that only blooms during a new Moon.

Ninja Info Cards - A collection of cards that are sought out by many ninja, imbuing a small amount of chakra (2 chi) reveals known info on the ninja's skill level and abilities.

Paw Encyclopedia – A book guide to compare the softness of cat's paws, originally started by Itachi Uchiha as a joke but continued by his brother for real Sasuke.

Scroll – A blank scroll that can have a technique, or sealed item, to it.

Scroll of Seals – Scroll of use to magically store items in a place where it wont weigh down the holder.

Sealing Arm Bracers – Metal brackets placed on the arms to seal a power from the eyes of others until its unleashed.

Shadow Clone Summon Scroll – A powerful scroll that can hold a shadow clone for use at a later time instead of using up chakra during combat to summon one the player can bring out a formally sealed one.

Seal Tag – A tag that once placed on a target item can seal it to a scroll allowing it easier carrying and storing away from prying eyes.

Snake Summoning Scroll -

Snowboard – A board to ride across snowy plains at a greater rate of speed and maneuverability

Stone of Gelel – A powerful and well sought out stone that can heal a persons wounds at a massive rate, it grants its holder Fast Healing 10, and can be used 3/ day to heal 5d8 damage.

Tale of the Ultra Gutsy Shinobi – The first novel from the creator of the Icha Icha Series about a ninja named Naruto.

Three Color Pills – Clans secret that has three pills one green one yellow one red. These pills boost the users abilities, Green (Spinach) Boosts Chi by x4, Yellow (Curry) Boosts DEX by x4, finally Red (Chili) Boosts STR by x10. Each pill has a draw back. Green (Exhaustion) after the pill effects fade. Yellow (slowed movement Temporary) after the pill effect fades, Red (Con Drain potentially permanent) as the pill is in effect. Effects last 1d10+4 rounds. It is considered unsafe for anyone other then obese members of the Akamichi to use as it can easy lead to life crippling or even death from its users.



Training Weights - Weights that can be strapped to the body along the legs, arms and belt to boost the characters training and strength exercises, after weeks of keeping this on the player can at times gain a Strength Boost of +1 or more, and Speed Boost of 10 or more.

Tools and Skill Kits

Item	BRP Cost	Weight	Craft DC
Alchemist's lab (portable)	2000	40 lbs.	80
Artisan's tools	500	5 lbs.	60
Climber's kit	800	5 lbs.	50
Disguise kit	500	8 lbs.	50
Doctors kit	500	1 lb.	50
Fishing Gear	1000	5lbs.	30
Magnifying glass	1000	1 lb.	45
Musical instrument (portable)	500	3 lbs.	30
Merchants Gear	200	5 lb.	45
Toolbox	500	15 lb.	40
Dairy/ Journal (blank)	150	3 lbs.	20
Spice Rack	200	5 lbs.	30
Survey tools	1000	5lbs.	45
Thieves' tools	300	1 lb.	60

Alchemist's lab (portable) - A set of chemical tools that can allow simple chemicals be made on the road (Without this making chemicals without a lab is impossible)

Artisan's tools - A set of fine tools allowing the player to do intricate details on crafted items +5 On craft (weapon, Items, Armor)

Climber's kit - A small pick, Rope, Pitons, And Crampons within this kit used to help the climber reach their destination. +5 Climb

Disguise kit - A kit of wigs, Mustaches, Makeup and other devices to change the look of a persons face +5 Disguise

Doctors kit - A medicine bag holding, Needles, Scalpels, Scissors, bandage, Rubber Tubing and a collection of common medicines used to perform medical needs on the go. +5 Medicine

Fishing Gear - A rod, Extra string, Lures, Bobbers and Sinkers used to help catch fish +5 Profession Fishing

Magnifying glass - A small glass used to appraise or even forge documents by reading the small text +Forgery / +5 Appraise

Musical instrument (portable) - A small or medium instrument that can be carried with one self (Required when performing Instrument)

Merchants Gear - A collection of scales, Calculators and a secure brief case +5 Diplomacy on Sale and purchases

Toolbox - A metal box with hammers, Nails, Screwdrivers, Drills and screws, Used for repairs and building large things, +5 Repair / Craft Vehicle

Dairy/ Journal (blank) - A small empty book

Spice Rack - A collection of various common and popular spices for cooking +5 Cooking

Survey tools - Rulers, Measuring tools used to figure out land scale and distance +5 Navigation

Thieves' tools - Tools that contains lock picks and mirrors to aid in breaking into locked places (without these tools Picking locks can not be performed)

Food and its Healing abilities

As stated before food in the game is a way to gain back some Hp and Chi. The amount returned is based on the units of food and any other bonuses the cook has to place into it. Each person is in need for survival to eat 1 -3 units of food a day. (example: 1 lb. apples = 1 unit) So unless a player is not eating for some reason they will always have healing from the day for each meal they eat. A single unit of food offers 2 Hp and 2 Chi back. But its important to know that each character unless stated by a ability /defect has a limit of eating their Con score in units per meal. Thus a player with a con score of 10 could only eat 10 units and gain back 20 Hp and 20 Chi per meal, if they do nothing but eat all day they would only recover 60 Hp and 60 Chi. (Mind you Chi restore to full after a full nights rest, and you heal your con mod + level as well.)

From creating a wisp of light to causing the ground itself to shatter and break, spells are a source of immense power. A technique is a one-time magical effect.

Techniques come in four types: Ninjutsu (techniques that use the players natural alignment to form elemental attacks and defenses) Genjutsu (Techniques that cause illusions that trick targets), Taijutsu (Techniques that infuse the body with natural alignment to do greater physical attacks) Martial Arts (Techniques of skilled masters of their body improving physical attacks beyond human limits).

Most techniques are learned in advance through training in a great length of time. While some techniques can be used from ninja scrolls to have a instant effect. Despite these different ways characters use to learn or use techniques, when it comes to casting them, the techniques are very much alike.

Casting Techniques

Whether a technique is Ninjutsu, Genjutsu, Taijutsu or Martial Arts, and whether a character learned it in advance or chooses casts them from a scroll, casting a technique works the same way.

Choosing a Technique

First you must choose which technique to cast.

To cast a technique, you must be able to make hand signs (if it has required signs component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a technique.

If a technique has multiple versions, you choose which version to use when you cast it. You don't have to prepare a specific version of the technique if you have learned it before. Once you've cast a learned technique, the player subtracts the required amount from their chi pool.

Concentration

To cast a technique, you must concentrate. If something interrupts your concentration while you're casting, you must make a concentration check or lose the chi as if you had successfully cast it. When you make a concentration check, you roll d20 and add your level and the ability score modifier used to on the Technique type. Ninjustu – INT, Genjutsu – WIS, Taijutsu – STR, and Martial Artist – CON.

Injury: If you take damage while trying to cast a technique, you must make a concentration check with a DC equal to 20 + the damage taken – character level. If you fail the check, you lose the chi without effect. The interrupting event strikes during casting if it comes between the time you started and the time you complete a technique (for a technique with a casting time of 1 full round or more) or if it comes in response to your casting the technique (such as an attack of opportunity provoked by the technique or a contingent attack, such as a readied action). If you are taking continuous damage, such as from an

acid or by standing in a lake of lava, half the damage is considered to take place while you are casting a technique. You must make a concentration check with a DC equal to $20 + 1/2$ the damage - character level that the continuous source last dealt you're casting. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract you.

Technique: If you are affected by a technique while attempting to cast a technique of your own, you must make a concentration check or lose the chi you are casting. If the technique affecting you deals damage, the DC is $30 -$ character level the damage taken.

If the technique interferes with you or distracts you in some other way, the DC is the technique's saving throw $DC + 10 -$ Character level. For a technique with no saving throw, it's the DC that the technique's saving throw would have if a save were allowed ($25 -$ character level + caster's ability score).

Grappling or Pinned: The only techniques you can cast while grappling or pinned are those without hand symbols components and whose material components (if any) you have in hand. Even so, you must make a concentration check (DC $30 -$ character level) or lose the chi.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC $40 -$ character level) or lose the chi.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, you must make a concentration check (DC $60 -$ character level) or lose the technique. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to $80 -$ character level.

Concentration Check DC's

Situation	Concentration Check DC
Cast defensively	20 - level
Injured while casting	20 + damage dealt - level
Continuous damage while casting	$20 + 1/2$ damage dealt - level
Affected by a non-damaging spell	$25 +$ caster's ability score - level
Grappled or pinned while casting	30 - level
Vigorous motion while casting	40 - level
Violent motion while casting	60 - level
Extremely violent motion while casting	80 - level
Difficult weather conditions	30 - level
Harsh weather conditions	50 - level
Entangled while casting	40 - level

Violent Weather: You must make a concentration check if you try to cast a technique in difficult weather. If you are in a high wind carrying blinding rain or sleet, the DC is 30 – level of the character. If you are in Harsh weather wind-driven hail, dust, or debris, the DC is 50 - the character level. In either case, you lose the chi if you fail the concentration check. If the weather is caused by a technique, use the rules as described in the technique's description.

Casting Defensively:

If you want to cast a technique without provoking any attacks of opportunity, you must make a concentration check (DC 20 - character level) to succeed. You lose the chi if you fail.

Entangled:

If you want to cast a technique while entangled in a net or by a chemicals or while you're affected by a technique with similar effects, you must make a concentration check to cast the technique (DC 40 - characters level). You lose the spell if you fail.

Counter

It is possible to cast any technique as a counter. By doing so, you are using the technique's energy to disrupt the casting of the same technique by another character. Counters works even if one technique is Ninjustu and the other Genjustsu.

How Counters Work:

To use a counters you must select an opponent as the target of the counter. You do this by choosing to ready an action. In doing so, you elect to wait to complete your action until your opponent tries to cast a technique. You may still move at your normal speed, since ready is a standard action. If the target of your counter tries to cast a technique, make a Knowledge Ninjutsu check (DC 50). This check is a free action. If the check succeeds, you correctly identify the opponent's technique and can attempt to counter it. If the check fails, you can't do either of these things. To complete the action, you must then cast an appropriate technique. As a general rule, a technique of opposing elements can counter. If you are able to cast the same technique, you cast it, creating a counter effect.

If the target is within range, both techniques automatically negate each other with no other results.

Counter Powered up Techniques: Boost feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some techniques can counter other specific techniques, often those with diametrically opposed effects.

Caster Level

A technique's power often depends on its caster level, which for most characters is equal to her level. You can cast a technique at a lower caster level than normal. In the event that a class feature or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt), but also to your caster level check to overcome your target's elemental resistance.

Technique Failure

If you ever try to cast a technique in conditions where the characteristics of the technique cannot be made to conform, the casting fails and the chi is wasted. Techniques also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a technique entails.

Special Technique Effects

Many special technique effects are handled according to the description of the technique in question.

Attacks:

Some techniques descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. Attempts to channel energy count as attacks if it would harm any creatures in the area. All techniques that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Techniques that summon monsters or other allies are not attacks because the technique themselves don't harm anyone.

Bonus Types:

Usually, a bonus has a type that indicates how the technique grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus of a given type works. The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one, although most penalties have no type and thus always stack. Bonuses without a type always stack, unless they are from the same source.

Bringing Back the Dead:

A few techniques have the power to restore slain characters to life. When a living creature dies, its soul departs its body, leaves the Material Plane. Bringing someone back from the dead involves retrieving his soul and returning it to his body or a provided body.

Negative Levels:

Any creature brought back to life usually gains one or more permanent negative levels. These levels apply a penalty to most rolls until removed through techniques. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

Preventing Revivification:

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using raise dead or resurrection to restore the slain character to life.

Revivification against One's Will:

A soul can't be returned to life if it doesn't wish to be. A soul knows the name and alignment of the character attempting to revive it and may refuse to return on that basis.

Combining Techniques

Technique or powers usually work as described, no matter how many other techniques or powers happen to be operating in the same area or on the same recipient. A player can combine learned techniques and powers with other techniques or powers at a cost of double the chi or uses. The combined attack takes double time but in turn uses both effects.

Stacking Effects:

Techniques that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different techniques (or from effects other than techniques).

Different Bonus Types:

The bonuses or penalties from two different techniques stack if the modifiers are of different types. A bonus that doesn't have a type stacks with any bonus.

Same Effect More than Once in Different Strengths:

In cases when two or more identical techniques are operating in the same area or on the same target, but at different strengths, only the one with the highest strength applies.

Same Effect with Differing Results:

The same technique can sometimes produce varying effects if applied to the same recipient more than once. Usually the last technique in the series trumps the others. None of the previous techniques are actually removed or dispelled, but their effects become irrelevant while the final technique in the series lasts.

One Effect Makes Another Irrelevant:

Sometimes, one technique can render a later technique irrelevant. Both techniques are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects:

Sometimes Genjutsu effects that establish mental control render each other irrelevant, such as spells that remove the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Techniques with Opposite Effects:

Techniques with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some techniques negate or counter each other. This is a special effect that more often a technique that uses the opposing element alignment.

Instantaneous Effects:

Two or more techniques with instantaneous durations work cumulatively when they affect the same target.

TECHNIQUE DESCRIPTIONS

The description of each technique is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every technique description gives the name by which the technique is generally known.

Type

Beneath the technique name is a line giving the type of technique (and the subschool, if any) to which the technique belongs. Every Technique belongs to one of four types of technique.

Ninjutsu

Techniques that use the player's connection to the natural world. Techniques that use Ninjutsu are infused with the natural elements in their use, the most wide and diverse of the four types, ninjutsu has attack, defensive, boosting and effect based techniques.

Stat: Intelligence

Genjutsu

Techniques that use illusion to warp the environment in the mind of targets. A vastly overlooked field of techniques that hold deadly skill. This type holds many effect based techniques, with a few defensive and boosting. More powerful users can use illusions that hold massive attack power.

Stat: Wisdom

Taijutsu

Techniques that use the power of ones natural alignment, to infuse physical attacks, to be boosted or perform beyond normal power, they also can add new elements of damage to their attacks. This type focuses mostly on boosts and attacks, with a few Defensive techniques.

Stat: Strength

Martial Arts

Techniques that use the power of ones physical training to perform attacks and techniques beyond that of a normal person, the user under goes long and tense training to perform these techniques. Like ninjutsu the choices are wide ranged, yet fewer techniques are found thus are limited in their choices, but unlike the other 3 techniques in this type have no set alignment unless other wise stated allowing a greater chance at making the damage count.

Stat: Constitution

Techniques Variables

Summoning: A summoning technique instantly brings a creature or object to a place you designate. When the technique ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the technique description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. When the technique that summoned a creature ends and the creature disappears, all the techniques it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Teleportation: A teleportation technique transports one or more creatures or objects a great distance. The most powerful of these techniques can transport people. Unlike summoning techniques, the transportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination:

Divination techniques enable you to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive techniques. Many divination techniques have cone-shaped areas. These move with you and extend in the direction you choose. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the technique.

Scrying:

A scrying technique creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any techniques or effects that target you, but not techniques or effects that emanate from you. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment. A creature can notice the sensor by making a Notice check with a DC 60 - creature's level. The sensor can be dispelled as if it were an active technique. Sealing techniques protection blocks all scrying techniques based on their DC of the technique cast.

Charm:

A charm technique changes how the subject views you, typically making it see you as a good friend.

Compulsion:

A compulsion technique forces the subject to act in some manner or changes the way its mind works. Some compulsion techniques determine the subject's actions or the effects on the subject, others allow you to determine the subject's actions when you cast the technique, and still others give you ongoing control over the subject.

Evocation:

Evocation techniques manipulate energy or tap an unseen source of power to produce a desired end. In effect, an evocation draws upon power to create something out of nothing. Many of these techniques produce spectacular effects, and evocation techniques can deal large amounts of damage.

Illusion:

Illusion techniques deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment:

A figment technique creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. It is not a personalized mental impression. Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the technique description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the figment produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like (or copy another sense exactly unless you have experienced it). Because figments and glamers are unreal, they cannot produce real effects the way that other types of illusions can. Figments and glamers cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these techniques are useful for confounding foes, but useless for attacking them directly. A figment's AC is equal to 10 + its size modifier.

Glamer:

A glamer technique changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern:

Like a figment, a pattern technique creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are Genjutsu.

Phantasm:

A phantasm technique creates a mental image that usually only the caster and the subject (or subjects) of the technique can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression, all in their heads and not a fake picture or something that they actually see. Third parties viewing or studying the scene don't notice the phantasm. All phantasms are Genjutsu.

Shadow:

A shadow technique creates something that is partially real from extra-dimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Genjutsus (Disbelief):

Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real gains a bonus to the saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Transmutation:

Transmutation techniques change the properties of some creature, thing, or condition.

Classification:

Appearing on the same line as the type when applicable, is a classification that further categorizes the technique in some way. Some techniques have more than one descriptor. The descriptors are Clan, Bloodline, Possession, Class Rank.

These determine limitations to who can use the techniques. Both by the rank of the player that they are allowed to learn and the heritage or power they may also possess.

Components:

A technique's components explain what you must do or possess to cast the technique. The components entry in a technique description includes abbreviations that tell you what type of components it requires. Specifics for material and focus components are given at the end of the descriptive text. Usually you don't need to worry about components, but

when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Hand symbols (Ha): A somatic component is a measured and precise movement of the hand. You must have both hands free to provide a somatic component unless you have the technique *One Handed Jutsu*.

Element (Ele): A material component consists of one or more physical substances or objects that are required by the technique energies in the casting process. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your bags.

Casting Time

Most techniques have a casting time of 1 standard action. Others take 1 round or more, while a few require only a swift action. A technique that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the technique. You then act normally after the technique is completed. A technique that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a technique as a full-round action, just as noted above for 1-round casting times). These actions must be consecutive and uninterrupted, or the technique automatically fails.

When you begin a technique that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the chi. A technique with a casting time of 1 swift action doesn't count against your normal limit of one technique per round. However, you may cast such a technique only once per round. Casting a technique with a casting time of 1 swift action doesn't provoke attacks of opportunity. You make all pertinent decisions about a techniques (range, target, area, effect, version, and so forth) when the technique comes into effect.

Range

A technique's range indicates how far from you it can reach, as defined in the range entry of the techniques description. A technique's range is the maximum distance from you that the technique's effect can occur, as well as the maximum distance at which you can designate the technique's point of origin. If any portion of the technique's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Self:

The technique affects only you.

Touch:

You must touch a creature or object to affect it. A touch technique that deals damage can score a critical hit just as a weapon can. A touch technique threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch techniques allow you to touch multiple targets. You can touch up to 6 willing targets as

part of the casting, but all targets of the technique must be touched in the same round that you finish casting the technique. If the technique allows you to touch targets over multiple rounds, touching 6 creatures is a full round action.

Unlimited:

The technique reaches anywhere on the same plane of existence.

Aiming a Technique

You must make choices about whom a technique is to affect or where an effect is to originate, depending on a technique's type. The next entry in a technique description defines the technique's target (or targets), its effect, or its area, as appropriate.

Target or Targets:

Some techniques have a target or targets. You cast these techniques on creatures or objects, as defined by the technique itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the technique. If the target of a technique is yourself (the Target line of the technique description includes "You"), you do not receive a saving throw, and technique resistance does not apply. The saving throw and elemental resistance lines are omitted from such techniques.

Some techniques restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some techniques allow you to redirect the effect to new targets or areas after you cast the technique. Redirecting a technique is a move action that does not provoke attacks of opportunity.

Effect:

Some techniques create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, after it appears it can move regardless of the technique's range.

Ray:

Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted technique. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature at which you're aiming. If a ray technique has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray technique deals damage, you can score a critical hit just as if it were a weapon. A ray technique threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread:

Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the technique effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect to all portions of the effect.

Area:

Some techniques affect an area. Sometimes a technique description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the technique affects. The point of origin of a technique is always a grid intersection. When determining whether a given creature is within the area of a technique, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the technique's area, anything within that square is within the technique's area. If the technique's area only touches the near edge of a square, however, anything within that square is unaffected by the technique.

Burst, Emanation, or Spread:

Most techniques that affect an area function as a burst, an emanation, or a spread. In each case, you select the technique's point of origin and measure its effect from that point. A burst technique affects whatever it catches in its area, including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst techniques are specifically described as cone-shaped. A burst's area defines how far from the point of origin the technique's effect extends.

An emanation technique functions like a burst technique, except that the effect continues to radiate from the point of origin for the duration of the technique. Most emanations are cones or spheres.

A spread technique extends out like a burst but can turn corners. You select the point of origin, and the technique spreads out a given distance in all directions. Figure the area the technique effect fills by taking into account any turns the technique effect takes.

Cone, Cylinder, Line, or Sphere:

Most techniques that affect an area have a particular shape. A cone-shaped technique shoots away from you in a quartercircle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations, and thus won't go around corners.

When casting a cylinder-shaped technique, you select the technique's point of origin. This point is the center of a horizontal circle, and the technique shoots down from the circle, filling a cylinder. A cylinder-shaped technique ignores any obstructions within its area.

A line-shaped technique shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped technique affects all creatures in squares through which the line passes.

A sphere-shaped technique expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures:

A technique with this kind of area affects creatures directly (like a targeted technique), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape. Many techniques affect "living creatures," which means all creatures other than constructs and undead. Creatures in the technique's area that are not of the appropriate type do not count against the creatures affected.

Objects:

A technique with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other:

A technique can have a unique area, as defined in its description.

Shapeable:

Some of the techniques you can shape. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect:

A line of effect is a straight, unblocked path that indicates what a technique can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast a technique on or to any space in which you wish to create an effect. You must have a clear line of effect to the

point of origin of any technique you cast. A burst, cone, cylinder, or emanation technique affects only an area, creature, or object to which it has line of effect from its origin (a spherical burst's center point, a cone shaped burst's starting point, a cylinder's circle, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a technique's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a technique's line of effect.

Duration

A technique's duration entry tells you how long the energy of the technique lasts.

Timed Durations:

Many durations are measured in rounds, minutes, hours, or other increments. When the time is up, the energy goes away and the technique ends. If a technique's duration is variable, the duration is rolled secretly so the caster doesn't know how long the technique will last.

Instantaneous:

The energy comes and goes the instant the technique is cast, though the consequences might be long-lasting.

Permanent:

The energy remains as long as the effect does. This means the technique is vulnerable to dispel.

Concentration:

The technique lasts as long as you concentrate on it. Concentrating to maintain a technique is a free action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a technique can also break your concentration while you're maintaining one, causing the technique to end. Some techniques last for a short time after you cease concentrating.

Subjects, Effects, and Areas:

If the technique affects creatures directly, the result travels with the subjects for the technique's duration. If the technique creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the technique affects an area, then the technique stays with that area for its duration. Creatures become subject to the technique when they enter the area and are no longer subject to it when they leave.

Touch Techniques and Holding the Charge:

In most cases, if you don't discharge a touch technique on the round you cast it, you can hold the charge (postpone the discharge of the technique) indefinitely. You can make touch attacks round after round until the technique is discharged. If you cast another technique, the touch technique dissipates. Some touch techniques allow you to touch multiple targets as part of the technique. You can't hold the charge of such a technique;

you must touch all targets of the technique in the same round that you finish casting the technique.

Discharge:

Occasionally a technique lasts for a set duration or until triggered or discharged.

Dismissible:

You can dismiss the technique at will. You must be within range of the technique's effect to dismiss it. Dismissing a technique is a standard action that does not provoke attacks of opportunity. A technique that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the technique is to stop concentrating on your turn.

Saving Throw

Usually a harmful technique allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a technique description defines which type of saving throw the technique allows and describes how saving throws against the technique work.

Negates:

The technique has no effect on a subject that makes a successful saving throw.

Partial:

The technique has an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half:

The technique deals damage, and a successful saving throw halves the damage taken (round down).

None:

No saving throw is allowed.

Disbelief:

A successful save lets the subject ignore the technique's effect.

Object:

The technique can be cast on objects, which receive saving throws only if they are attended (held, worn, grasped, or the like) by a creature resisting the technique, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. This notation does not mean that a technique can be cast only on objects. Some techniques of this sort can be cast on creatures or objects. A item's saving throw bonuses are each equal to 2 + holders (creators) level +Item level Bonus is any

Harmless: The technique is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class:

A saving throw against your technique has a DC of 10 + your characters level + your bonus for the relevant ability (Intelligence for a ninjutsu, Wisdom for a genjutsu, Strength for a Taijutsu, and Constitution for Martial Arts.) Unless otherwise stated in the description of the technique.

Succeeding on a Saving Throw:

A creature that successfully saves against a technique that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted technique, you sense that the technique has failed. You do not sense when creatures succeed on saves against effect and area techniques.

Automatic Failures and Successes:

A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the technique may cause damage to exposed items. A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw:

A creature can voluntarily forego a saving throw and willingly accept a technique's result. Even a character with a special resistance to it can suppress this quality.

Items Surviving after a Saving Throw:

Unless the descriptive text for the technique specifies otherwise, all items carried or worn by a creature are assumed to survive an attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack dealt. If the selected item is not carried or worn and is not empowered, it does not get a saving throw. It simply is dealt the appropriate damage.

Elemental Resistance

Elemental resistance is a defensive ability. If your technique is being resisted by a creature then it matches their elemental resistance, you must make a caster level check (1d20 + level) at least equal to the creature's elemental resistance for the technique to affect that creature. The defender's elemental resistance occurs naturally and is based on their elemental alignment. The Elemental Resistance entry and the descriptive text of a technique description tell you whether elemental resistance protects creatures from the technique. In many cases, elemental resistance applies only when a resistant creature is targeted by the technique, not when a resistant creature encounters a technique that is already in place. The terms "object" and "harmless" mean the same thing for elemental resistance as they do for saving throws. A creature with elemental resistance must voluntarily lower the resistance (a standard action) in order to be affected by such techniques without forcing the caster to make a level check.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description includes “see text,” this is where the explanation is found.

Items Affected by Magical Attacks

Order	Item
1st	Shield
2nd	Armor
3rd	helmet, hat, or headband
4th	Item in hand
5th	cloak
6th	Stowed or sheathed weapon
7 th	bracers
8th	clothing
9th	jewelry (including rings)
10th	Anything else

* In order of most likely to least likely to be affected.

Creating a Technique Scroll

A player can store any technique that they know into a technique scroll. This requires an expenditure of chi x5 that of the technique but allows the player to call forth the technique at any time without expending chi for its use. The player must make a Craft Item roll DC 20 + (see below) for every rank – character level

DC for crafting Technique Scroll

Rank Level	DC
Rank E	+0
Rank D	+10
Rank C	+20
Rank B	+30
Rank A	+50
Rank S	+70

Learning Techniques

A player has to spend a set amount of time to learn a technique, after which a player then makes rolls to see if they learned the new technique to add to their list. This is done in three parts.

Study:

The player must actively study the technique for a set amount of time, based on the rank of the technique. A player can take longer time to learn the technique to lower the practice time in 1/2.

Practice:

After the technique's time has passed the player must then practice the technique for a set amount of time to properly learn it. Once the time has past the player can 1/day practice the technique (lowering the DC of the technique by 1 each new day). To succeed on learning the new technique by rolling a Knowledge Ninjutsu. On a success the player learns the technique and can add it to their lineup. On a failure they loss one day of practice and must continue till they succeed if they want the technique.

Instant Knowledge:

Restricted by many GM's some like the Uchiha clan can simply learn a technique by identifying it with a DC on a Knowledge Ninjutsu. If they succeed on the roll they gain the technique in their line up at double cost of it as if they had learned it normally. If they fail they can not gain the technique with out meeting the practice and Study requirements.

Learning Techniques DC's

Ranks	Study Time	Practice Time	DC
E	1 hour	1 day	20
D	1 day	3 days	30
C	5 days	1 week	40
B	10 days	1 month	50
A	3 weeks	3 months	70
S	6 weeks	6 months	90

POWERS AND SPECIAL ABILITIES

A number of classes and creatures gain the use of special abilities, many of which function like techniques.

Creating Powers

This chapter will lead you to create powers and see how things actual come out.. All powers can be combined with others to create a newer and stronger power or boosted by increasing the cost of the build to grant an addition (different bonus to the attack). A player can choose to not use a more powerful version of an attack after they bought it but it still counts as use of the attacks. Powers are generally created by Possessed Ninja or Monstrous Ninja, but if a player can justify it then any race can create a power to use.

Progression of attacks

As a character levels they may want to boost an attack to form a new type of attack, this is done by adding a new ability or type to the attack it does not create a new attack of sorts

The Rules Below currently stand from our One Piece RPG Rules.

Basic Power Attacks - At the cost of 5 points a player creates a power attack that grants them a greater damaging attack than a normal attack from a weapon. A power bought builds with the level of the character thus at low levels the damage of an attack may be weaker than 5 levels later.

Luffy's Gum Gum Pistol - created using 5 points at level 8

Gum Gum Pistol +Melee score 1d6+STRx4 Reach attack (based off gum gum fruit)

In this case Luffy uses the fruit's natural ability to throw the punch but makes it do 4 times normal damage

Zoro's 10 pound Cannon - created using 15 points at level 6 combo add range, touch attack, increase damage

10 pound Cannon +Melee score 2d10 + STR x3 60' Ranged touch attack made with Melee

Here in Zoro's case he makes an attack that's double damage and he made the attack a range touch instead of a normal Melee

5 points gets the following attack options

Attacks List

+1 abilities

+ bonus to hit (increases by 1 each level)

x damage (Increases by 1 every 2 levels)

Range Attack (makes a melee attack count able to attack at 10ft level each level)

Cone attack (makes attack act as a cone spread 10 ft every 3 levels)

Area attack (makes attack act in an area selected 5 ft every 3 levels)

Self attack (makes attack around character selected 5 ft every 3 levels)

Delayed attack (makes attack do extra damage over time 1/2 damage for rounds equal to 1/2 level)

Abilities

Keen - Double crit range of the attack

Touch attack - make attack a touch attack from melee attack roll

Bane - better to hit + and damage x for certain type of race or character based on 1/4 character level

Defending - + to AC after this attack is performed bonus based on 1/2 character level

Ghost Touch - be able to hit incorporeal creatures

Mighty Cleaving - when one foe is dropped player can make a cleave and keep on till they fail

Berserker - + damage when raging based on character level

Drain - Heal damage from target 1 point per character level

Deadly Precision - does 1d6 more sneak attack per 1/4 the character level

Disarming - + to disarm attempt bonus based on 1/2 character level

Eager - + to Initiative increase based on 1/2 character level

Knock Back - a critical scored with this attack launches them off their feet for 1/2 level x5ft

Sizing - attack counts as one size large increases every five levels

Sundering - + to sunder weapons with this attack bonus based on character level

Sweeping - + to Trip attempt with attack bonus based on character level

+ Haki Damage - requires haki grants bonus of haki to attack

Multi attack - does # of attacks equal to 1/2 character level at a -4 to hit

Power Defense - At 5 points the player can create a Defense Power that they can activate. Some uses allow you to Avoid an attack all together, others boost your ac or grant you DR. All first time buys of these powers last with a CON Mod +1d6 rounds

Ace's Flame Body - created using 5 points at level 20

Flame Body 50% Displacement miss chance all attacks must roll d100 on 1-50 they miss to hit

Lasts Con Mod +1d6 rounds

For Ace's Flame body we go with the idea that he can turn his body to full flame thus letting attack go

through him, with this in mind he spends five points and gains the ability of displacement at a 50% or half miss chance Normal displacement boost is 25% but his body already gave that thru his fruit power thus he boosts it to 50%

Frankie's Star Shield - created using 5 points at level 10
Star Shield - +5 AC, Grants a AC boost for Con mod +1d6 rounds

Frankie goes a different route He has a built in shield that expands at will thus granting him a shield bonus to his AC

Defense List
+1 ability
AC Boost + 1 per other character level
DR Boost +1 per every three levels
Displacement 10% per every four levels

Defense Ability
Energy/element resistance - +1 per every other level of the character
Regenerating - Heals 1 point of damage a round for ½ characters level
Bounce Back - 10% of the damage is reflected back at attacker for every other level
Flash - cause a blinding light that dazes target for 1d4 rounds Will save Con mod +level in DC
Spiked - cause 1d6 damage to any melee attacks made
Anchoring - +10 verses Bull Rushes or knock back attempts
Agile - +3 to Reflex Saves
Throwing - Defense can be launched as a offense
Cover - Defense can be set to grant a cover bonus

Movement - At 5 Points the player can create a power to alter there movement in a way. (Fruit users still cant go in water)

Robin's Fleur Wings - 5 points level 1
Fleur Wings - Grants player a slow fall / glide of 10'ft a round for Con mod +level rounds, Free action

Here in robins case we have her added movement as a slow fall/ glide at 10 ft a round the movement isn't that great but is a Free action for her to activate this ability

Ussop's AHHHUWAAAAA - 5 points level 10
Ahhhuwaaaaa - character makes a ranged touch attack at a object within 100ft to move towards it or swing from it to move up to 200ft away - Full attack action

Here we have Ussop's Ahhhhuwaaaaa which is a launched grappling hook in his belt the, ability takes a full round and requires a easy ranged touch attack but allows him a movement of up to 200ft to make up for the restrictions

Brooks Mad Dash
Mad Dash - Character can move over water for CON Mod + level rounds

Here we have brook doing a alternate way of movement with his Mad Dash movement over water allowing him to water walk

Movement buys
Increase Movement by 10 ft per level
Movement ability

Movement Abilities

Minor Abilities

Slow Fall / Glide - glide or fall at 10ft x total distance based on level
Swim thru earth - move through earth as if it were water 5 ft for every level
Tunneling - move through earth leaving tunnels/ pits behind 10 ft for every other level
Shadow walk - move through connected shadows distance of travel 10ft per level
Mirror world - move from one mirror surface to the other distance of travel 10ft per level
Lighting Rail - Move through a lighting bolt distance of travel 10ft per level
Tank Tread - Move bonus 30ft ignoring difficult terrain per every other level
Plant Move - Move through plants connected to each other distance of travel 10ft per level
Water Walk - Move across water distance of travel 10ft per level
Ice Skate - Slide or skate across the ground distance of travel 10ft per level
Air Walk - walk along air at normal movement distance of travel 5ft per level
Flight - Fly at normal movement distance of travel 10ft per level
Phasing - Move through solid objects / walls distance of travel 5ft per every other level
Teleport - Teleport self at a distance of distance of travel 10ft per level
Group Port - Teleport more than self at a distance of distance of travel 5 ft per level

Added Effect - At 5 Points the player can add a effect to their attacks. Effects list below for types of effects.

Boa Hancock's Merow Merow Beam - 15 points level 1

Merow Merow Beam - Upon seeing her targets must make a will save or fall for her beauty (DC is determined by her CHA Score +10) those that fail suffer -20 to the save vs. this gaze attack - 60' ft cone ranged touch attack petrifies target till subject is released by user **Fort Save 10+CHA mod + level**

In Boa's case she has made this attack a two fold attack the first part is based off a save that must be made by the target the moment she come in their view which grants those that fail the first save a negative mod to the second save

Ussop's Tabasco Star - 5 points level 1

Tabasco Star - Ranged Touch attack - **Slow Burn +1 damage for 1 rounds per level**

In Ussop's case he uses a Tabasco pepper loaded bullet and hits his targets causing them over time damage

Brook's Love-a-bye Sonata - 10 points level 1

Love-a-bye Sonata - **Will save DC Performance roll + Level vs. Sleep, 30ft radius**

In Brook's case he just adds his level and performance result to make an attack to make his targets sleep

Effects List

Sleep - target falls asleep for level +1d6 minutes

Petrify - turns target to stone / other material last level + 1d6 rounds (second buy makes it a at will release instead of timed)

Slow burn - does damage over time 1 for 1 rounds per level

Hypnotize - Control targets actions for 1d6+1 round a level (second buy makes it till subject can break free)

Blessing - Grants target a + level boost determined by the power of

Curse - Grants target a + level negative determined by the power

Healer - Heals target Con Mod+ level for 1d6 rounds

Drain - does Con Mod + level of damage

Vampire - does + level damage that does healing

Elemental Attack - At 5 Points the player can add a element to their attacks. This Power does damage or another effect, see list of Elemental attacks and does more on critical hits.

Ace's Heat Blast - 5 points to create power level 1

Heat Blast - **Melee attack** **1d6 damage** + Unarmed attack+ STR x2 (**+2d8 on crit**)

In Ace's case he made a simple melee attack do added damage with his fruit power despite the name the elemental choice he made was fire granting him greater elemental damage

Nami's Heat Ball/Cold Ball - 5 points to create a power (both bought in one purchase of 5 points)

Heat Ball - **Touch attack** **1d4 damage ball** takes a standard action to activate

Cold ball - **Touch attack** **1d4 damage ball** takes a standard action to activate

Nami sacrifices greater damage for better to hit and since it takes a standard action to activate and since they are stand alone balls unable to score the critical each she was able to buy both heat and cold in one purchase

Elemental List

These three increase every four levels of the character , crits do not increase

Fire - +1d6 added damage from fire, on critical it does +2d8

Electric - +1d6 added damage from electric; on critical it does +2d8 electrical

Ice - +1d6 added damage from ice, on critical it does +2d8 ice

Void - +1d6 added cold damage, on a critical does 1d6 temporary negative level

These ones increase every other level in area and every three level in damage

Water - +1d8 added damage, Drown*, dowse fires 5ft,

Vacuum - +1d8 damage, Vacuum*, dowse fire 5ft

Lighting - +1d8 damage, Static^, Magnet pull 5ft

These increase every other level by double

Steam - +1d4 fire, on a critical does 1d8 fire damage

Heat - +1d4 fire, on a critical does 1d8 fire damage

Cold - +1d4 cold, on a critical does 1d8 cold damage

Air - +1d4 wind/cold, +1d8 wind/cold damage

Sonic - +1d4 sonic, on a critical does 1d8 sonic damage

Earth - +1d4 earth , on critical it does +2d8 Earth damage

These increase damage every 3 levels and the damage continues based on level in rounds

Light - +1d6 fire damage, does 1 damage per rounds in level

Acid - +1d6 earth damage, does 1 damage per rounds in level

* - Drown and Vacuum can cause players to suffer the same rules of drowning as if they are under water

^ - Static the target hit with this must make a fort save 10 +level vs, stun

Status Attack - At 5 Points the player can make an attack that affects the target in a way that will affect their status. See the list of status effects below. Unlike added effect these abilities last till the end of the day or as such

Persona's Hallow Hunter - created with 15 points level 1

Hallow Hunter - **Ranged Touch Cone** **Causes Depression Will Save DC Level + 10 roll**

In this case Persona, makes a cone attack that causes the targets to make depression rolls upon failing they stand there and do nothing

Ussop Spell - created with 15 points level 1

Ussop Spell - **Area Effect 60ft** **Demoralize Will Save DC Level + 10**

In this case Ussop shouts a Bluff that causes those around him to cringe upon a failed will save which causes them to suffer penalties to their rolls

Status Effect List

Poison - poison target DC based off poison + level+ bonuses lasts till effect is off or poison is healed

Disease - causes a disease DC based off disease+ level lasts till healed

Fatigue - causes target to be fatigued by attack Fort Save DC 10+Level+CON Mod

Exhaustion - causes target to be suffering from exhaustion by attack Will Save DC 10+Level+Con Mod

Fear - causes fear Will vs. Intimidate + Level lasts Will Mod +1d6 rounds

Depression - causes Inaction subject is depressed, Level +10 Will Mod +1d6 rounds

Vigor - + to hit and damage based on ½ level

Enrage - Causes target to Enrage, Taunt + Level lasts Will Mod + ½ level in rounds

Bleed - Cause subject to bleed out at 1 point for every other level, healing DC per round bleed damage + 10

Negative - Grants 1 negative level per every 5 levels, healing DC user level+10.

Stat Drain - Drains 1 point per every four levels, healing DC user level+10.

Demoralize - -user level to Hit and damage, + Level lasts Will Mod +1d6 rounds

Charm - Charms target hit with attack Will save DC 10 + level lasts +1d6 rounds

Haste - Boosts DEX by ½ level, make one extra attack per ¼ level

Slow - Drops DEX by ½ level, make one less (can not make it less then 1 instead makes it a full action)

Daze - Cases Target to be Dazed DC Fort 10 + level for 1d6 rounds

Boost Mode - At 5 Points the player can boost themselves to improve their saves, attacks, or even damage from already created attacks, drawbacks can be chosen to boost the power by even more

Gear Second, Gear Third - 5 points for Gear 2nd + 5 more points for Gear 3rd

Gear Second **All Damage Done is x5** Causes Fatigue after use, level in rounds

Gear Third **All Damage Done is x10** Requires Gear second, Become Small for rounds and fatigue = to use of 3rd gear, level in rounds

In Luffy's case he took the ability twice to double the boost and did a straight Boost to damage and take a flaw in its use to make the boost a point higher so instead of x4 he got x5 damage and then later x10

Chopper's Rumble Ball, Arm Point, Horn Point, Defense Point, Jumping Point, and Monster Point - 10 points (5 for two additional forms)

Rumble Ball **4 alternate forms each grants a separate boost only available in that form**, Arm Point +10 to Melee attacks to hit and damage, Horn Point 5d10 attack with a ram, Defense Point +10 DR/-, Jumping Point +20 to Jump and Leap attack Feat available for free, Drawback Monster Point Upon using two rumble balls within 1d12 hours of each other unleashes all forms in a Huge size category monster that blindly rages on the field for Con mod +2d12 rounds

In Chopper's case he uses his chemical skill to boost his fruits ability. This we allow the 5 points to alter his forms and give him separate boosts. The boosts would normally be much smaller but with the massive drawback of Monster point which makes him rage uncontrolled on the board for so long we grant him a higher boost to his power but to deter him we made it cost 10 points 5 for two forms

Ussop's Soge King - 5 points

Soge King Mode - **Grants immunity to fear and cowardice defect, +5 to hit, +10 to Intimidate**

In Ussop's case he dawns the Soge King mode he losses temporarily his defects and gains a boost to hit and a Intimidation boost as well as a immunity to fear rolls

Combo Power - a Combo attack is where the player sends 5 points to combine two attacks/powers to work as a new more powerful attack.

Moria's Shadow Puppet - created using 5 points to combine

Shadow Control	Will Save DC 10+Level+Wisdom Mod+ Points in attack to take shadow
Shadow Move	can move his location from one shadow to another
Shadow Puppet	Dominate Person , Will Save DC 10+Level+Wis Mod, mimic shadows owners abilities

Nami's Thunder cloud Tempo - created using 5 points to combine

Heat Ball - Touch attack	1d4 damage ball	takes a standard action to activate
Cold ball - Touch attack	1d4 damage ball	takes a standard action to activate
Combined		
Thunder cloud Tempo - Touch attack	2 attacks 1d8 per level Electrical strike from cloud lasts level +1d6 rounds	

Nami in this case combines her two ball attacks to create thunder cloud that does 2 attacks a round each doing 1d8 damage and the cloud lasts the standard time as most attacks

Team Combo Attack - an attack where two players combine their abilities to do something new (this one doesn't cost anything just requires them to work together, and to do it on the same initiative)

Buggy's Flight Mode - Buggy + Luffy (could be anyone but in the example we had it was Luffy)

Movement Flight 30' Good

Grants a Flight like mode where Buggy can make his normal move at no cost in build points as long as he carries a person who in turn carries his feet

Luffy's Gum Gum Robot - Luffy + Unwilling Subject

Fort Save DC 10+Level+STR vs Dominate, also grants Luffy full cover

Luffy Forces a unwilling subject to do his bidding by literally wrapping his body around them and moving their body any damage taken is done to the unwilling subject

Zoro's & Ussop's Hanabi Sword - Zorro + Ussop

Melee/Range attack	Damage melee/ Damage range	Crit
Zorro/Ussop	1d10+2d10+STR /1d6	18-20x2/19-20/x2

With this Combo Zorro grabs Ussop who holds his sword but can also still make his ranged attacks the sword attacks made by Zorro adds extra damage from Ussop himself doing 2d10 extra damage

Supernatural Abilities:

These can't be disrupted in combat and generally don't provoke attacks of opportunity. They aren't subject to elemental resistance, counters, or disruption, and don't function in chi blocked areas.

Extraordinary Abilities:

These abilities cannot be Disrupted in combat, as techniques can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt chi have no effect on extraordinary abilities. They are not subject to dispelling, and they function

Normally in an chi blocked area. Indeed, extraordinary abilities do not qualify as chi based, though they may break the laws of physics.

Natural Abilities:

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary or supernatural.

Class E Techniques

- Blade Buster
- Body Replacement
- Cliff Climbing Practice
- Cloak of Invisibility
- Clone technique
- Loin Combo
- One Thousand Years of Death
- Pretty Control
- Rope Escape Technique
- Sexy Technique
- Transformation Technique

Class D Techniques

- Bat Controlling
- Blab
- Body Flicker
- Body Flame Technique
- Bubble Clone Technique
- Chakra Threads
- Clay Clone
- Crystal Release: Jade Crystal Mirror
- Dark Release: Psychic Blade
- Dark Release: Psychic Barrier
- Dark Release: Psychic Slam
- Dark Release: Shadow Dogs
- Dark Release: Telekinetic Punch
- Decapitating Airwaves
- Demonic Illusion: Hell Viewing Technique
- Dispel
- Divine Illusion: Fairy Light
- Dust Release: Hands of the Dead
- Dynamic Entry
- Earth Release: Double Suicide Decapitation Technique
- Earth Release: Earth Shaking Palm
- Earth Release: Mud Pie
- Earth Release: Rock Staff
- Elbow
- Haze Clone Technique
- Hidden Mist Technique
- Ice Release: Frost Field
- Ice Release: Hail Fall
- Ice Release: Ice Cutter
- Ice Release: Ice Cycle Sword
- Ice Release: Snow Blind
- Ice Release: Snow Flake Stars
- Leaf Gale
- Leaf Whirlwind
- Magnetic Release: Magnet Spider Foot
- Manipulated Shuriken Technique
- Mist Servant Technique
- Paper Shuriken
- Passing Fang
- Projection Technique
- Source Release: Burst Fire

Sexy: Boy on Boy Technique
Sexy: Girl on Girl Technique
Shadow Shuriken Technique
Speed Release: Sonic Slicing Blade
Speed Release: Sonic Hand
Steel Release: Bouncy Ball Shot
Steel Release: Spike Scatter
Steel Release: Toy Clone
Steel Release: Yo-yo Mastery
Temporary Paralysis Technique
Water Release: Eel Skin
Water Release: Octi-grab
Wood Release: Grass Blade Storm

Class C Techniques

Arhat Fist
Attack of the Twin Demons
Bat Controlling: Ultrasonic Mind Waves
Beast Wave Palm
Blinding Bubbles Technique
Blossom Clone Strikes
Body Absorption
Chakra Hair Trap Technique
Chakra Propulsion Boots
Chakra Rope
Chakra Scalpel
Cherry Blossom Impact
Clone Great Explosion
Cloud-Style Crescent Moon Beheading
Cloud-Style Front Beheading
Cloud-Style Reverse Beheading
Contract Seal
Crow Clone Technique
Crystal Armour
Crystal Release: Crystal Lance
Crystal Release: Crystal Needles
Crystal Release: Crystal Wheel
Crystal Release: Glass Shard Field
Crystal Release: Growing Crystal Thorns
Crystal Release: Jade Crystal Blade
Crystal Release: The Gods' Crossings Technique
Crystal: Hexagonal Shuriken
Dance of the Camellia
Dance of the Larch
Dark Release: Darkness Blade
Dark Release: Psycho Babble
Dark Release: Shadow Mist
Demonic Illusion: Double False Surroundings Technique
Demonic Illusion: False Surroundings Technique
Demonic Illusion: Horror Gaze
Demonic Illusion: Nightmare
Desert Suspension
Destroying Axe Fist

Divine Illusion: Pleasant Dream
Dragon Spying Technique
Drilling Finger Bullets
Drunken Fist
Dust Release: Mummy Rot
Dust Wind Technique
Earth Release: Earth Fist
Earth Release: Earth Shore Return
Earth Release: Hiding Like a Mole Technique
Earth Release: Mud Cannonball
Earth Release: Tearing Earth Turning Palm
Earth Release: Underground Projection Fish Technique
Earth Release: Underground Submarine Voyage
Empty Cicada Shell Technique
Exploding Tag Extraction Technique
Extreme Decapitating Airwaves
Feigning Sleep Technique
Finger Engraving Seal
Fire Release: Dragon Fire Technique
Fire Release: Flame Bullet
Fire Release: Fire Dragon Bullet
Fire Release: Great Fireball Technique
Fire Release: Phoenix Sage Fire Technique
Five Seals Barrier
Flower Ninja Art: Maximum Cutting
Flower Ninja Art: Nectar of the Gods
Flower Ninja Art: Petal Storm
Flying Nail Mist Piercing
Frog Conversion Technique
Gelel Blast
Generic Sealing Technique
Genjutsu Binding
Genjutsu Kiss
Gravitational Field Damper
Gravitational Field Relief
Great Vacuum Cannon
Green Egg Bombs

Hidden Shadow Snake Hands
Hiding in a Toad Technique
Ice Release: Deep Freeze
Ice Release: Frost Burn
Ice Release: Ice Storm
Ice Release: Polar Wind
Ice Release: Winters Chill
Initial Lotus
Ink Clone Technique
Ink Mist Technique
Lava Release: Fire Rain
Lava Release: Heat Room
Lava Release: Magma Blade
Leaf Great Whirlwind
Leaf Rising Wind
Lion Combo
Magnet Release: Dense Pull
Magnet Release: Gather Metal

Magnet Release: Repulsion
Manipulating Attack Blades
Manipulating Windmill Triple Blades
Mind Body Switch Technique
Painful Sky Leg
Prepared Needle Shot
Puppet Technique
Scattering One Thousand Crows Technique
Secret Technique: Fire Ant Army
Senbon Shower
Sexy: Look of Seduction
Shadow of the Dancing Leaf
Sickle Weasel Technique
Spider Binding Technique
Sly Mind Affect Technique
Snake Authority Spell
Stage 1 Rasengan Training
Speed Release: Reverb
Speed Release: Shadow Displacement
Speed Release: Stunning Sound
Steel Release: Around the World
Steel Release: Spinning Top Strike
Steel Release: Toy Soldier Army
Steel Release: Spike Field
Storm Release: Ball Lighting
Storm Release: Cloud Cover
Storm Release: Hurricane Gust
Storm Release: Lighting Strike
Storm Release: Sudden Downpour
Storm Release: Torrent Rain
Summoning Technique
Thousand Hands Manipulation Military Art
Thousand Eye Guardian
Toad Oil Bullet
Vibrating Sound Drill
Water Clone Technique
Water Prison Technique
Water Release: Gunshot
Water Release: Puddle Teleport
Water Release: Syrup Capture Field
Water Release: Shocking Mist
Water Release: Violent Bubble Wave
Water Release: Violent Water Wave
Water Release: Waterfall Basin Technique
Wind Release: Gas Fume Cloud
Wind Release: Great Breakthrough
Wind Release: Violent Wind Palm
Wind Release: Whirl Wind Gust
Wood Release: Vine Grapple

Class B Techniques

Acid of 1000 Fangs
Acid Permeation
Altering Terrain Diagram Scroll
Animal Cursed Seal
Amplification Summoning Technique

Armour of Sand
Armour of Sticky Gold
Assimilated Rock Tank
Banshō Ten'in
Barrier Encampment Method
Barrier: Dome Method Formation
Barrier: Toad Gourd Prison
Binding Smoke Prison
Black Secret Technique Machine One Shot
Black Secret Technique Machine Two Shot
Black Secret Technique: Machine Triple Shot
Body Alteration
Body Elimination Technique
Boil Release: Mirage Dance
C1
C2
Casualty Puppet
Chakra Absorption
Chakra Enhanced Strength
Chakra Liquid
Chakra Predation
Chakra Sensing Technique
Clone Spinning Shuriken
Cloth Binding Technique
Cloud-Style Flame Beheading
Colour Course Change
Combination Transformation
Crimson Wetland
Crystal Release: Crimson Fruit
Crystal Release: Crystal Imprisonment Wave
Crystal Release: Jade Crystal Hexagonal Pillars
Crystal Release: Jade Crystal Prison Technique
Crystal Release: Jade Crystal Wall Eighth Formation
Crystal Release: Shuriken Wild Dance
Crystal Release: Tearing Crystal Falling Dragon
Crystal: Giant Hexagonal Shuriken
Crystal: Hexagonal Shuriken: Wild Dance
Dance of the Shikigami
Dance of the Willows
Dark Release: Dancing Devil Armor
Dark Release: Devil Slash
Dark Release: Lord of Nightmare
Dark Release: Shadow Movement
Dark Sealing Method
Dark Smoke Sphere
Darkness Wave
Dead Soul Technique
Delicate Illness Extraction Technique
Demon Flute: Illusionary Warriors Manipulating Melody
Demon Flute: Phantom Sound Chains
Demon Wind Bomb
Demonic Haunts Disorder
Demonic Illusion: Butterfly Evolution
Demonic Illusion: Descending Hell Technique
Demonic Illusion: Flower Head Death
Demonic Illusion: Night Terror

Demonic Illusion: Toad Confrontation Singing
Demonic Illusion: Tree Binding Death
Destructive Barrier Formation
Divine Illusion: Blessed Wish
Divine Illusion: Grand Illumination
Double Lariat
Drowning Bubble Technique
Dusk Crow Genjutsu
Dynamic Action
Dynamic Entry
Earth Release Armour
Earth Release Barrier: Earth Prison Dome of Magnificent Nothingness
Earth Release: Antlion Technique
Earth Release: Earth Corridor
Earth Release: Earth Dome
Earth Release: Earth Flow Divide
Earth Release: Earth Flow Rampart
Earth Release: Earth Flow River
Earth Release: Earth Flow Wave
Earth Release: Earth Mausoleum Dumpling
Earth Release: Earth Spear
Earth Release: Earth Style Wall
Earth Release: Hidden Among Rocks Technique
Earth Release: Landslide
Earth Release: Mud Body Technique
Earth Release: Mud Indulgence
Earth Release: Mud Wolves
Earth Release: Parish
Earth Release: Rising Stone Spears
Earth Release: Rock Lodging Destruction
Earth Release: Rock Pillar Prison Technique
Earth Release: Rock Pillars Rising
Earth Release: Rock Shelter
Earth Release Shadow Clone
Earth Release: Sticky Earth Drop
Earth Release: Tunneling Technique
Earth Release: Wheel of Fortune
Ephemeral
Exploding Bubble
Exploding Clay Minions
Exploding Dragon Strike
Exploding Flame Shot
Exploding Mine
Explosive Release: Big Bang
Explosive Release: Explosive Flame
Eye Mind Reading
Fang Rotating Fang
Fangs of Lightning
Fighting Tongue Bind
Fighting Tongue Slash
Fire Breath
Fire Release Co-Operation Technique: Garuda
Fire Release: Ash Pile Burning
Fire Release: Big Flame Bullet
Fire Release: Fire Dragon Flame Bullet
Fire Release: Fired Pottery Technique

Fire Release: Great Dragon Fire Technique
Fire Release: Intelligent Hard Work
Fire Release: Mist Blaze Dance Technique
Fire Release: Running Fire
Fire Release: Toad Oil Flame Bullet
Fire Sealing Method
Five Senses Confusion Disorder
Floating Bubble Technique
Flower Ninja Art: One Hundred Blossoming Flowers
Flower Shuriken: Falling Blossoms and Scattering Leaves
Flying Swallow
Forbidden Summoning Technique: Fire Rat
Forbidden Technique: Earth Golem
Four Black Fog Battle Formation
Four Violet Flames Battle Encampment
Four-Corner Sealing Barrier
Frog Kata
Front Lotus
Fugai's Howl
Gelel Laser
Genjutsu: Flower Petal Escape
God of Night Lightning
Golden Thunder Power
Golem Technique
Great Sickle Weasel Technique
Grudge Rain
Guillotine Drop
Lava Release: Fire Line
Lava Release: Fissure Eruption
Leaf Strong Whirlwind
Lightning Release: False Darkness
Many Hidden Shadow Snake Hands
Mechanic Light Shield Seal
Mind Body Disturbance Technique
Myriad Snake Net Formation
Needle Jizō
Poison Mist
Puppet Ninja Art: Sudden Strike
Puppet Ninja Art: Surprise Package
Rain of Spiders
Sand Binding Prison
Sealed Iron Wall
Shadow Clone Technique
Speed Release: Sonic Boom
Summoning: Earth Release: Tracking Fang Technique
Summoning: Food Cart Destroyer Technique
Summoning: Lightning Blade Creation
Summoning: Quick Beheading Dance
Summoning: Rashōmon
Summoning: Toad Shop Technique
Super Beasts Imitation Picture
Sword of Kusanagi: Chidori Katana
Sword of Kusanagi: Long Sword of the Heavens
Thousand Flying Water Needles of Death
Three Buddhist Treasures Vacuum Destruction
Toad Flat - Shadow Manipulation Technique

Typhoon Water Vortex Technique
Uzumaki Naruto Combo
Vanishing Facial Copy Technique
Water Release: Exploding Water Colliding Wave
Water Release: Five Feeding Sharks
Water Release: Great Water Arm
Water Release: Water Dragon Bullet Technique
Water Release: Water Encampment Wall
Water Release: Water Fang Bullet
Water Release: Water Shark Bullet Technique
Wild Lion's Mane Technique
Wind Release: Pressure Damage
Wind Release: Wind Slicing Blast
Wood Release: Cloud of Thorns
Wood Release: Rose Whip

Class A Techniques

Adamantine Prison Wall
All Directions Shuriken
Assimilate All Creation Technique
Assimilated Rock Blizzard
Assimilated Sand Binding Coffin
Assimilated Sand Waterfall Funeral
Barrier Gate Five Seals Technique: Castle Closing Eight Gates
Barrier Shatter Technique
"Bashōsen" Coil of Fire
Beast Wave Violent Wind Palm
Black Lightning
Black Secret Technique: Salamander
Blade of Wind
Body Revival Technique
Body Shedding
Body-Splitting Technique
Boil Release: Skilled Mist Technique
Bringer-of-Darkness Technique
C3
C4
Cat Genjutsu
Chakra Chains
Chakra Draining Seal
Chakra Transfer Technique
Character Bind Technique
Chidori
Chidori Current
Chidori Senbon
Chidori Sharp Spear
Chidori Sword
Chimera Technique
Clone Body Blow
Clone Great Explosion
Crystal Release: Arrow of Light
Crystal Release: Crystal Encampment Wall
Crystal Release: Crystal Pentagonal Prison
Crystal Release: Jade Crystal Labyrinth Technique
Curse Technique: Death Controlling Possessed Blood

Cursed Seal Chakra Blast
Cursed Seal of Earth
Cursed Seal of Heaven
Dance of the Clematis: Flower
Dance of the Clematis: Vine
Dance of the Crescent Moon
Dance of the Seedling Fern
Danzō's Juinjutsu
Dark Medicine
Dark Release: Inhaling Maw
Dark Release: Judgment
Death Technique: Heart Sever
Dust Release: Detachment of the Primitive World Technique
Earth Grudge Fear
Earth Release: Aggravated Rock Technique
Earth Release: Bedrock Coffin
Earth Release: Destructive Rising Rock Pillars
Earth Release: Devouring Earth
Earth Release: Dropping Lid
Earth Release: Earth Dragon
Earth Release: Earth Dragon Bullet
Earth Release: Hardening Technique
Earth Release: Moving Earth Core
Earth Release: Mudslide
Earth Release: Opening Earth Rising Excavation
Earth Release: Swamp of the Underworld
Eight Trigrams Trap Formation
Evil Sealing Method
Execution by Kiss
Exploding Sand Boulder
Exploding Sasumata Attack
Explosion Release: Landmine Fist
Explosive Feathers
Fire Release: Exploding Flame Crater
Fire Release: Roaring Flame Sphere
Five Elements Seal
Five Elements Unseal
Flashing Bell Beams
Flight Technique
Flower Ninja Art: Many Blooming Flowers
Four Symbols Seal
Fury
Future Telling
Gathering of the Snakes
Great Ball Rasengan
Green Shooting Star
Harem Technique
Healing Resuscitation Regeneration Technique
Hiding with Camouflage Technique
Hyūga Main Family's Juinjutsu
Important Body Points Disturbance
Memory-Concealing Manipulative Sand Technique
Mirrored Sudden Attacker Technique
Morning Peacock
Multiple Shadow Clone Technique
Mystical Palm Technique

Orochimaru's Juinjutsu
Puppet Performance: Skillful Achievement with a Human Body
Rasengan
Reverse Lotus
Sealing Technique: Lion Closing Roar
Shuriken Shadow Clone Technique
Summoning: Toad Mouth Bind
Summoning: Triple Rashōmon
Telescope Technique
Temple of Nirvana Technique
Twin Snakes Mutual Death Technique
Uzumaki Naruto Two Thousand Combo
Water Release: Great Waterfall Technique
Yin Healing Wound Destruction

Class S Techniques

Blocking Technique Absorption Seal
Bringer-of-Darkness Technique
C0
Creation Rebirth
Daytime Tiger
Dead Demon Consuming Seal
Earth Release Resurrection Technique: Corpse Soil
Eight Branches Technique
Eight Gates
Eight Trigrams Sealing Style
Flying Thunder God Technique
Kirin
Lightning Cutter
Living Corpse Reincarnation
One's Own Life Reincarnation
Red Secret Technique: Performance of a Hundred Puppets
Sealing Technique: Illusionary Dragon Nine Consuming Seals
White Secret Technique: Ten Puppet Collection of Chikamatsu
Wind Release: Rasenshuriken
Yin Seal: Release

Clan Techniques

Aburame Clan

Destruction Bug Host Technique
Human Cocoon Technique
Insect Clone Technique
Insect Jamming Technique
Insect Jar Technique
Secret Technique: Insect Bog
Secret Technique: Insect Cocoon
Secret Technique: Insect Gathering
Secret Technique: Insect Root
Secret Technique: Insect Sphere
Spindle Formation

Akimichi Clan

Ballistic Waterwheel

Butterfly Bullet Bombing
Double Human Bullet Tank
Formation Ino-Shika-Chō
Human Bullet Tank
Mega Palm Thrust
Multi-Size Technique
Partial Multi-Size Technique
Spiked Human Bullet Tank
Super Multi-Size Technique

Fūma Clan

Antlion Ninja Arts: Ephemeral
Cocoon of Rebirth
Chakra Bonding
Chakra Tendrils
Chakra Threads (Fūma)
Chakra Threads, Final Vengeance
Curse Mandala
Path of the Enlighten

Hōzuki Clan

Hydration Technique
Torrent: Hydration Technique
Water Release: Demon Fish Wave Crash
Water Release: Great Water Arm

Hyuga

Chakra Needle Technique
Eight Trigrams Empty Palm
Eight Trigrams Mountain Crusher
Eight Trigrams One Hundred Twenty-Eight Palms
Eight Trigrams Palms Heavenly Spin
Eight Trigrams Sixty-Four Palms
Eight Trigrams Thirty-Two Palms
Gentle Fist
Gentle Fist Style One Blow Body
Gentle Step Twin Lion Fists

Inuzuka Clan

Beast Human Clone
Beast Human Martial Arts Secret Technique: Heaven Twin Fang
Dynamic Marking
Fang Passing Fang
Fang Wolf Fang
Four Legs Technique
Human Beast Combination Transformation: Double-Headed Wolf
Passing Fang
Wild Beast Fang

Kamizuru Clan

Bee Bomb Technique
Bee Honey Technique
Honey Clone
Rock Hive
Thousand Bee Stings Technique

Kedōin Clan

Face Copying Technique

Nara Clan

Formation Ino-Shika-Chō
Shadow Bomb Vines
Shadow Demon Stripe Technique
Shadow Endgame Technique
Shadow Imitation Shuriken Technique
Shadow Imitation Technique
Shadow Membrane Technique
Shadow Neck Bind Technique
Shadow Sewing Technique

Tenro Clan

Tsuchigumo Clan

Fury
Forbidden Life Technique Release: Creation of Heaven and Earth

Uchiha Clan

Amaterasu
Amaterasu Shield
Blaze Release: Kagutsuchi
Demonic Illusion: Burning Paper Body
Demonic Illusion: Mirror Heaven and Earth Change
Demonic Illusion: Shackling Stakes

Uzumaki Clan

Animal Path
Asura Path
Chibaku Tensei
Deva Path
Flaming Arrow Missiles
Flaming Arrow of Amazing Ability

Yamanaka Clan

Formation Ino-Shika-Chō
Mind Body Disturbance Technique
Mind Body Switch Technique
Mind Puppet Switch Cursed Seal Technique
Yamanaka Clan Telepathy

Yuki Clan

Demonic Ice Crystal Mirrors

Martial Arts Techniques

Air Bullet
Around The World
Boulder Strike
Burning Knuckle
Cat Fist

Eagle Strike
Earth Crushing Gyser
Finger Bullet
Goblin Punch
Hand of Buddha
Healing Fingers
Iron Fist
Leg Cross
Leaping Goat
Match Kick
Match Punch
Moon Walker
Mountain Stone
Oceans Rage
Paper Wave
Para-Touch
Points of Death
Points of Life
Points of Pain
Points of Pleasure
Points of Rest
Rice Palm
Rising Dragon Palm
Scorpion Kick
Shadow Leaf Dance
Sinking Dragon Strike
Slam Master
Sobering Punch
Sonic Punch
Soru
Snake Bite Fist
Swarm Strike
Tackle Charge
Tekkai
Torrent Strike
Water's Calm
Water's Rage
Wolf Fist

Mar - Martial Artist Technique
Nin - Ninjutsu Technique
Tai – Taijutsu Technique
Gen – Genjutsu Technique
Ha - Hand Gestures required to use technique - takes full round to activate technique
Ele - requires a small amount of the element used in the technique to use
Cl – Clan technique, this technique is clan trained only
Bl – Bloodline technique, this technique is blood line only
P/M- Possession/Monster technique, this technique is possession or monster based
S – S-class technique
A – A-class technique
B – B-class technique
C – C-class technique
D – D-class technique
E – E- class technique
Com – Combo technique, requires another technique in use or other users to perform

Technique Name

(Category of technique and Style) Description of technique

[chi cost] damage [max damage if set]

Element needed

Attack range Target Casting Time

A

Acid Permeation

(Nin, Ele, B) The user blows acid bubbles at his opponent that can burn the opponent when popped. The bubble created is small object able to fit in a 5x5 square, when popped it releases a splash of acid on the target that popped it doing 2d4 a level for 4 rounds +1/2 level

[10 chi per bubble] 2d4 a level for 4 rounds +1/2 level

Soap needed to perform

60ft single target Standard

Adamantine Prison Wall

(Nin, Com, A, Ha) After transforming himself into an Adamantine Staff, Enma clones himself in staff form then boxes the enemy into a lattice. The prison wall has incredible toughness, and is impossible to break. When used for defense the enemy has no way of attacking. Creates a shelter that has a Hardness of 50, 200 HP. This technique requires concentration of the user to keep the prison up. When used as defense it offers Full cover to the user.

[50 chi to activate, 10 chi to maintain] Hardness 50, 200 HP, Grants full cover

Requires summon technique (Monkey)

N/A Self Standard

Air Bullet

(*Mar*) The user blasts a strong burst of wind that strikes a target dead on ignoring the armor the target has. Character makes a strong punch in the air forcing it to come crashing at a unsuspecting target. (ranged Touch attack)

[10 chi per use] 1d6 a level [10d6 max]

60 ft Single target Standard

All Directions Shuriken

(Nin, Com, A) A technique that perfectly besieges the enemy from all directions with one's own "shadow". Naruto and his shadow clones throw shuriken all at once. Avoiding all of the assailing rain of shuriken would prove difficult, even for the most agile of people. The enemy cannot help but focus their senses on the soaring shuriken. The next move is to attack the blind spot that is inevitably created. At first glance, it seems to be a desperate move, but it's an intelligent attack with a hidden plot to drive the enemy into a predicament, giving a sense of Naruto's mastery over

the Shadow Clone killing method. Each clone created tosses 5 five shuriken each at a surrounded target. (ranged attack)
 [30 chi per use] 5d6 per clone [max by number of clones]
 Requires Shadow Clone Technique to be active
 60 ft 30ft radius Standard

Altering Terrain Diagram Scroll

(Gen, Ele, B) Fuen uses this scroll as a medium for her Altering Terrain Technique. After the rock is summoned, Fuen can control the rock by changing her picture, allowing her to insert traps or create tracking mechanisms represented by red dots on her drawing. She can also use it as a medium for Fudō's Earth Release: Wheel of Fortune technique. This technique lets the player set traps and track a target on a given terrain map held by the user. This lets the player set traps without having to be at that location to place them.

[40 chi per use] can set up traps equal to 5+level, also can track others in given area
 Requires a map to perform
 N/A Targeted Map Full Round

Amaterasu

(Bl, Nin, S, Com) Amaterasu is the highest level Fire Release technique, and according to Zetsu, one of the most powerful ninjutsu in existence. It is said to represent the "Material World and Light" (物質界と光, Busshitsukai to Hikari), the antipode to Tsukuyomi, a genjutsu of similar power and a fellow Mangekyō Sharingan dōjutsu.

The jet-black flames of the Amaterasu, said to be the fires from hell that are as hot as the sun, ignite at the focus of the user's vision. Though the flames have been stated to be unavoidable, Amaterasu has been avoided a few times; Sasuke Uchiha managed to dodge the flames when Itachi tried focusing on him, though Itachi did not actually want to kill him and managed to hit Sasuke shortly after regardless, and A using his Lightning Release Armour enhanced Body Flicker Technique avoided a short-range Amaterasu launched at him by Sasuke. The determining factors seem to be motivation and skill.

The flames are capable of burning through anything in their path, even smothering regular fire techniques with ease. Amaterasu is said to never stop burning; even when whatever is caught by the Amaterasu is completely reduced to ash or destroyed, it can still continue burning for seven days and seven nights. It cannot be extinguished with water or any other normal methods. The only thing that the flames have seemingly failed to burn into is Gaara's chakra-infused sand. However, the flames burn fairly slowly, allowing anyone struck by Amaterasu an opportunity to remove whatever clothing or body parts have been caught ablaze. Nagato was able to deflect the flames from his body using Shinra Tensei. Use of the technique also puts a great deal of strain on the user, usually causing their eyes to bleed.

Itachi Uchiha, who used it with his right Mangekyō Sharingan, is able to quell the flames to some extent. Prior to his death, Itachi implanted some of the black flames into Sasuke's eye which activates upon seeing Tobi's Sharingan. Sasuke, after gaining his own Mangekyō Sharingan, is later able to use Amaterasu on his own. Sasuke's Amaterasu originates from his left eye however, and C indicates he is more skilled with it than Itachi; he can put out the flames with greater ease and can even manipulate the flames themselves as part of the "Blaze" element.

A very dangerous technique to face the technique requires a reflex save to avoid instant death from flames. A successful save will grant 20d10 damage (unless the player has Evasion to avoid the damage in whole, story wise however their clothing may be burned slightly)

[250 chi per use, 50 chi to keep active] Reflex 15+level vs instant death to ash/ 20d10
 Requires Mangekyo Sharingan active
 30 ft 30ft area 1 Minute

Amaterasu Shield

(Bl, Nin, S, Com) Sasuke manipulates the flames of Amaterasu to cover the ribs of Susanoo with the flames, surrounding himself with a shield of black fire. In addition to the damage it can inflict, this has the psychological effect of causing enemies to hesitate to attack him. User surrounds

themselves in the flames of Amaterasu granting the effect of the Amaterasu technique upon melee attacks. The technique also can add a fear effect on the battle field.
 [300 chi per use, 50 chi to keep active] Will vs Fear 15 + level, See Amaterasu for more
 Requires Mangekyo Sharingan active
 N/A Self/ +10 ft radius 1 Minute

Amplification Summoning Technique

(Nin, Com, B) This is a summoning technique that in which the summoned creature is given a special condition and when that condition is met it gains a certain ability.
 Pain applied this technique to his dog summon. Upon being struck by a direct attack, the canine could divide into another identical beast and increase its power. The beast can then recombine if needed, with one body carrying the heads of however many additional beasts were created. This technique basically summons two of the same creatures in one body, that body can divide and recombined at will, and each summon counts as a individual when it comes to HP and attacks.
 [75 chi per use, 10 chi to keep active] Summons two creatures as one
 Requires Summon Technique to learn this first
 60ft N/A Full Round

Animal Cursed Seal

(Nin, P/M, B) To obtain this particular cursed seal, the chosen person is bitten by a snake to receive the instructions on how to form the potion that grants the user a seal, rather than to have one directly given through a bite from Orochimaru like the rest of his cursed seals.
 When the ingredients are formed into the potion and then ingested, the user will go into the first stage of the cursed seal and obtain enhanced abilities along with muscle growth and, in Mizuki's case with his tiger-like stripes, traits of an animal.
 When the second level is reached, the user will attain the form of an animal along with the increasing strength and abilities, but decreased speed.
 However, if the potion for the seal is consumed earlier than it is intended, then the results will backfire and the person's body will begin to destroy itself. In Mizuki's case, when the potion effects dissipated, he shrivelled up into an angry and powerless old man, and would have died if not for Tsunade's medical skills. Regardless, Mizuki lost all of his powers and could never be a ninja ever again. This skill lets the player unlock a monster transformation of their body, to perform this they must go through a chemical based quest to acquire the powers locked from them, when the quest is done they can tap into a boost of their stats and granting them new abilities in a lycanthrope way. The change drops the persons movement rate to grant them these bonuses.
 [20 Chi per use, 2 chi a round to keep active] Changes form granting bonuses and new ways to attack through powers
 N/A Self Full Round
 The seal has to be ether gained in game or there on creation (with GM's Approval), The bonuses and power limits are determined by the GM

Animal Path

(Bl, Nin) Animal path is a technique of Pain's from the series. The path allows the user to unless a collection of summons instead of the normal limits. It also has the connection to these animals be done quickly and without a single summon contract like normal summoning which limits the user to one type of creature. Creatures in terms of skill use go off the summoner's skill plus any bonuses they gain. Only one of each type can be summoned and it each creature summoned counts as a new summon. Instead the summons for Animal path is as follows.

Summons

Giant Drill-Beaked Bird – Powerful Speeds and flight allowing the player to bomb targets from air
 HP: 200 Move: 90 Good Flight AC: 25 F: 16 R: 27 W: 18
 BA: 15/10/5 Beak 4d12+3 slashing x2

Giant Multi-Headed Dog – Doubled attacks and strong damage.

HP: 200 Move: 60 / 20 Dig AC: 21 F: 26 R: 19 W: 14
BA: 20/20/15/15/10/10 Bite 6d10 +10 Piercing x2

Giant Snake-Tailed Chameleon – Uses Stealth the sneak and attack targets unaware

HP: 120 Move: 30 AC: 18 F: 15 R: 17 W: 28
BA: 10/5 Tongue Slash 4d8+2 slashing x2 Special: Chameleon skin Grants +60
stealth roll, Sneak Attack +5d6, Prehensile tail +50 to Climb rolls

Giant Panda – A giant of Fortitude and dangerous claws

HP: 500 Move: 30 AC: 24 F: 30 R: 14 W: 16
BA: 12/7 Claw 4d8 +5 slashing x2

Giant Ox – A strong creature that can charge at targets

HP: 250 Move: 60 AC: 21 F: 23 R: 22 W: 14
BA: 20/15/10 Ram: 10d8 +10 x3 Bashing Gore: 6d8 x4 Piercing

Giant Rhino – A Tank like creature in the summon arsenal, who's tough hide is hard to break thru

HP 300 Move: 60 AC: 28 F: 24 R: 20 W: 15
BA: 20/15 Ram: 10d8 +7 x3 Bashing

Giant Crustacean – a Strong water based fighter in the summon collection.

HP: 225 Move: 20 land/ 60 perfect water AC: 24 F: 20 R:24 W: 18
BA: 15/10/5 Claws: 4d12 slashing Special: Bubble Storm grants 50% cover

Giant Centipede – Poison wielding monstrosity stands as a deadly addition.

HP: 120 Move: 30 Ac: 18 F: 22 R:16 W:18
BA: 10/5 Pincher: 4d10 slashing x2 + DC 25 Fort vs Poison (2d12 a round) for 8 rounds

The other Paths of Pain – Pain can use this ability to summon forth his other paths he has created.

Konan – Pain can use this ability to summon forth Konan to aid him in battle.

[50 chi per use, doesn't cost to remain active]	Summons selected list of creatures
Uzamaki Clan Technique	
60 ft	N/A 1 Minute

Antlion Ninja Arts: Ephemeral

(Bl, Nin) The user creates four firefly-like chakra wings and fires out a powerful energy blast from them. Kagerō claims that this jutsu can be used only once in a lifetime, since it consumes so much chakra that the user is left in a near death state after performing it. During the duration of this technique the user can also transport themselves instantaneously using a technique that is similar to teleportation. This technique grants the user flight ability of 90ft movement perfect and can fire blasts of energy doing their level in d12 damage with a ranged touch beam. Because of the dual nature the technique is release chi in two ways.

[75 chi to activate wings, 20 chi to maintain, 15 chi beam] Grants flight 90' perfect, blasts beams
Fuma Clan Technique
120 Line (beam attack) Self/ single target 1 Minute

Arhat Fist

(Tai, C) This style of combat focuses on simple physical attacks augmented with Jirōbō's incredible strength. Using simple palm strikes, shoulder thrusts, knee strikes, and punches, Jirōbō

can easily defeat an opponent with one or two blows. The strength of his attacks is greatly increased when his cursed seal is active. For example, in his Cursed Seal Level One, he managed to strike back Chōji who was using his Spiked Human Bullet Tank with just one blow. This is a forceful thrust of the limbs and infusing the damage with chi. A fierce punch back with a collection of chi infused into the attack to make the damage greater. The use of this technique adds the user's level in damage to their unarmed attacks.

[5 chi a round]		adds user's level to unarmed damage
N/A	Single Target	Standard

Armour of Sand

(Cl, Nin, Ele, B) Using this technique, Gaara can cover himself in a compacted layer of sand, providing an additional defence should his Shield of Sand fail; combined together, these two are known as Gaara's "Absolute Defence" (絶対防御, Zettai Bōgyo). Though quite effective, maintaining the armour requires a large amount of chakra and stamina. Furthermore, it is nowhere as resilient as the Shield of Sand, since it easily breaks away upon impact, indicating that the sole purpose of the armour is to absorb impact channelled unto Gaara's body during battle. Another weakness is the additional weight of the sand which leads to decreased levels of speed and mobility. The user of this technique infuses sand with their chi and coats their body to build a layer of protective armor. Granting them a Natural Armor Bonus of +4

[5 chi to use and maintain each round]		+4 Natural Armor bonus
N/A	Self	Full Round

Armour of Sticky Gold

(P/M, Nin, B) By excreting his Sticky Gold from his pores, Kidōmaru can quickly create a temporary armour that is capable of blocking chakra once exposed to oxygen and even blocks the Hyūga clan's special taijutsu style. This technique releases a fluid that hardens on the skin making it virtually impervious to damage, game wise it grants the user a Damage Reduction of 1/- per every four levels.

[8 chi to use, 4 chi to maintain a round]		1/- DR per every 4 levels
N/A	Self	1 Minute

Around The World

(Mar) Character brings their body to a full and quick spin where they can launch a flurry of attacks in a full 360 degrees to all targets in a 5ft area of them.

[8 chi per use]		1d8 per level to all in 5ft around the user
N/A	10ft Radius	Standard

Assimilate All Creation Technique

(Nin, A) With this technique, the user can take on the properties of a nearby object, material, or substance. For example, Nagare took on the properties of a rock and was then able to use his imitation of other techniques, like Assimilated Rock Blizzard and Assimilated Sand Waterfall Funeral. He was also able to turn his skin to rock, either entirely or partly, and could even survive being blown to bits by simply assembling himself. Grants the user a DR Bonus of 1/? per every 2 levels, the player first must touch the material they wish to use and depending on it depends on the weakness of the DR. examples Wood DR/Slashing, Rock DR/ Bashing Steal DR /Fire

[10 chi to activate, 5 chi per round to maintain]		grants +1 DR /element weakness per ½ level
N/A	Self	Full Round

Assimilated Rock Blizzard

(Nin, Com, A) After performing the Assimilate All Creation Technique to fuse with an object, Nagare controls the rocks that make up his "body" and pelts his opponent with the rocks. This technique lets one blast a rock at a distance of 60ft in place of a shuriken. The rock does 2d8 x2 damage bashing the user gain one rock for ½ the users level.

[10 chi to use]		fires rock Ranged attack, 2d8 x2 bashing, 1 rock per ½ level
Requires Technique Assimilate All Creation active to perform		
60 ft	Single target	Standard

Assimilated Rock Tank

(Nin, Com, B, Ele) This technique is a copied version of the Akimichi clan's Human Bullet Tank technique, the only difference being that the user uses the Assimilate All Creation Technique to fuse with a nearby rock and collect the necessary mass to perform it, instead of creating it themselves. Additionally, using rock powder makes it more damaging, since the resulting human ball is made of a much stronger and heavier material. The user forms rock around them and roll their new form to a designated target. The Sphere does 3d10 bull rush per every 4 levels of the user.

[15 chi per round]

3d10 bull rush per every 4 levels of the user

Requires soft earth or rock powder, Requires Technique Assimilate All Creation active to perform

N/A

Single Target

Full Round

Assimilated Sand Binding Coffin

(Nin, Com, A, Ele) This jutsu is a copy of Gaara's Sand Binding Coffin by Nagare, with the difference being rock powder instead of sand. However, Nagare needs to use Assimilate All Creation Technique before he can use this jutsu. The powder encloses the opponent and then crushes them, killing them. A ranged touch attack that grapples a target holding them tightly in place.

[20 chi per use, 20 chi to maintain each round]

ranged touch grapple

Requires soft earth or rock powder, Requires Technique Assimilate All Creation active to perform

60ft

Single Target

Full Round

Assimilated Sand Waterfall Funeral

(Nin, Com, A) Very similar to Gaara's Sand Waterfall Funeral, with the exception of using rock powder instead of sand. After capturing a target with the Assimilated Sand Binding Coffin, Nagare causes the coffin to constrict and crushes the opponent to death. Combined with Assimilated Sand Binding Coffin this technique takes the target held in the ranged grapple and does crushing damage doing 3d10 for every 3 levels of the user.

[15 chi per use]

3d10 damage per every 3 levels of user

Requires soft earth or rock powder, Requires Technique Assimilate All Creation and Assimilated Sand Binding Coffin active to perform.

60 ft

Single Target

Full Round

Asura Path

The Asura Path (修羅道, Shuradō) grants the user the ability to summon mechanised armor, augmenting their body with extra limbs and various robotic weaponry.[1] This power was channelled into one of Nagato's Six Paths of Pain.
Nagato's Asura Path

The Asura Path's body belonged to a tall, bald man with an unusual body shape, possessing a very thick neck, no ears and a large jaw. The Asura Path, like all of the six paths, possessed Nagato's Rinnegan. It was the only body to not have orange hair, simply because it had no hair at all. It had a vertical ring piercing on its nose, six spike studs all around its head, three studs on the top and bottom of each of its six arms, an enormous cylindrical stud on its chin, and two vertical studs on each of its upper cheeks. The body had three faces, each with a different expression, and two of which appeared from the sides of its head only when it removed its cloak in a fight: happy (its normal face), angry, and neutral. It also had a long, saw-like "tail" which stretched from his back over his head.

This body was very different from all other paths, being more like an android. It was shown to have robotic inner workings, possessing six arms and three faces, and had a folded, serrated blade-like sash around its waist. It could also protrude a similar set of flexible blades from one of its arms. It could fire one of its left forearms off as a long-range projectile, and could pull out his arms to reveal and fire a cluster of segmented missiles at its targets. It could quickly propel itself forward with a burst of chakra from its boots, and could protract multiple blades and drills from its right arm in combat. Also, it could open up the crown of its head to release a powerful chakra

blast that was capable of destroying numerous buildings at once. Its physical raw power was enough to rip Jiraiya's arm off and crush his throat with basic taijutsu moves, as well as to throw the Animal Path all the way into Konohagakure from the outskirts of the village. All of these abilities befitted the "warring demon" name that the Asura Path held, whilst giving it a considerably higher degree of versatility than the other paths had (aside from the Deva Path). In addition to its immense offensive power, the Asura Path's body was incredibly resilient to damage. It survived the detonation of a Lightning Release Shadow Clone, a massive punch from Chōza Akimichi, and a direct hit from Kakashi's Lightning Cutter. When weakened but not completely disabled, the Asura Path was still dangerous. Kakashi noted that he did not have enough chakra or stamina to completely destroy its body and it wasn't until Naruto attacked it with a Rasengan while in Sage Mode that it was rendered totally incapacitated. Despite being used frequently to provide heavy firepower, the Asura Path was readily sacrificed to protect the even more powerful Deva Path, acting as a human shield against Kakashi's Lightning Cutter. Nagato using his Asura Path ability.

During Naruto's battle with Nagato, a set of the Asura Path's arms appeared on Nagato's body, possibly alluding that Asura Path's structure may be its actual powers rather than it completely being body modifications. One of the arms could detach to reveal a set of mechanical tendrils to restrain an enemy, while the other would transform into a small arm-mounted cannon.

Attack of the Twin Demons

The Attack of the Twin Demons is the jutsu of Sakon and Ukon that allows them to merge their bodies using their kekkei genkai. Typically, Ukon is dormant in Sakon's body, with his head protruding from the back of Sakon's neck.

B

Ballistic Waterwheel

After the user swallows a great amount of water to make themselves into a human-sized ball, they tuck their limbs inside their clothes and use chakra to propel themselves into a powerful roll. The added water gives the user extra weight, causing more damage to the opponent and area. This is an excellent technique to use against Water Release users as it not only nullifies their attack but also turns it against them.

Banshō Ten'in

Banshō Ten'in is a technique that manipulates attractive force (引力, inryoku) at the users will to pull matter towards the user. It has the same five second limit as the Shinra Tensei as stated by Chōji. It is possible to attract multiple targets at once, causing them to collide with each other.[1] Nagato primarily used this technique through the Deva Path.

Barrier Encampment Method

An array of four explosive tags are jointly placed around the boundary of an area. If anyone or anything happens to walk through the boundary, the seals will detonate when the intruder reaches the centre, killing the imprisoned target.

Barrier Gate Five Seals Technique: Castle Closing Eight Gates

This technique requires a scroll on which a blueprint of a particular area will be mapped. When activated, it causes four giant gates to emerge north, east, south, and west of the targeted area. Afterwards, the gates will form a barrier around the area. This barrier has a very high durability, anything that makes contact with it will immediately be engulfed in flames. The only way to pass through the barrier unharmed is with a special seal.

Barrier Shatter Technique

If there is a barrier active, Akaboshi can see in enemy territory and shatter the barrier's source from within while his team lends him chakra.

Barrier: Dome Method Formation

This technique creates a spherical detection barrier with the user at the centre. At the user's command, the detection barrier can expand, grasping everything in the room. The user is able to detect anything that moves inside the barrier space with their own "sense". The user may also move, the barrier will follow them as they move.

□ Barrier: Toad Gourd Prison

This technique summons a small, gourd-shaped toad, called a "Gourd Toad" (瓢箪蝦蟇, Hyōtan Gama), a unique species of toad indigenous to Mount Myōboku. This technique is used to capture and isolate a victim by dragging them into the toad's stomach. Isolated from the outside world by a barrier, the space inside the Gourd Toad's stomach is far larger than the surface size of the Gourd Toad itself.

The environment inside the toad's stomach is a cavernous chamber, which includes a lake of strong corrosive gastric acid that can dissolve anything that should happen to fall into it, along with shores around the acid lake, and formations sticking out of the lake; the already-existing structures within the Toad's stomach are seemingly unaffected by the acid lake. Once trapped inside, an opponent is cut off from any allies and susceptible to attack, and can then be easily defeated.

□ "Bashōsen" Coil of Fire

With a simple thought and gesture of the Bashōsen, the user can unleash an enormous wave of intense flames at their intended target, which follows the prior motion of the fan.

□ Bat Controlling

The Sound ninja Rinji has the special ability to produce ultrasonic waves and understand them. This way he can talk with bats, who use ultrasonic waves for communication. He is able to give them orders, like to search the area around him, and they seem to consider him a friend. He can use these bats to release powerfulsonic waves.

□ Bat Controlling: Ultrasonic Mind Waves

Once the Sound Ninja Rinji controls his bats, he commands them to produce high frequency ultrasonic waves that affect the mind of the opponent.

These bats (along with Shino's evolving bug strategy) have been the only effective counters to the Crystal Release. The ultrasound waves move at a frequency that allowed the crystal to breakdown at a molecular level, allowing dispersion of crystal particles back into the air.

□ Beast Human Clone

A modified version/mix of the Transformation Techniqueand clone technique, which is unique to the Inuzuka clan, allows a canine-user to transform their animal companion into a perfect copy of themselves. When combined with the Four Legs Technique, the user and the animal become virtually impossible to tell apart, since both act equally animalistic. Like any transformation, the technique can be broken by identifying and attacking the animal, thus dispelling the transformation. This technique is often followed by the Fang Passing Fang.

□ Beast Human Martial Arts Secret Technique: Heaven Twin Fang

Kiba and Akamaru jump into the air and uses the Fang Passing Fang technique. The two then merge creating a giant Passing Fang. They then tunnel far into the ground creating a large, deep hole.

□ Beast Wave Palm

A powerful technique of wind nature chakra that can cut and slash through any material. Sora activates it by summoning chakra in his right hand, and then swipes a slicing chakra wave which appears to be controlled by Sora's will and thoughts. He is also able to use the technique in a rapid-fire, successive motion. This technique was also made stronger when Sora was in the influence of the Nine-Tailed Demon Fox's chakra and instead of the usual colour blue it turns into red.

☐ **Beast Wave Violent Wind Palm**

This technique is somewhat of an enhanced version of the Beast Tearing Palm. It used chakra to infused with and condense a mass amount of wind to form a massive demonic-like claw extending from the user's dominant hand to strike and grab a target, as well as deflect any weapon or attack. In addition to making it a deadly short to mid-range weapon, the extending claw also carries tremendous force that can devastate anything in its path without affecting the user, making it useful for dislodging solid and heavy objects.

☐ **Bee Bomb Technique**

This jutsu consists of bees with explosive tags attached to them. Once the bees come into contact with their target, the tags explode.

☐ **Bee Honey Technique**

Suzumebachi summons a large number of bees that swarm over and sting the opponent. Every time a bee is injured or destroyed, it releases sticky honey on the opponent, which is strong enough to immobilise them. This is particularly effective against opponents who rely on close range physical attacks, such as practitioners of the Gentle Fist.

☐ **Binding Smoke Prison**

Kigiri can manipulate his smoke to wrap around a target to keep them from moving.

☐ **Black Lightning**

Black Lightning is a unique form of Lightning Release. As the name suggests, the lightning produced by this ability's techniques is black in colour. The ability to utilise black electricity was possessed by the Third Raikage, who passed it onto Darui. [1]

☐ **Black Secret Technique Machine One Shot**

First the opponent must be trapped in the torso of Black Ant. After this is accomplished, Crow separates into eight components. The torso is left behind while the arms, legs, and head are positioned around Black Ant, each with a sharp blade. Kankurō guides the separate pieces into slits in Black Ant's torso, impaling the victim inside.

☐ **Black Secret Technique Machine Two Shot**

The enhanced version of Black Secret Technique Machine One Shot which doesn't require Crow. After making a distraction, Kankurō manoeuvres Black Ant behind the target, which then opens up its chest and fires out chakra strings that wrap around its intended target. It then pulls the target into its open abdominal cavity. With the victim trapped, scythe like blades appear and reap through one side of the puppet to the other, killing the victim inside.

☐ **Black Secret Technique: Machine Triple Shot**

This technique is simply the Black Secret Technique Machine One Shot technique adapted for two targets. Kankurō summons two Black Ant puppets to capture the enemies. He then uses Crow to impale one of the victims, while an ally attacks the other.

☐ **Black Secret Technique: Salamander**

Kankurō hides Salamander under ground, and when it is positioned under the opponent, it emerges and captures the target inside of it.

Blade Buster

(Nin) Adds a explosive end to a melee strike making the melee attack with an explosion on it.
[4 chi per use] 1d6 blade, 1d10 explosive

☐ **Blade of Wind**

This technique is a pinpoint slashing strike, where the user emits chakra from their fingertips and materialises it into an invisible sword that assaults the enemy in a gust of wind and making a slicing sound. If the Sickly Weasel Technique can be regarded as a swarm of wind kunai, then this technique is an unavoidable longsword. It leaves very deep slashes on the enemy.

□ Blaze Release: Kagutsuchi

Sasuke Uchiha uses this technique to apply Shape Transformation to the inextinguishable black flames of Amaterasu, turning the flames into a spiked barrier that not only shields him, but also burns and pierces any opponent that touches the flames. While Amaterasu is cast from Sasuke's left eye, this technique is cast from his right eye.[1]

□ Blinding Bubbles Technique

Utakata blows bubbles, surrounding the opponent's face with them. Once popped, the bubbles creates a puff of red powder that momentarily blinds the opponent.

□ Blocking Technique Absorption Seal

A highly advanced sealing technique that is capable of absorbing any chakra, regardless of any shape or nature transformation, and dispersing it within one's body by spinning the chakra within one's body in the opposite direction. As a result, this technique can absorb any ninjutsu based technique, regardless of power, without harming the user. Should the user get close enough to grab the opponent, the barrier can absorb chakra right out of an individual's body, effectively draining them. Nagato used this technique primarily through the Preta Path. During the Fourth Shinobi World War, Nagato used this technique to absorb Killer B's chakra while he was in his Version 2 form. He then apparently used the chakra to revitalise his body to its state before it was emaciated by the Demonic Statue of the Outer Path. It also restored his hair colour back to red.[2]

□ Blossom Clone Strikes

Kurenai creates a pale see-through version of herself that strikes the enemy repeatedly, knocking them back.

□ Body Absorption

While in partial transformation, Jūgo extends a needle-like part from his body, places it into a target while proceeding to sucking out their chakra, along with organs and/or flesh which he uses to restore his own chakra and body. He used this technique after being left on the brink of death by A. This technique also restores him to his normal size.

□ Body Alteration

Gozu can change parts of his body in a manner that is reminiscent of the Akimichi clan's Partial Multi-Size Technique to increase his strength. He can also decrease his muscle mass to greatly increase his speed.

□ Body Elimination Technique

Knowing full well that a shinobi's corpse is essentially a treasure trove of information, this technique is used by ANBU to completely destroy their body if caught or on the verge of death. This technique leaves no trace of the user's body behind whatsoever.

□ Body Flame Technique

A technique similar to the Body Flicker Technique, however, the user disappears from view slowly. It also appears as if their body is being absorbed or burned by a flame.

□ Body Flicker Technique

This technique is a high-speed movement technique, allowing a ninja to move short to long distances at an almost untraceable speed.[2] To an observer, it appears as if the user has teleported. A puff of smoke is occasionally used to disguise the user's movements. It is accomplished by using chakra to temporarily vitalise the body and move at extreme speeds. The

amount of chakra required depends on the overall distance and elevation between the user and the intended destination. Shisui Uchiha was feared as "Shisui of the Body Flicker" (瞬身のシスイ, Shunshin no Shisui), likely referring to this technique.

The different hidden villages have variations of the Body Flicker Technique, all of which involve some extra element aside from the movement itself. The extra element is usually some sort of substance used to distract the opponent, such as leaves or sand. Gaara, for instance, uses the Sand Body Flicker (砂瞬身, Suna-Shunshin), which uses sand to cover his movements. Other varieties include the Mist Body Flicker (霧瞬身, Kiri-Shunshin), Water Body Flicker (水瞬身, Mizu-Shunshin), and Leaf Body Flicker (木ノ葉瞬身, Konoha-Shunshin). The Fourth Raikage combined the Body Flicker Technique with the Lightning Release Armour which allowed him to dodge even Amaterasu in a split second.

□ Body Replacement Technique

With this technique, one replaces their own body with a block of wood or some other object, the moment an attack lands. This creates an optical illusion, making the enemy think the attack was successful. From this, the user can use the lapse in the enemy's attention to attack or flee from the battlefield. Explosive tags can be attached to the replacement for an added surprise. It's a basic ninjutsu even taught at the Academy, but it's a useful art that can be applied in variety of situations.

□ Body Revival Technique

This is a high level medical ninjutsu, and Shinnō's signature technique. Similar to the Yin Healing Wound Destruction technique, this jutsu allows the user to survive any otherwise normally fatal damage and instantly heal from the damage. A unique trait of this jutsu is that it can momentarily give the user the appearance of death, fooling even the most talented medical-nins.

When combined with Dark Chakra, this jutsu can also be used to physically enhance the person to superhuman levels of speed, strength, and healing might. It also alters the person's physical appearance drastically, making them younger and more fit in looks.

According to Shinnō, this technique is based on the muscles' ability to grow stronger after repairing itself from damage. Understanding this theory, the Body Revival Technique can increase the strength of the user by manipulating the "Destruction and Rebirth" cycle of the muscles.

□ Body Shedding

Used after sustaining massive injury, or simply to escape from a seemingly inescapable attack, this technique allows the user to regurgitate a new body from their mouth, new clothes, complete with any lost limb being regenerated and all wounds healed, much like a snake sheds its skin. This technique requires a large amount of chakra, as Sasuke's reservoir was drained greatly when he used it to escape Amaterasu.[1]

□ Body-Splitting Technique

This technique enables Zetsu to split his body into two enabling the two halves to act independently. When separated, Zetsu can still perform other techniques such as his signature Mayfly. Also, each half regrows a leg and missing body mass, but nothing as detailed such as eyes, ears or arms.

□ Boil Release: Skilled Mist Technique

Mei creates a cloud of mist which she releases from her mouth. This mist has extremely corrosive properties, capable of melting even the bones of the Susanoo.[1] The technique has an inherent disadvantage in that its effects are indiscriminate, limiting its usage to areas that do not contain allies. In the event that the mist escapes the containment area, the user can adjust the pH of the mist to safer levels.[2]

Though the mist is corrosive to all around it, the user seems to be immune to it, as Mei used it in an enclosed area without endangering herself.

□ Bringer-of-Darkness Technique

This technique exerts an hallucinatory effect upon the eyesight, effectively blinding the opponent. No matter how skilled an opponent may be, they are forced to wait helpless in this world of darkness, as this technique allows the user to attack unseen. Although it negates sight, it does not stop the other senses.

□ Bubble Clone Technique

Utakata creates a clone of himself by using his Soap Bubble Ninjutsu and his Bubble Blower. When hit, the clone pops like a bubble.

□ Butterfly Bullet Bombing

This is a life threatening technique if used in combination with the red Akimichi food pill, which burns away all of a ninja's excess fat and converts it into chakra. Because the members of the Akimichi clan tend to be overweight to support their techniques, this pill can give them 100 times their normal chakra level. The intensely concentrated chakra that is gained leaks out from the backbone and becomes visible through friction with the shoulder blade, appearing like a butterfly wing. The user then concentrates the unique chakra into their fist, and then puts all their body weight behind the punch. The massive amount of chakra concentrated is enough to change the user's body structure, and the user will die unless given medical attention as described in the Nara Clan Medical Encyclopaedia soon thereafter.

Should an Akimichi be able to use the Calorie Control, they can bypass the danger posed by the pills.

C

□ C0

The highest form of Deidara's explosive clay (his "Ultimate Art" (究極芸術, Kyūkyoku Geijutsu)), C0 is a suicide technique used as a last resort. He reveals a mouth on his chest, which is stitched up. After undoing the stitches, Deidara feeds it a large ball of clay. The mouth on his chest has a direct connection to his heart so a large amount of chakra is built up. It then kneads chakra directly from the meridians of the heart and keeps doing it without interruption until the moment of the explosion. His explosive chakra then manifests itself in his veins, flowing through his body. These "veins" then condense into a sphere that slowly cracks open and detonates, producing a unique explosion that covers a ten kilometre radius.

□ C1

Deidara's most basic and versatile form of explosive clay, that is created from a single palm mouth. These are small animated dolls that often resemble animals. Depending upon which variation is created, they will retain the abilities of the creatures they were modelled after, i.e. those resembling birds can still fly. This feature combined with their little independent explosive power, makes them excellent for covert operations. He can produce and release a significant number of them at high speeds.

□ C2

One of Deidara's specialties, that requires the use of both of his palm mouths, creating a large dragon. The dragon itself is capable of flight and while Deidara is safely on its back, the dragon can spit out smaller clay figures that attack the opponent like guided missiles.

These independent missile-like creatures take the form of a greatly reduced version of the larger dragon that created them, however, despite this decrease in size they are still relatively larger than a normal person. Each is capable of tracking their intended target and producing a significant explosion proportional to size upon contact but as they emerge, they consume a substantial amount of clay from the original dragon, initially extracting it from the creature's tail. This ultimately limits the number that each C2 "Dragon" is capable of creating, before clay must be sacrificed from more vital areas, such as the body or wings. By using more clay, the missile's size and explosive power can be substantially increased.

The dragon can also produce clay mines at the expense of clay, that take the form of small spherical creatures, which can be subsequently manipulated to force opponents to fight in a

limited space. This is achieved through the use of Tobi's Earth Release: Hiding Like a Mole Technique, to hide a large amount of these mines underground, without the opponents' knowledge to their exact location. When this tactic is combined with the previously mentioned missiles, it can confine the enemies' movements to such an extent, that they are forced to suffer an explosion.

□ C3

Deidara's most powerful large scale bomb, that once activated becomes an enormous statue that Deidara drops on his target from above. Its explosive power was great enough to apparently destroy a large portion of Sunagakure.

In its first and only demonstration, Deidara had already prepared the explosive clay for this attack into a more portable form, where its appearance was exactly the same as the larger version. Once activated, the bomb instantaneously increases its proportions before being subsequently dropped, where it extends both its "arms" outwards until they are completely horizontal.

□ C4

With his clay, Deidara creates a giant doll that looks like him. When it ruptures, a cloud of microscopic bombs are released. Impossible to be seen by a normal person, the bombs will enter the bloodstream of anyone who inhales them. Once there, the countless micro-bombs explode at Deidara's command, causing the victims' bodies to disintegrate at the cellular level; literally turning them into dust. According to Deidara, he created C4 for the sole purpose to defeat Itachi, to combat his Sharingan and the genjutsu it could create. In creating this technique he eats the clay with his own mouth as opposed to the ones on his hands. While fighting Ōnoki, instead of eating his clay, he formed a small, chibi-like version of himself made of clay with the mouths in his hands.

□ Casualty Puppet

This forbidden technique, developed by Orochimaru, allows the user to absorb a target's body. Doing so allows them to use the target's limbs and jutsu as if they were their own. The absorption makes the user's personality highly unstable, but a great shock might allow the target's personality to surface.

□ Cat Genjutsu

Nekomata puts the opponent in a genjutsu where the whole place, the opponent's mind is changed. Cats are created illusory, although it is not real, cause damage to opponents.

□ Chakra Chains

This technique moulds the user's chakra into chains which, after materialising, can be used for various purposes such as physically restraining targets.

When using this in conjunction with her special chakra, Kushina was able to restrain Kurama, the Nine-Tailed Demon Fox, in Naruto Uzumaki's mind. These chains also made up her seal, completely pinning the Nine-Tails down with several spikes in her mind. Even while near death, Kushina was able to use these chains in the physical realm to restrain the Nine-Tails, enabling Minatoto use the Dead Demon Consuming Seal. This involved five chains emerging from her back and burrowing into the ground,[1] after which they would surface and criss-cross multiple times over the target, holding them down

□ Chakra Draining Seal

The user places a seal on a person that will drain the latter's chakra, so that the user can use it himself.

□ Chakra Enhanced Strength

This is a technique where the user focuses chakra into their hands and feet using precise chakra control and releases it with pinpoint timing, which greatly enhances their strength. Tsunade created the concept of this technique to intimidate enemies and keep them at bay while she healed injured ninja.

The training for this technique is quite arduous, as Tsunade repeatedly came at Sakura with full power to help her learn. Despite this, the outcome of this training is incredible, giving the user enough strength to easily make gigantic craters or kill opponents with single strikes.

□ Chakra Hair Trap Technique

After cutting her hair, Ino infuses the hair strands with her chakra to trap anyone that steps on them. Once immobilised, they are an easy target for another attack, or her Mind Body Switch Technique.

□ Chakra Liquid

By pressing his middle fingers into his palm with his other fingers stretched out, Jakō can reveal special spray cannons built into his wrists. These cannons can "liquidise" his chakra and then shape it into weapons such as whips or swords. He can shoot liquid balls that can bind the opponent or stick them together with their ally, which prevents them from forming hand seals. He can shoot it at such high pressure that it can even shatter rocks. The substance is so durable that even when consecutively struck with a solid gold statue, it didn't break. It lasts two to three days before it crumbles. Jakō claims that it was because he was such a foul person that his chakra had turned into what it was.

□ Chakra Needle Technique

After focusing chakra outside the body, it is then formed into needles and propelled at the target. By using Byakugan, this technique can be used to hit very small targets, such as bees.

□ Chakra Predation

This technique allows the ninja to extend their chakra out of their body and then consume the special Peacock chakra of their comrades, thus allowing them to increase their power. The comrades themselves will be weakened by the loss of their chakra.

□ Chakra Propulsion Boots

The Asura Path utilises chakra that shoots out of his feet to propel himself in a linear direction, greatly increasing his speed.

□ Chakra Rope

This technique allows the ninja to extend their chakra out of their body into binding ropes. The chakra is said to be uncuttable.

□ Chakra Scalpel

This medical technique forms one's chakra into a small, sharp blade. This can then be used for highly accurate incisions necessary for surgeries and anatomical dissections. Unlike regular scalpels, the chakra scalpel can actually make cuts inside the body without actually creating an open wound, limiting the risks of an infection.

The chakra scalpel can also be used offensively, although it requires great precision to be effective. Because of this requirement, using the chakra scalpel offensively is highly unusual. In heated combat, even the greatest medical-nin won't be able to exert the precision needed to make fatal cuts, but it can still effectively cut muscle tissues and tendons, rendering the target immobile. In Part II though, Kabuto's skill with this technique was enough to cut through wood and flesh with ease.

□ Chakra Sensing Technique

This technique is used by sensors to detect someone's chakra. Using this technique, sensors can tell when enemies are approaching, and can easily track down targets. The range of this technique varies between sensors.

□ Chakra Threads

Chakra Threads is a technique that is usually used by puppet users to allow them to control their puppets in battle. Since these strings are constructs made from very concentrated chakra, they

can be seen by people besides the user. Interestingly, as well as pulling objects towards them with the strings, the user can also "push" objects away from them as well, and even get moving objects like buzzsaws.[2] Chakra can also be transferred via the strings, such as to activate some abilities in puppets.[3] The chakra strings can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. In one instance, Kankurō uses chakra strings to trip Naruto Uzumaki when they first met.[4] In another, Chiyo uses chakra strings to control a person like a puppet. A skilled user can suppress the chakra to the point that the strings become invisible, as Chiyo did with the Manipulating Attack Blades to sneak a string to bind Hiruko's iron tail.[5] This technique is limited to one string per finger for normal humans, but Sasori's modified heart was able to emit enough strings to control over one hundred puppets.

□ Chakra Threads (Fūma)

This is a murder-suicidal technique. The user creates threads of chakra that are used to connect the user's heart to another person's. As long as the two are connected, any internal damage done to one will also be done to the other. This ultimately means that, if one person dies, so will the other. Only a kunai wrapped in a special Fūma clan tag can safely cut the threads and free the two.

□ Chakra Transfer Technique

This technique allows the user to transfer chakra to another person. For example, Katsuyu used this technique during Pain's invasion to transfer Tsunade's healing chakra to the wounded villagers.

The Magaki Group uses this technique in a different way. First Nangō sends his chakra to Benten and Chūshin, and then both of them send it along with its own to Akaboshi, greatly enhancing the power of his techniques.

□ Character Bind Technique

This technique, developed by Shiranami, allows him to do many different things depending on the kanji he writes out on the air with his hands such as create fire, or sending the word to attack a target. Fairly versatile, this skill affords similar advantages to one-handed hand seals.

The effects of these kanji have been shown:

操, which comes from the verb 操る (ayatsuru), meaning to manipulate. This character allows Shiranami to manipulate and control his opponent. The effect manifests when Shiranami writes the kanji in the air at the target's direction; at which point, the kanji appears on the recipient's person. That individual then becomes a subject to Shiranami's will. However, as with the Infinite Embrace, it is not absolute, since a person with tremendous chakra can easily dispel the effect. 岩 (iwa, rock), This character allows Shiranami to immobilise targets. In the case of clones, this dispels them.

爆 (baku, explode), This character causes several explosions that can also be used to dispel clones.

炎 (en, flames), This character creates a large wall of fire to keep enemies away.

斬 (zan), which comes from the verb 斬る (kiru), meaning to kill with a blade. This character creates several wind blades.

割 (katsu, split), This character causes the ground underneath the target to split open.

□ Cherry Blossom Impact

While some may see it as "superhuman strength", this technique is actually an application of medical ninjutsu, that demands the ability to concentrate and minute chakra control. An immense amount of chakra is kneaded inside the body, and a moment later all of it is gathered into the fist. That chakra is then released into the target, which does a great amount of damage. With the damage done dependent on the amount of chakra used, it is also possible for a skilled shinobi to amass it in their fingertip. When the ground is hit it is pulverised into minute pieces by the excess shock, which are then scattered like flower petals, giving rise to the name "Cherry Blossom Impact".

□ Chibaku Tensei

Chibaku Tensei is a special technique developed by the Sage of the Six Paths, who used it to create the moon and trap the Ten-Tails' body inside of it.

The user creates a dark black sphere of gravity that, when thrown into the sky, attracts objects from all directions and pulls them into the sphere, compressing them together. The surrounding earth, including forests and mountains, are collected into a single point, piling on top of one another until it creates a large sphere. A large crater is left where the earth has been collected from. The Deva Path had to be brought within close range of Nagato before it could use the technique, and performing it put a great deal of strain on Nagato. This strain eventually caused the technique to dispel, by which the large sphere, that was created by it, fell apart again. The technique can be countered by taking advantage of the strong gravitational pull, using powerful techniques to destroy the black sphere.[1]

Nagato noted that his technique was inferior to that of the Sage of the Six Paths, but despite its admitted inferiority, it was still strong enough to both hold out against a Tailed Beast Ball and incapacitate Naruto in his six-tailed form.[2] However, it failed to contain Naruto after he transformed into his eight-tailed form.[3] Despite this, Nagato implied that he would have to make an even larger sphere to compensate for Naruto's transformation.

□ Chidori

The Chidori is Kakashi Hatake's first original technique, though he more frequently uses an S-ranked version known as the Lightning Cutter. He created it around the time he was promoted to jōnin, and later taught it to Sasuke Uchiha.

Description and Effect

This technique channels a large amount of lightning chakra to the user's hand. The amount of chakra is so great that it becomes visible. The high concentration of electricity produces a sound reminiscent of many birds chirping, hence the name. Once the technique is completed, the user charges forward and thrusts the Chidori into the target. This produces heavy amounts of damage that is usually fatal. This technique is classified as an assassination technique because of the speed at which it is performed, despite the loud noise it produces.

As shown against Killer B, Chidori can also be used to simply give the opponent a large electrical shock without impaling them.

Drawbacks

This technique has a major drawback, however. The speed at which the attack must be done, combined with the fact that the user must run in a straight line, causes a tunnel vision-like effect for the user. This allows the enemy to easily counter the attack, making it a potentially lethal move for the user. Though this drawback would seem to make learning the technique fairly pointless, Sasuke and Kakashi are able to avoid the drawback because of their Sharingan, which takes in every detail, regardless of how fast the user is moving.

As an additional drawback, the large amount of chakra required limits the number of times this technique can be performed per day. In Part I, Sasuke can only use it twice a day (under his own power) and Kakashi can use it four times, though their limits have been shown to have increased to an unspecified level in Part II. Should the user attempt to go beyond their limit, all of their chakra will be drained and their very life force could go along with it.

An additional problem, though not necessarily a debilitating one, is the fact that the large amount of chakra can also injure the user's hand if they put too much force into the attack. In Part I, Sasuke does this when confronting his brother Itachi, causing some of the skin to peel from his hand and leaving it slightly smoldering after the attack was finished.

Use and Improvement

Originally, when Kakashi invented the Chidori, he suffered the drawback of the technique being a straight-line attack, which prompted Minato Namikaze to tell him not to use it, as the risk is too dangerous, and the technique would be rendered useless as the targets could simply evade it or easily counter. However, after acquiring the Sharingan from his late friend, Obito Uchiha, Kakashi has eliminated the drawback, as he can predict the opponents' movements and aim at them

much easier, making it rather difficult for the enemy. Sometime after mastering the Chidori, Kakashi improved it into a far more powerful version, the Lightning Cutter, which he uses more often than the Chidori itself. The Lightning Cutter is powerful enough to drive a hole through the chest of a person struck by it, as seen when Haku protected Zabuza from Kakashi. Kakashi taught Sasuke the Chidori as a means to persuade him not to use the Cursed Seal of Heaven as well as to forfeit his desires for revenge. He also emphasised that the Chidori was a blade to protect his friends. Unfortunately for Kakashi and the others, Sasuke has warped it into a blade to sever those bonds in his lust for power and vengeance. In Part II, Sasuke has mastered the principles of lightning manipulation and developed a number of other Lightning Release technique, most of which are derived from the Chidori.

Cursed Seal of Heaven Influence

Sasuke preparing the Flapping Chidori.

Sasuke has shown that by forcing more chakra from the Cursed Seal of Heaven, he can use an additional Chidori after reaching his daily limit. Due to the influence exhibited by the cursed seal, this additional Chidori is stronger than the standard version of it while essentially being the same technique, despite its new name of Flapping Chidori (羽撃く千鳥, Habataku Chidori; English TV "Black Chidori"; Literally meaning "Flapping One Thousand Birds"). This version of the Chidori gives off a black glow along with the sound of flapping wings in flight, instead of the standard blue glow and chirping noise.[5] Sasuke has not used this technique since he lost his Cursed Seal of Heaven during his battle with Itachi. It is presumed that he cannot use the Flapping Chidori after losing the Cursed Seal, due to the lack of its influence on the regular Chidori. In the first Ultimate Ninja Storm games, it is referred to as "Chidori Lament".

□ Chidori Current

This is a ninjutsu developed by Sasuke Uchiha during his training with Orochimaru. By releasing the Chidori in every direction, an electrical discharge flows from the user's entire body allowing him to affect multiple enemies. When using this attack on a great number of enemies at once, it can effectively double as an instant defence. The body of the person touched by the Chidori will misinterpret the Lightning nature as "electrical signals from the nerves," making its muscles contract. This causes the body to involuntarily go stiff, while at the same time receives damage. This attack can also be channelled through the ground to increase the range of the attack.[2]

□ Chidori Senbon

This is one of many variations of the Chidori that uses shape transformation. It is specialised in more speed, by being transformed into countless sharp senbon, all aimed at the enemy. By increasing the amount of chakra used, the number of senbon also increases. It can become even more effective by using it together with the Sharingan, allowing the user to precisely shoot for the enemy's vital points.

□ Chidori Sharp Spear

The original Chidori gained its power by shaping it into a form sufficient for an electrical discharge and using it together with the user's own "thrust". This technique uses Shape Transformation to form the original Chidori into a spear or blade-shape, adapting it for mid-range attacks with a maximum range of about five metres.[2] Although it's less powerful than the Chidori, its increased range means there is less of a risk to the user. It also has the advantage of being able to be used for surprise attacks and capturing.

When the enemy's body is pierced, the user can alter the spear's shape into multiple additional blades, increasing the number of wounds. The blade can also be swung in order to cut things as well as cause fatal injuries.

□ Chidori Sword

Sasuke uses his chokuto sword to channel an extremely powerful Chidori. It appears to have an even greater range than Chidori Current, making it more effective in battle. It can be noted that this technique is more of a use on water, because the lightning current produced is carried on the entire surface making it more difficult for the enemy to avoid it.

□ Chidori: Thunder

A variant of Chidori, it is a lightning storm Chidori that devastates the area.

□ Chimera Technique

The Chimera Technique is a kinjutsu that was developed by Hiruko, a missing-nin of Konohagakure, in order to compensate for his lack of natural special abilities. It was originally meant to combine separate living bodies of organisms into one combined organism bearing the original characteristics of the organisms, and therefore create a synthetic body. After seeing Kakashi bearing the Sharingan, Hiruko uses the technique to integrate the bodies of others with his own, allowing him to obtain any Kekkei Genkai they possess, as well as other special physical traits and absorb their chakra. The technique is also used by Hiruko and his followers to create formidable creatures which bear the traits of multiple animals. In *Naruto Shippūden 3: Inheritors of the Will of Fire*, Hiruko has used this technique to steal four Kekkei Genkai: Storm, Dark, Steel, and Swift Releases.

The maximum number of kekkei genkai that the Chimera Technique can absorb alone is four, which even so is an incomplete absorption, and requires certain conditions to acquire the fifth, as well as fully absorb the previous four. These are the three conditions: "Heaven," "Earth" and "Human." These correspond with the solar eclipse, Mount Shumisen and the five kekkei genkai-bearing human sacrifices, respectively. It's likely that more kekkei genkai can be absorbed after achieving the conditions listed above. When assimilating victims, Hiruko's body exudes a large mass of deep blue, viscous fluid that covers a large area. While assimilating victims, he can use the fluid to attack enemies with gelatinous, reforming (and rebounding) extensions. Once the five bodies have been completely absorbed, the person will have immortality and mastery over the five elements.

It should be noted that the technique can be stopped (with seemingly relative ease) from the inside out by using a dimension-manipulating technique such as Kamui. Additionally, the technique requires body modification, due to the body requiring space for the user to assimilate targets, as seen by the large scars and staples in Hiruko's chest and sides, and leaves his body rather emaciated, with a larger, unhinged jaw and shrivelled teeth. The hollowed body space can also be a potential weak spot until it is filled by the assimilated victim.

While Hiruko's main usage of this technique is to merge others into himself to gain Kekkei Genkai, his subordinates had used it to merge several creatures into chimeric creatures modified with powerful abilities, such as a pair of dogs with launchers and a bird that can rain explosive feathers. They also use the technique to merge with the creatures to increase their own combat efficiency: Ichi has used this technique to merge with the snake he summons, Ni used it to merge with her lion-like beast, and San was able to use it to merge with Ichi and Ni, becoming a chimera beast that Hiruko summoned later to deal with the Konoha 11. The beast San created bears Ichi's snakes as its tails, Ni's beast's flamethrower breath and lion face, and San's bird's wings.

□ Clay Clone

A highly convenient technique, characteristic of Deidara. Above all other "clone techniques", this clone has the double role. It acts as a substitute and a trap for capturing the enemy. Made from clay, this clone can take attacks and capture the enemy by taking them into its own body. The clone shows its natural shape the instant a body goes through. While the clay changes in hardness, the enemy is skilfully immobilised. If explosive clay is added to the clone, it can then make itself explode, taking the enemy with it.

□ Cliff Climbing Practice

This is a training method which involves climbing a high or steep cliff using only one arm. It is meant to improve one's strength and discipline.

□ Cloak of Invisibility Technique

This technique allows a ninja to take a cloak or a piece of cloth and blend into an object, making them invisible. Konohamaru uses this technique constantly in the beginning of the series to try and fool Naruto Uzumaki, but uses poor disguises, such as square rocks with eye-holes, cloaks that

are incorrectly patterned or rotated the wrong way around, or simply not covering himself completely, thus betraying the illusion.

☐ Clone Body Blow

A powerful combination technique invented by Naruto Uzumaki during his battle against Gaara. Using the Shadow Clone Technique, Naruto creates four clones. The five bodies then confuse the enemy using a variety of moves and combinations and while the enemy is preoccupied with the clones, leaving them open for Naruto to strike the enemy's weak point. By using clones, this technique's offensive power is much higher than a normal body blow. This technique is very showy and makes full use of Naruto's characteristic unpredictability.

☐ Clone Great Explosion

This technique is used to create a Shadow Clone that can be detonated. The clone looks like a normal shadow clone, which allows the user to get it close to the target without them expecting anything besides a normal attack, or the target might even close in willingly to try to attack the clone. Using multiple tricks and diversionary tactics to disguise the nature of the clone can make this technique more likely to be effective.

☐ Clone Spinning Shuriken

Naruto creates two clones. The clones grab each other, while Naruto grabs them both. Naruto starts spinning around to gather sufficient speed, then he releases them, throwing the clones at the opponent, spinning in a shuriken-like fashion, which quickly strikes the enemy.

☐ Clone Technique

A ninjutsu that creates an intangible copy of one's own body, without any substance. Since the clone itself doesn't have the ability to attack, and thus can only be used to confuse the enemy, it is mainly used in combination with other ninjutsu. It's a basic technique, but depending on one's ingenuity, it can be used effectively. The clones will dissipate when they come into contact with something.

These clones can be easily distinguished by persons with dōjutsu. A person with normal eyes can also distinguish the clones from the original, since the clones do not have shadows and will not disrupt the area around themselves with their movement (i.e. won't kick up dust, crush grass, etc.).

☐ Cloth Binding Technique

The user uses a giant roll of cloth to tightly wrap up the intended opponent, completely immobilising them, thus preventing them from moving or using any techniques. The ability itself is versatile as once completed, the addition of further seals can be placed on top of the bound victims, preventing them from even being summoned while in effect. This technique appears to be common amongst Sunagakure ninja.

☐ Cloud-Style Crescent Moon Beheading

The user swings their sword in a single, large, crescent moon-shaped arc, which occurs with such ferocious velocity that the technique can be employed in situations where only a very limited time to react is available. The swing can be used to counter attacks from multiple opponents simultaneously.

☐ Cloud-Style Flame Beheading

The user first imbues their blade with fire, before slashing in the direction of the desired enemy, resulting in the creation of large arcs of intense flame that follow the trajectory of the previous swing. A skilled user of this technique, such as Atsui, is capable of surrounding their immediate area with a circular wall of flames, incinerating multiple targets even if they approach from numerous angles simultaneously.

☐ Cloud-Style Front Beheading

The user slashes forward to attack an enemy.

☐ Cloud-Style Reverse Beheading

The user does a powerful spin, generating the momentum needed to slash at any opponents behind them. The user can also utilise this spinning motion to trick an enemy that's in front of them. The enemy is fooled into thinking the user will attack them, but instead the user attacks the targets behind the user.

☐ Colour Course Change

This jutsu allows Fūka to bring out a scroll, obscure her body in a quick movement, and switch into another body from a victim of the Execution by Kiss technique. Each body possesses a unique elemental affinity.

☐ Combination Transformation

An advanced form of the Transformation Technique, the Combination Transformation transforms two users into one being. In some cases, when one user is preoccupied or cannot use hand seals, one may perform the necessary hand seals, while the other may provide the chakra. Naruto used this method with Gamabunta in their fight against Gaara's full Shukaku form to assume the appearance of a giant fox (the Nine-Tailed Demon Fox in the anime). The Sound Four used this during the Chūnin Exam Arc to disguise themselves as the Fourth Kazekage's bodyguards (two in each). Kiba and Akamaru created their own variation of this technique with the Human Beast Combination Transformation: Double-Headed Wolf.

☐ Contract Seal

When the user implements this fūinjutsu on a summoner, it removes any control the summoner has over their summoned creature. This does not mean that the user of this technique gains control over the summoned creature. Close contact and the summoner's blood appears to be required for the implementation of the seal. Minato used this technique to wrest the Nine-Tailed Demon Fox from Tobi's control.

☐ Creation Rebirth

The absolute pinnacle of medical ninjutsu, created by the greatest of medical ninja, Tsunade, this is the ultimate regeneration technique. By releasing the great volume of chakra stored in her forehead at once, the body's cell division is forcibly stimulated by proteins, reconstructing all organs and all tissues making up the human body. The technique itself does not regenerate the old cells, rather it hastens the creation of new ones through division. If this technique is used, a body whose vital organs are so gravely injured that it cannot bear it any longer will be instantly restored to its uninjured state. As long as Tsunade has chakra it is impossible for her to die by any means, as such she gains a form of "immortality" throughout the duration of the technique. However, body's cells can only split a certain number of times in a lifetime, and by speeding up this process, Tsunade is basically shortening her natural lifespan. To what degree is unknown, but what is clear is that it is not great enough to cause her to die in battle.

☐ Crimson Wetland

Toki wields a large mechanical drill on his right arm. This drill can be used to cut through nearby earth or those unfortunate enough to be in the way.

☐ Crow Clone Technique

A technique that produces a clone by projecting one's own chakra towards dozens of "crows". Because it uses crows as a medium, it requires less chakra than the normal Shadow Clone Technique, while still being able to perform techniques. The dozens of crows come together to form the body of a clone. When the chakra projected by the user is severed, the crows disperse, though the user is still able to continue to speak through it.

☐ Crystal Armour

This technique allows Guren to cover her skin with a thin sheet of crystal, protecting herself from physical attacks. This armour can also aid Guren to perform stronger physical attacks. The crystal is transparent and can only be noticed by light reflecting off it.

□ Crystal Release: Arrow of Light

After using the Pressure Points of Harm and Death technique, Guren encases herself in a prism of crystal. The prism can hover in the air, but seems to be immobile. However, the prism protects her from almost any attack, as it was capable of withstanding a barrage of continuous Rasengan, only shattering in the end. In addition, this technique allows her to attack by focusing her chakra into powerful heat blasts launched through the prism's tip.

□ Crystal Release: Crimson Fruit

Guren can create a dome of crystal to surround a target. It is highly durable from both external and internal attacks.

□ Crystal Release: Crystal Encampment Wall

Guren sends out a wave of chakra which then turns into an almost impenetrable crystal wall which also repairs itself when damaged. This crystal most likely has a similar endurance to the one created by the Crystal Release: Jade Crystal Labyrinth Technique. Only Shino's enhanced insects were capable of weakening the wall enough for Kakashi to finally destroy it using his Lightning Cutter.

□ Crystal Release: Crystal Imprisonment Wave

A larger scale version of Crystal Release: Crystal Pentagonal Prison, Guren can encase a swarm of opponents in crystal, as shown when trapping Shino Aburame's kikaichū. Unlike other crystal prisons used by Guren, where the crystal emerged from the ground, this crystal forms in the air.

□ Crystal Release: Crystal Lance

This technique allows Guren to create a large and sharp spear-like crystal surrounding her forearm, which she can use to impale her target.

□ Crystal Release: Crystal Needles

Guren creates long, sharp, and pointed bright pink and white crystals that shoot at the target at extremely high speeds with pinpoint accuracy.

□ Crystal Release: Crystal Pentagonal Prison

Guren completely encases her opponents in crystal. When the crystal is shattered, the bodies of the victims disintegrate along with the crystal particles. When Shino's kikaichū were examined after being affected with the technique, they appeared to be covered with a frostbite-like pattern.

□ Crystal Release: Crystal Wheel

With this technique, Guren creates a ring-shaped wheel made of crystal around her, allowing her to keep above water and reach a high speed.

□ Crystal Release: Growing Crystal Thorns

Guren creates growing thorn-like crystals that she can manipulate to continuously grow towards her target's direction.

□ Crystal Release: Jade Crystal Blade

With this technique Guren can quickly form a blade made of crystal on her arm, and use it in a manner reminiscent of a tantō. Blades can be formed on both arms if needed.

□ Crystal Release: Jade Crystal Hexagonal Pillars

This technique, which was used for the process of summoning the Three-Tailed Beast, creates five large pink crystalline pillars around the user.

□ Crystal Release: Jade Crystal Labyrinth Technique

First Guren creates a large number of crystal flowers. Then she can grow these flowers into a gigantic labyrinth consisting of red crystals. Enemies trapped inside it will mostly be lost because of the fact that the red crystals reflect their personal image as well as generates mirror images of the routes, paths, and details within the labyrinth, confusing and intimidating them. It is even capable of confusing the Byakugan because of its reflective nature.

Because of the crystal's stable molecular structure, a simple attack focused at one point is rendered useless, and its wide surface will disperse the force of wide range attacks, reducing their effectiveness. To overcome this technique, an attack that has impact force both wide and powerful is required to smash through it.

□ Crystal Release: Jade Crystal Mirror

Guren creates a large mirror in the shape of a snowflake, which she can then use to perform the Jade Crystal Clone Technique.

□ Crystal Release: Jade Crystal Prison Technique

This technique, which seems to be a minor version of the Crystal Release: Crystal Pentagonal Prison, allows Guren to completely encase a single target in crystal. If the crystal is shattered, the victim disintegrates along with the crystal particles. However Hinata was able to surround her body with chakra before she was completely encased, thereby avoiding the disintegration effect.

□ Crystal Release: Jade Crystal Wall Eighth Formation

This technique allows Guren to encase a large area in crystal, thus crystallising everything within it. This technique was first used in Guren's battle with the Three-Tailed Beast, but to no avail, as it broke out shortly after.

□ Crystal Release: Shuriken Wild Dance

Guren surrounds herself in crystal particles, condensing them into numerous shuriken which then rain onto the opponent.

□ Crystal Release: Tearing Crystal Falling Dragon

The user crystallises a material in the area, and then turns it into a dragon. It can be used as a means to travel or to attack a target. Several dragons can also be made and manipulated at once.

□ Crystal Release: The Gods' Crossings Technique

Guren places her hand on a surface, creating a long stream of sharp crystals to bind and pierce a target.

□ Crystal: Giant Hexagonal Shuriken

Guren creates a giant crystal shuriken, resembling a snowflake, and throws it at the enemy. Despite its sharpness, it wasn't able to penetrate the Three-Tails' shell.

□ Crystal: Hexagonal Shuriken

Guren creates several crystal shuriken and launches them at the opponent. The shuriken are six-sided with spikes at the sides of each blade, resembling snowflakes.

□ Crystal: Hexagonal Shuriken: Wild Dance

Guren throws a vast amount of crystal shuriken at her opponent. She can use a more advanced form of the attack where crystal particles surround her and condense into numerous shuriken.

□ Curse Mandala

After performing various hand seals, the user is able to perform an ancient ninja art that is only known to a few generations of the Fūma clan. Arashi was able to perform this technique after absorbing the bodies of Jigumo and Kamikiri. The technique traps the victim in a pyramid-like chakra cage which will slowly constrict as the user moves his hands closer together. Anyone caught in the Mandala as it constricts will be crushed.

The user of this technique must maintain a triangle-shaped hand seal at all times to maintain the cage. Should the user's will falter or the entrapped opponent happen to be strong enough, the cage can be broken. When the cage breaks, a massive explosion of energy follows, destroying a wide area and harming the user. The prisoner however, remains safe at the centre of the blast.

□ Curse Technique: Death Controlling Possessed Blood

This technique is Hidan's primary method of killing his opponents in the way of the Jashin religion. First, Hidan makes every effort to draw blood from his opponent and ingest it. After that, his skin turns black with white markings that makes him look like a skeleton, a symbol of absolute death. He then draws Jashin's symbol on the ground in blood and stands in the centre. This serves as the link between him and his victim.

Once his sacrificial ritual takes place, the victim is linked with Hidan until he either steps or is forced out of the circle. Any kind of injury that Hidan inflicts upon himself (or the injury they inflicted on him) is reciprocated on his target, be it a mere scratch to a pierce in the heart. If Hidan is forced to step out of the circle, the link is broken and the victim is set free, but all Hidan has to do is to step back into the circle to reactivate the link. Basically, this technique makes Hidan a living voodoo doll.

□ Cursed Seal Chakra Blast

While in his second Cursed Seal state, Jūgo grows more of his jet booster like appendages, extends them, and then uses them to gather chakra and form a huge powerful chakra blast.

□ Cursed Seal of Earth

This is one of the strongest of Orochimaru's cursed seals, the other being its counterpart: the Cursed Seal of Heaven. This cursed seal is particularly strong even amongst the other already powerful cursed seal with Kimimaro being the only known user. It consists of three slightly curved lines, which spread in a rip-like pattern. The seal is located of the upper portion of Kimimaro's chest over his manubrium.

When the second level of the seal is active, Kimimaro takes on a dinosaur-like appearance complete with a tail. Several large bones also protrude from his darkened skin. Like all cursed seals, Kimimaro receives increased chakra levels and physical capabilities when the seal is active.

□ Cursed Seal of Heaven

The Cursed Seal of Heaven is one of the strongest of Orochimaru's Cursed Seals, the other being its counterpart, the Cursed Seal of Earth. The seal consists of three tomoe(the design known as mitsudomoe), similar to the Sharingan, which, when activated, spread flame-like markings across the user's body. Like all Cursed Seals, the user receives increased chakra levels and physical capabilities when the seal is active, to the point where with the second level, Sasuke was equal in power to Naruto's one-tailed form. The seal was applied at the left side of the back of both Sasuke's and Anko's necks.

Anko received her Cursed Seal when she was a student of Orochimaru. She, along with nine others, were the first people to receive a Cursed Seal. She was the only one to survive the application, establishing the one-in-ten success rate for the procedure. Because she lacked the will to use it, her seal receded, and Orochimaru wiped her memory. Orochimaru was able to briefly reactivate the seal when they fought in the Forest of Death before the Third Hokage sealed it off again.

Sasuke's second level of the Cursed Seal.

Orochimaru branded Sasuke with the Cursed Seal in the second phase of the Chūnin Exams, which took place in the Forest of Death. Orochimaru intended to have the seal corrode Sasuke's mind so that he could become his next body. Kakashi Hatake used the Evil Sealing Method to try and prevent this, but its effectiveness relied on Sasuke's choosing not to use his Cursed Seal. Sasuke ultimately chose to advance his seal to its second level, and went to Orochimaru with the help of the Sound Four. When Sasuke activated the second level of the seal, his skin turned dark-grey and his hair grew and turned dark blue. His eyes also turned dark grey. Additionally, he grew webbed-claw-shaped wings from his back which he could use to fly and glide, and a dark, star-

shaped mark appeared across the bridge of his nose; during his battle against Deidara in Part II, Sasuke lost the left wing from one of his explosions, and replaced it with snakes. During Sasuke's battle with Itachi Uchiha, he lost the second wing to an Amaterasu and later the Cursed Seal, along with Orochimaru (having earlier been absorbed into Sasuke's body), were removed with the Sword of Totsuka.

According to Kabuto, the seal itself contains Orochimaru's chakra, which Kabuto used in order to improve the binding power of Summoning: Impure World Resurrection.

D

□ Dance of the Camellia

The second of Kimimaro's five dances, which performs by modifying one of his upper arm bones to create a short, hilt-less bone sword. He then stabs chaotically and continuously which causes the opponents eyes to lag behind. The speed resembles afterimages, the hand with the sword is again and again visibly projected. And yet movement is irregular which makes it difficult to predict. With each thrust the sword's track is very capable of changing. The attack comes from unexpected angles, causing a person's delicate defense reaction to come off guard. Though one can have great reflexes and moving ability, it is next to impossible to keep dodging the fierce attack until it stops. Thus if one showed an opening, a finishing blow will be dealt by one stab in an instant.

□ Dance of the Clematis: Flower

The second half of Kimimaro's fourth dance. All the power of the Shikotsuymaku is concentrated in to one point in the form of a flower. To obtain the strongest-absolute hardest weapon a considerable amount of chakra is needed. Enhanced to the highest degree-maximum solidity due to the dense compression, the bone weapon is exceedingly large. Since its destructive power has no meaning if the blow does not connect with the opponent. Kimimaro first binds the opponent with a "vine".

It was strong enough to drill a deep dent in Gaara's Ultimately Hard Absolute Defence: Shield of Shukaku, though it was unable to penetrate it before shattering from overpressure.

□ Dance of the Clematis: Vine

The first half of Kimimaro's fourth dance. With the Shikotsuymaku, Kimimaro can modify and pull out his own spinal column, and regrow a new spine to replace it. Between the bones in the gaps there is cartilage that allows flexibility, which makes it possible to bend it as if it were a whip. With average estimation skills along with the impossible range it stretches, dodging is difficult. The protrusions on the vertebrae are modified to make them stronger and sharper. He would follow up with Dance of the Clematis: Flower to pierce the immobilised opponent.

□ Dance of the Crescent Moon

The user creates three shadow clones, and each one of them assaults the enemy from a blind spot. The attack occurs on three fronts simultaneously, so it's almost impossible to catch them flat-footed. Furthermore, the mighty attacks are so severe that receiving a blow even from one among the three will inevitably result in a fatal wound. In addition, because of the magnificence this ninjutsu projects as they jump at the opponent's upper body in an orbital pattern, the elegance of which is reminiscent of the shape of a crescent moon.

□ Dance of the Larch

The third of Kimimaro's five dances. From the body, several bones pop out all at once. The stronger the opponent's physical attack, the more powerful the counter attack is, dealing severe damage. The sudden defense, combined with the needle-like bones high killing ability, makes way for a technique which potential his high for battle. The bones can be used to block or trap an opponent's strikes. In addition to being an unwelcome surprise for opponents, it makes him basically untouchable at close range. If an opponent would start to get close to him, he would start to spin rapidly slashing the foe in multiple areas of their body.

□ Dance of the Seedling Fern

The last of Kimimaro's five dances. Countless bones rise from underground, which can be as many as thousands, up to the tens of thousands. The blades of bone indiscriminately slaughter whoever stands on the ground's surface. Furthermore, if this fails to bring down his foe, Kimimaro can become one with the bones, which in turn can allow him to attack an enemy unnoticed.

□ Dance of the Shikigami

Using her high origami and ninjutsu skills, Konan will turn her body and clothing into many sheets of paper. She can control and reshape even parts of her body with sheets at will, making such forms as weapons for attack, butterflies for spying, paper airplanes for quick transport, or simply covering her enemy in sheets of paper, restricting and asphyxiating them.[2]

This paper is seemingly expendable, including parts of her body converted to paper; and how much paper she can expend depends on her chakra reserve. She can also hide explosive tags amongst her papers to add a deadly surprise to her attacks.[3] Her ability to make wings out of paper, mirror her title as 'God's Angel' in Amegakure. She is capable of hovering while in paper form, and does not require her wings to do so.

□ Dance of the Willow

The first of Kimimaro's five dances. To perform this dance, Kimimaro grows several long bone blades from his body for use as weapons. There isn't any set form for the Willow Dance. Just like a willow that is shaken by the wind, the opponent's attacks are simply parried and countered. Uncharacteristic of a willow, the hardened bones puncture and damage the opponent's body. Though he primarily uses two blades grown from the palms of his hands, he also uses several secondary bones grown from his elbows, knees, and shoulders. This dance form is incredibly acrobatic, using spins, charges, and long sweeping slashes to make the strikes more effective and to evade opponents' counter strikes. Kimimaro can also extend his bones to attack his opponents without having to adjust his own movement.

□ Danzō's Juinjutsu

This Cursed Seal is given to all members of the ANBU subgroup Root by Danzō Shimura, to ensure no information about Danzō or the organisation falls into the wrong hands. After Danzō died, the seals disappeared from all the Root members.

When the wearer of this Cursed Seal speaks about anything incriminating related to Danzō or Root, their entire body will be paralysed, taking away their ability to speak or move. It is applied to the tongue and takes the shape of three solid lines and two broken lines from the back of the tongue to the tip.

The seal can also be applied during combat, and can secretly be placed on the opponent's body. When the user wishes it, the curse seal's marks spread around the opponent's body, paralysing them. However, one can break free from the seal with a strong enough release of chakra.

□ Dark Medicine

This technique requires Yomi's chakra snakes to be performed. The snakes reach for some surgical equipment from the user, and perform some form of surgical procedure that kills the victim.

□ Dark Release: Inhaling Maw

Hiruko uses this technique through his Chimera Technique in order to forcibly extract the physical and spiritual energy of another ninja and absorb it through the upper square of the mark on his left hand through physical contact. Also, it appears that he is able to completely remove the victim's chakra, potentially causing death.

After using this ability, Hiruko is able to detect their natural elemental affinity, and then freely manipulate the victim's chakra element and perform ninjutsu of that element. This allows him to deconstruct and learn the abilities of his opponents, and he can presumably utilize all forms of Nature Transformation as a result.

□ Dark Release: Judgment

Hiruko converts the chakra absorbed from the Dark Release: Inhaling Maw technique into light blue flames, turning it back on his enemies with amplified strength to blow them away. The flames are expelled through the lower square of the mark in Hiruko's left hand.

□ Dark Sealing Method

This seal is used in conjunction with the Four Black Fog Battle Formation. After the Sound Four seal the individual in the container, this seal is added as another layer of protection. To create the seal, Sakon writes the incantation in blood on the sealing paper and then attaches it to the container before activating it with a hand seal.

□ Dark Smoke Sphere

By using his wrist launcher, Kihō bombards the enemy with a barrage of small smoke grenades, exploding and creating a thick cloud of smoke.

□ Darkness Wave

Shinnō can unleash a black, widespread wave made of his dark chakra at the opponent with just a wave of his hand or his mind.

□ Daytime Tiger

Daytime Tiger is an incredibly fast punch.[1] After opening the seventh of the Eight Gates, the user places a palm facing forward in front of their face with one hand and then taps it with his other hand, formed into a fist, which creates a massive amount of air pressure. Next, the user forms a unique hand seal resembling a tiger, which launches the air pressure at the opponent in the shape of a tiger, by leaving a gigantic tiger-shaped impression into the initially built-up air pressure with the hand seal. The air pressure will condense as it's moving and be focused into a single point. The technique then explodes on command, releasing the built up air pressure in an instant. A massive concussive explosion is created which can be felt a significant distance away.

□ Dead Demon Consuming Seal

The Dead Demon Consuming Seal is a seal which invokes the power of the "death god" (死神, shinigami; English TV "The Reaper"). Once called upon, the death god hovers behind the user and wraps its left arm with prayer beads, which causes a seal to appear on it. The soul of the summoner is also seen along with the death god, restrained by its hair but still attached to the user. The death god then inserts its arm into the user's soul. At this stage only the user can see the death god. The death god's arm extends from their chest and grabs the soul of the target, immobilising them at which time the victim can see the death god as well. The death god then performs the sealing.

It is also possible for the user to seal multiple targets through the use of shadow clones. When Hiruzen used it, he had to get close to his targets in order to perform the sealing,[2] a restriction that Minato didn't have as when he used it the death god's hand extended from his body until it reached the Nine-Tailed Demon Fox.[3]

If the user cannot pull out their target's entire soul, he can have the death god use its knife to sever a piece of the soul and seal it. The part sealed will suffer from necrosis, causing extreme pain and leaving the target unable to use the corresponding body part. Orochimaru however, believed the world's greatest medical-nin Tsunade, could heal the damage the seal caused to his arms.

Soon after the sealing is completed, the death god consumes the souls of the user and the sealed, sentencing them to be locked in combat within its stomach for all eternity. A mark of the seal is left on the stomachs of those that have had something sealed within them using this technique. There is a limit to how much chakra can be sealed by the Dead Demon Consuming Seal, Minato explained how it was physically impossible to seal away all of the Nine-Tails' chakra, opting instead to seal the Yin half within the death god along with himself, and the Yang half in Naruto Uzumaki.

□ Dead Soul Technique

Using this technique, a person can temporarily reanimate a corpse, creating the illusion of a living person, and manoeuvre it at will with chakra. This is achieved by causing the heart to beat once more. The reanimated corpse can serve as either a short-time ally or an effective decoy. The traces of surgery can also be erased with chakra, because of which there's no difference, at first glance, with a live person. Kabuto adds plastic surgery to this, altering the corpse's face, and goes even further by erasing its bodily odour, so that the smell doesn't give him away, thus creating an effective body double for himself.

□ **Death Technique: Heart Sever**

Kabuto forms two chakra scalpels, one blue, the other purple, then rapidly slashes the opponent and then using the power of Orochimaru's remains, Kabuto enlarges his purple chakra scalpel and slices the opponent.

□ **Decapitating Airwaves**

Using the air tubes implanted in his arms, Zaku can control air pressure, creating supersonic blasts of air. These blasts are powerful enough to destroy stone.

□ **Delicate Illness Extraction Technique**

When a person has been afflicted by a pathogen or toxin, this medical ninjutsu can be used to draw out the agent and heal the damage. The cause of the illness is first determined by perceiving disturbances in the patient's chakra. Then, using a Chakra Scalpel, an incision is made near the affected part. Using their chakra, the medical-nin pushes a large volume of a medicinal fluid through the incision. The fluid then draws the poison out of the affected part(s) and serves as a medium through which the poison is suspended and then forced out of the person's body. This technique thus removes the poison, while simultaneously repairing the damage caused by the poison.

After the agent is drawn out, it can be used to create an antidote or medicine after it has been analysed. This can then be given to the patient to ensure a complete recovery. This technique requires the utmost care and ability in diagnosis, incising and unmatched chakra control. Therefore, it is considered an extremely difficult technique, even among medical ninjutsu.

□ **Demon Flute: Illusionary Warriors Manipulating Melody**

Using her flute, Tayuya can control her three Doki from a distance without using words. By playing specific notes, her Doki will move and act in specific ways. Tayuya can also change the melody if the opponent figures out the keys.

□ **Demon Flute: Phantom Sound Chains**

An illusion that relies on the sound of the flute. Whoever hears it will be assailed by the vivid sensation that their limbs have been fastened with sturdy ropes, thus becoming unable to move about freely. Even without physical intervention from an outside force, the body is robbed of all mobility, and consciousness itself progressively fades away. At the same time, they are fed morbid hallucinations, which makes it also possible to run them down mentally. Given that the means of transmission is sound-based, it has a large range of effectiveness, on top of which it can be applied even without knowledge of the enemy's position, which makes for an exceedingly convenient technique.

□ **Demon Wind Bomb**

Naruto creates a shadow clone which he grabs and transforms into a Fūma Shuriken that he throws at his enemy. After it hits the enemy the shuriken turns back to a shadow clone and punches the enemy in the face. This can also be done to escape attacks.

In Naruto: Ultimate Ninja Storm, before Naruto throws the shuriken, he combines with the shuriken. When the Fūma Shuriken makes contact, it slashes the opponent several times, then turns back to Naruto and the shadow clone. Both of them deliver a combo attack that sends the opponent flying off into the distance.

□ **Demonic Haunts Disorder**

Tayuya manipulates her three Doki with the sound of her flute. Her melody releases materialized spirits, which are actually special chakra sealed inside of the Doki. The materialized spirits are composed almost entirely of mental energy, so the chakra is in an unstable state. Therefore, they are starved for physical energy, so they hunt for their prey endlessly.

□ Demonic Ice Crystal Mirrors

The abominable and tremendous ability, passed down only within the Yuki clan. The "Kekkei Genkai: Demonic Mirroring Ice Crystals" is a technique wrapped up in many mysteries. It was said that no method in existence can defeat this technique. In an instant, multiple mirrors of ice are created around the enemy, reflecting nothing but Haku. The opponent is trapped in a dome of twenty-one floating mirrors made out of ice. Twelve remain at ground level, eight float above the first twelve and angled toward the ground, and the final mirror is above the rest and facing the ground. Once Haku has entered the mirrors, it's possible for him to move between the mirrors at the speed of light. It's impossible to see attacks send out from this literal light speed movement. As every mirror shows his reflection, one could say it's impossible to see all of Haku's attacks. Even if the opponent tries to attack the real body, Haku will have already moved to another mirror.[1] Without eyes like the Sharingan, it will be impossible to keep track of him.

If the mirror Haku is in is broken, he can leap out of one of the fragments and continue his attack or move to another mirror. The technique requires a large amount of chakra to maintain, so Haku's movement becomes progressively slower the longer he maintains the mirrors.[2]

Haku can also form individual mirrors, not restricted to the twenty-one-mirror formation. He can create them high in the sky allowing him to take out airborne targets. The cold which emanates from the mirrors is also enough to cause snow to fall.[3] Though they are made from ice, the mirrors are resistant to Fire Release techniques.[4]

□ Demonic Illusion: Burning Paper Body

This genjutsu requires the Sharingan and eye contact to be activated. The illusion traps the victim in a dark empty space where their body is made of paper that burns from toe to head while the user is watching. The technique will make it harder for the target to move properly.

□ Demonic Illusion: Butterfly Evolution

Ino creates an illusion in which countless butterflies surround the enemy. The enemy sinks into the ground, giving Ino the chance to place an exploding tag on their face before cutting off the illusion, revealing that all the butterflies were exploding tags that all detonate alongside the original.

□ Demonic Illusion: Descending Hell Technique

This jutsu causes the illusion of a tremendous ball of fire falling from the sky into a designated area.

□ Demonic Illusion: Double False Surroundings Technique

This technique places another illusion within another illusion created by the user. If and when the target dispels the first illusion, they will not realize that a second is in place.

□ Demonic Illusion: False Surroundings Technique

A genjutsu that allows one to trick others into mistaking the place they're in for another. This technique's main feature is that it can be cast over an extensive surface, therefore any and all who step into the illusion's area of effect will fall under the spell. That said, it might not work so well on people who are well-versed or otherwise skilled in genjutsu.

□ Demonic Illusion: Flower Head Death

Kurenai traps the opponent in a flower bud and explodes it in a flowery release.

□ Demonic Illusion: Hell Viewing Technique

This is a genjutsu that reveals the fears that dwell inside people's hearts. Everyone has an image of the one thing they wouldn't want to ever see. This genjutsu is a technique that draws forth such

an image from within the heart and has one mistake it for reality. First, an imaginary circle of leaves will spin around and envelop the target, falling away shortly after. After a short period, the illusion will begin. This is to make the illusion more convincing, since the user will likely have moved before the illusion sets in. If the mental image is a gruesome one, the shock will be accordingly great.

□ Demonic Illusion: Mirror Heaven and Earth Change

The user decrypts a genjutsu that has been applied onto them and casts back a technique with identical effects onto the opponent. It's a form of illusion reversal, but in order to instantly read through a technique and cast it in return, the Sharingan's power is necessary. As genjutsu is initially used to confuse the enemy, this technique, which sends it right back to its caster, deals a high amount of mental damage, more than anything else.

□ Demonic Illusion: Shackling Stakes

Firstly, this technique requires the use of the Sharingan and direct eye contact. The opponent is caught in the illusionary world created by the user, and the victim will be tormented with the sensation of having spikes driven through their limbs, taking away their body's freedom. At the same time, the physical pain accompanying the illusion reveals the greatest use this technique has is primarily for torture.

□ Demonic Illusion: Toad Confrontation Singing

This is a sound-based genjutsu passed down on Mount Myōboku. Because learning it requires many long years of training, only the Two Great Sage Toads, Fukasaku and Shima, have the skills to perform it. It is said to be the most powerful genjutsu in their arsenal. It is immensely powerful and only has to reach the target's sense of hearing to be a success. Even if there are several hundred targets, they are completely disconnected from each other. Inside the genjutsu world, the targets are surrounded from all sides by four toad samurai, with their mind and body completely sealed between their hands in an illusionary cube of water. The four unmoving toads won't lift the complete binding until the user gives the order.

After the enemies have been caught in the genjutsu, all that is left to do is to strike the finishing blow in the real world, with Mount Myōboku's secret Stone Swords (石劍, Ishiken) which are driven into the targets' hearts like a wedge.

Despite this technique's great power, it takes some time for the users to synchronise melodies, and since it uses sound, it gives away their location, allowing opponents to attack them while it is being prepared. It also makes Shima and Fukasaku's throats dry, meaning it cannot be used repeatedly.

□ Demonic Illusion: Tree Binding Death

This is one of the genjutsu that have been passed down since ancient times in Konohagakure. The user first disappears from plain sight in a mist-like fashion in order to approach the target without being detected. Once close enough, the target will then be completely robbed of their mobility as they see the mirage of a fast-growing tree coiling itself around them. Given that the subject remains conscious, this technique proves extremely efficient for information-gathering. Once the target is immobile, the user can then attack the enemy, usually after emerging from the trunk of the tree.

□ Desert Suspension

This is one of the multiple offensive and auxiliary methods Gaara has thought of during combat. It is a trick where he uses the chakra-enhanced sand to support his own weight and float in mid-air.

□ Destroying Axe Fist

Using the Cursed Seal, Jūgo can form a massive axe on his arm. The axe is strong enough to block real swords without damage.

□ Destruction Bug Host Technique

The Parasitic Destruction Insect Technique is a practice exclusive to the Aburame clan. When children are born into the clan, their bodies are offered to insects to be used as a nest. Over the years, as the child grows up, they are instructed in the secret techniques of the clan, and learn how the insects may serve them in combat. Most Aburame are inhabited by kikaichū, but some members of the clan like Torune and Shikuro Aburame instead have nano-sized, venomous insects, a rare type of insect even within the Aburame clan.

□ Destructive Barrier Formation

Akaboshi and his group trap the opponent in a pyramid shaped barrier, and then they make the barrier explode, damaging or killing the person within it.

□ Deva Path

The Deva Path (天道, Tendō) grants the user the ability to manipulate attractive and repulsive forces. This power was channelled into one of Nagato's Six Paths of Pain.

Nagato's Deva Path

It was the most often seen and used of the Six Paths, and acted as Nagato's representative during Akatsuki meetings. The Deva Path was permanently incapacitated after its chakra receivers were removed from its body following its defeat by Naruto Uzumaki. Konan took this body, along with Nagato's body, after he died, and returned them to Amegakure.

As the Deva Path was the body of Yahiko, it had retained all of his physical features from when he was alive, most notably his medium length spiky orange hair. As the Deva Path, the body possessed Nagato's Rinnegan, bore six piercings, a metal bar through each ear, three studs through the side of its upper nose, and one spike stud on each end of the bottom lip. It also had three piercings on each wrist, at least one on its upper wrist and some just under his neck. He also wore a necklace, which was somewhat similar to the one worn by the Sage of the Six Paths.

Use

The Deva Path was the only Path to be seen interacting with other Akatsuki members besides Konan. When all Six Paths were in active use, Nagato tended to speak only through the Deva Path, and showed the tendency to sacrifice other Paths to keep it safe, suggesting that Nagato had some partiality to the Path (because of it being the corpse of his friend) or that it was merely the most valuable.

Abilities

The Deva Path was regarded as Nagato's most powerful and cherished of the six Paths. Its main abilities revolved around the manipulation of attractive and repulsive forces, allowing it to repel or attract objects or people. However, it could not perform these techniques in rapid succession, leaving it vulnerable for a short period of time after each use. This period of time between usages varied from five seconds to several minutes, depending upon the force of the repulsion or attraction that the Deva Path had used.[1][2][3] When performing a large-scale attack, Nagato had to first sever his connections with the other paths and then employ his chakra only to the Deva Path for the attack. However this is considerably risky as the other Paths are slow to recover and leaves the Deva Path vulnerable. The Deva Path's Chibaku Tensei allowed it to release a black orb of energy that could attract all surrounding matter to form a huge makeshift terrestrial body. The Deva Path's most infamous and one of his greatest feats was single-handedly wiping out Konohagakure with one powerful Shinra Tensei.

In addition to gravity manipulation, Nagato was able to use a number of other miscellaneous techniques through the Deva Path, something none of the other bodies had been shown doing. He was able to use the Shapeshifting Technique through the Deva path to make body doubles of others with human sacrifices. Other techniques used included astral projection, barriers to protect hideouts, and the ability to control rain, a possible throwback to Yahiko (who wanted to be able to stop the rain in Amegakure), which even allowed him to sense the chakra of everyone in Amegakure, making stealthy entrances by enemies impossible. In the anime, the Deva Path also shows more Water Release techniques, possibly homage to Yahiko's affinity in his childhood, such as Water Release: Exploding Water Colliding Wave and Water Release: Wild Water Wave.

In addition, like most of the other paths, it possessed considerable strength and speed, as seen with its fight with Jiraiya, Kakashi Hatake and Naruto Uzumaki.

Deva Path being destroyed by Naruto.

As Pain's main body, the Deva Path was the primary body used for performing the Sealing Technique: Phantom Dragons Nine Consuming Seals, which Akatsuki used to seal the tailed beasts. The members would convene to forcibly extract the beast from its jinchūriki's body over a three day period, depending on the number of people assisting with the sealing, and would then store it in a giant statue. He was not the only one who could use this technique, however. Tobi and the remaining Akatsuki members have been shown to initiate the extraction without using the Deva Path while it was occupied with invading Konoha.

□ Dispell

A jutsu that destroys/cancels out an illusionary jutsu attempted on the user. Grants +15 will save against illusions

□ Double Dynamic Entry

A collaboration technique used by Rock Lee and Might Guy. In essence, it is simply a double performance of Guy's signature Dynamic Entry attack, performed in similar, if not identical, fashion as the original technique.

□ Double Human Bullet Tank

Two users attack from both sides of an opponent with the Human Bullet Tank, crushing and grinding the enemy caught in the middle.

□ Double Lariat

Two users both perform the Lariat from both behind and in front of the opponent, creating a scissor effect. Both users must use the exact same amount of strength or the target will merely bend.[1] When successfully done, the force of the technique will decapitate the target and send their head flying several meters into the air.

□ Dragon Spying Technique

Through a drawing of a dragon, Shiranami can see through the eyes of the dragon drawing and spy on others. He could not only see what's going on the inside, but also listen to their conversation.

□ Drilling Finger Bullets

Hardened bones from the fingertips are shot at the enemy, with a spinning motion added to the skeletal bullets. A direct hit will excavate skin, flesh, and bone. Since the bones of the user can be regenerated, the rate of fire from the user's arsenal is limitless. This technique is essential to Kimimaro for his long distance attacks.

□ Drowning Bubble Technique

Utakata blows his bubble-blower and dozens upon dozens of soap bubbles that vary in size shoot out of its tip. If the technique is used successfully, Utakata's enemies' heads will be trapped in one of the bubbles and they will be subsequently drowned surprisingly fast. This technique was used effectively against three of Naruto's shadow clones.

□ Drunken Fist

According to Might Guy, Drunken Fist is akenpō/taijutsu style where, "the more you drink, the drunker you get, and the stronger you become". This unusual taijutsu style is a unique style of combat. It can not be learned, nor can it be taught, or honed and refined through training and practice. Drunken Fist Fighters are not simply drunk, they become human powerhouses who'll strike unpredictably, with no inhibitions, an explosive fury and without any second thoughts about their actions. Once drunk, the user will lose their ability to know friend from foe and attack whomever is in their vicinity.

The Drunken Fist is not a reliable option because the 'drunken frenzy' that alcohol induces does not hold for prolonged periods of time; Lee is easily awakened from Drunken Fist with a simple scratch to anything that draws blood, sobering him up almost immediately. If he has not overcome his adversary by that time, Lee may be left at their mercy, as shown in his fight against Kimimaro. Lee also seems to have no memory of what happened while he was drunk. In the anime, Lee developed and mastered a variant called Seasick Fist, where he makes use of the nausea caused to him by seasickness to overcome the fact he can't drink alcohol.

□ Dusk Crow Genjutsu

This genjutsu can trap a victim in an illusion with no eye contact, similar to Ephemeral. The genjutsu traps the victim in a torrent of crows, leaving them at the user's mercy.

□ Dust Release: Detachment of the Primitive World Technique

The user uses Dust Release to create a structure, with a sphere located at its centre, between the palms of his hands. The structure expands rapidly in size when being propelled towards its intended target and traps them inside its confines. The sphere then seems to explode with a tremendous amount of force, while the exterior walls of the structure effectively restrict the size of the blast radius, resulting in the destruction of everything and anyone caught within as they are pulverised into minute particles of dust.

The resulting damage that this technique can produce varies considerably, depending on the initial shape of the created structure. For example, when fabricated in the form of a cube, the structure possesses a relatively small blast radius, minimising the possibility for collateral damage. However, the conical version was inferred to be enough to potentially destroy an entire island.[2] When two similar techniques of approximately equal power collide, the pair merge into a single large spherical explosion; where everything caught within the substantial blast radius is completely pulverised.

Shape Variants

This technique can be manipulated into a diverse selection of three-dimensional structures, including cones, cylinders and cubes, with each retaining a sphere located at their centres. According to Ōnoki, the differences in shape demonstrated by this technique are reflective of the generational gap between its users

□ Dust Wind Technique

Temari creates a gust of wind that layers an area in loose sand and dust. Doing so also acts as a sandblaster on the surrounding area. This layer of sand that accumulates on the trees during this technique makes it difficult for others to get a good footing. The initial gust can also temporarily blind opponents by lodging sand in their eyes.

□ Dynamic Action

The user flips towards the opponent and attacks with a series of punches and kicks.

□ Dynamic Entry

The technique is basically the user performing a jump kick into their opponent's face. Might Guy is known to throw a weapon, such as a kunai, at the enemy to distract them while he takes advantage of their blind spot. Not much else is known about this technique, other than the fact that it is mainly used for an exaggerated appearance by Guy.

□ Dynamic Marking

This technique involves Akamaru urinating on a target, marking it with a strong odour that allows both him and Kiba to easily track it by scent. Akamaru is very skilled in this, being able to hit targets very accurately, and even multiple targets at once. This is a prerequisite for using the Fang Wolf Fang, as the speed of the technique makes it impossible for the user to track targets by sight while using it. The urine can also be useful for temporarily blinding the target if it hits their eyes. This technique can also be performed while Kiba and Akamaru have transformed using the Human Beast Combination Transformation: Double-Headed Wolf.

E

Earth Grudge Fear

This technique is a secret kinjutsu of Takigakure. It transforms the user's body into something similar to that of a rag-doll's, which is held together by hundreds of thick black threads. Kakuzu was able to manipulate these threads for many purposes. He was capable of sewing up any injuries that he or others might suffer, most commonly by reattaching body parts. However, it appeared that this ability was somewhat limited, as he warned Hidan not to move his head too much after he had sewed it back on, saying that it might fall off again. He could detach parts of his limbs and then manipulate them, to the point that he could even send them underground and then reattach them when he was done with them.

Kakuzu with all his hearts.

The most significant aspect of these threads were that they granted Kakuzu a form of immortality, although he declined to think of it that way. In addition to sewing up his injuries, he could use the threads to tear into a victim's body, steal their still functioning organs, and integrate them into his own body, thus extending his life. Kakuzu usually used this method to steal hearts from powerful shinobi, and was able to store up to four spare hearts in his body at any given time, meaning that all hearts must stop functioning in order for Kakuzu to die. He can also put one of those hearts into his limbs and have them move individually, as seen when he used his hand to remove a shadow-enhanced trench knife that prevented the rest of his body from moving.

These hearts Kakuzu had taken from others were stored in various animal masks that were sewn onto his back, granting him vast amounts of chakra and numerous elemental affinities. He could detach these masks and have them take on a body of their own, composed entirely of threads. These masks were capable of attacking separately, unleashing devastating blasts of elemental chakra.

These threads could also compact together to form a spider-like body around Kakuzu, allowing him to fuse the attacks of his masks together in order to increase his attacking power.

Masks

Kakuzu's masks.

Kakuzu's animal masks, which resembled those of ANBU, contained his spare hearts. If he took use of the heart for himself, the corresponding mask would shatter upon the creature's reentry into Kakuzu's body.

Earth mask: This heart had an earth-affinity, and took on the shape of a demonic, beaked bipedal.[2] It allowed Kakuzu to use Earth Release: Earth Spear. In the anime, even though this mask was destroyed, Kakuzu was still able to use the Earth Spear technique, though it only hardened his arm.

Fire mask: This heart had a fire-affinity, and took on the shape of a demonic tiger. It could use Fire Release: Intelligent Hard Work. This mask could also unite with the Wind mask to launch a fire-wind dual strike that was near unstoppable.

Lightning mask: This heart had a lightning-affinity, and took on the shape of some sort of deformed bipedal. It could use Lightning Release: False Darkness.

Wind mask: This heart had a wind-affinity, and took on a strange four-legged body with thin wings. It could use Wind Release: Pressure Damage. It could unite with the Fire mask to launch a fire-wind dual strike that was near unstoppable.

Earth Release Armour

This technique coats the users body with stones, making them much more resistant to attacks, at the cost of some speed. While using this armour, the stone layer can be manipulated to form blunt weapons for stronger attacks. One can also change their appearance with the stone layer. It also seems that this armour is heavy and makes the user less quick, as seen when Sadai took the armour off and immediately increased his speed.

Earth Release Barrier: Earth Prison Dome of Magnificent Nothingness

This technique traps the victims inside a self-repairing dome of earth which is almost instantaneously able to reform, even after Kiba hit it with his Passing Fang. Jirōbō was able to

absorb the chakra of anyone trapped inside, something he enjoyed greatly. However, Jirōbō's chakra was not evenly distributed throughout the dome. Near the back, relative to him, his chakra was much weaker, making the dome weaker in that spot.

□ Earth Release Resurrection Technique: Corpse Soil

This technique is called the "ultimate earth-element resurrection technique". It seemingly continuously resurrects a large number of slain people as zombies, but with none of their rationality, physical prowess, or technique at their disposal. They are fairly easy to destroy. If the technique is deactivated either by the user or if the user is killed, the zombies will immediately turn to dust.

□ Earth Release Shadow Clone

This technique creates a shadow clone made of mud of the user. Since its made of mud, it can continue to reform and mould itself back to its original shape. After reverting to mud, it can hold the opponent in place.

□ Earth Release: Aggravated Rock Technique

This technique simply allows the user to make whatever they are touching increase in weight. When used on living organisms they exhibit petrification and then begin to crumble.

□ Earth Release: Antlion Technique

This technique causes the ground and everything on and around it to be sucked in towards the middle of a large pit, much like the method an antlion uses to catch prey. Upon being dragged to the centre, the victim will then be sucked underground. There the victim, depending on how deep the user makes them sink, will be trapped and/or suffocated. The range of the pit is determined by how much chakra is put into the technique. The antlion theme fits in with Kagerō's appearance, emphasizing her large jaw in this form.

□ Earth Release: Bedrock Coffin

This jutsu allows the user to control multiple sections of rock and move them around their opponent. The user then forms two gigantic sections that crush the opponent.

□ Earth Release: Destructive Rising Rock Pillars

This technique causes gigantic pillars of rock to forcefully emerge from the ground, causing shockwaves in the process that flatten the ground around them and cause devastating damage to the enemy.[1] Because it goes in all directions and causes such large shockwaves, this technique is perfect against a large number of foes, though there is the possibility of hurting one's own allies.

□ Earth Release: Devouring Earth

This technique allows Hiruko to control stones and rocks in the area to attack the enemy, forming several enormous jaws made out of the earth that will swallow and crush the enemy.

□ Earth Release: Double Suicide Decapitation Technique

This technique conceals the user underground and drags the object of their attack down into the earth, robbing them of their freedom. In addition, they can start another attack.

□ Earth Release: Dropping Lid

The user creates a giant, boar-shaped, earthen lid high in the air that falls on the target, trapping them.

□ Earth Release: Earth Corridor

This technique causes the earth in the surrounding area to rise up and over a target and create a cavern, imprisoning the target. The user can leave an opening to allow attacks to go in to strike down the trapped adversaries, or close it up completely to prevent escape.

□ Earth Release: Earth Dome

The user creates a dome constructed from the earth that can protect them from external attacks.

☐ Earth Release: Earth Dragon

The user creates a dragon made from the ground to attack the opponent.

☐ Earth Release: Earth Dragon Bullet

When used with Earth Release: Earth Flow River, this technique can create a dragon-like head to fire concentrated mud at an opponent. This can also be combined with a fire technique to shoot searing hot rock toward an opponent.

☐ Earth Release: Earth Fist

By encasing their arm in rock, the user can deal a powerful hardened punch against an opponent while being protected from direct contact with their target. If necessary, the weight of the rock can be increased to further increase the punch's destructive power.[1]

☐ Earth Release: Earth Flow Divide

By flowing concentrated chakra from one's palms into the Dragon Veins (龍脈, Ryūmyaku) flowing underground, one can tear the earth apart, creating large chasms. The length, width, direction, and curve of the chasm are all up to the user. Manipulating the Dragon Veins requires fine chakra control, but if one has such skill, they can use this technique to divide the space between the enemy and their own team in two, destroy enemy camps or defences, and even to attack.

☐ Earth Release: Earth Flow Rampart

This technique makes a gigantic rampart rise up beneath the user's feet, by shaping the ground and increasing the amount of earth with chakra. Depending on what the user imagines, the shape of the rampart can be anything from level ground to a steep, needle-like mountain. If the user increases the volume of earth too much, he can be forced to keep his chakra consumption down.

☐ Earth Release: Earth Flow River

After forming the needed hand seal, the user transforms the ground underneath their opponent into a river of mud that throws them off balance and away from the user. The mud created by this technique can also be used as a medium for the Earth Release: Earth Dragon Bullet technique.

☐ Earth Release: Earth Flow Wave

The user creates and rides a wave of earth that can branch off to attack from a distance. The user can also use it to manipulate the terrain and hold the opponent in place.

☐ Earth Release: Earth Mausoleum Dumping

With chakra work and superhuman strength, Jirōbō lifts up the very surface of the Earth. The lump of earth is gigantic and, the destructive power is obvious, but even just the visual impact can be enough to make enemies lose their fighting spirits and run away. The ball of earth is then hurled it at his opponent, flattening everything in its path.

☐ Earth Release: Earth Shaking Palm

This technique is used to distract opponents as well as leave them disorientated. The user performs the hand sign and then slams their palm on the ground. The result is the ground becoming heavily turned up with chunks of rubble popping out of the ground. This distraction can be useful for the user to then make an escape, or to initiate an attack.[1] In the anime, Jirōbō uses a more powerful version of this with a wider range, which was able to make a number of trees collapse in order to find the Sasuke Retrieval Team.

☐ Earth Release: Earth Shore Return

After striking the ground with his hands, Jirōbō creates a large wall of earth in front of him. The defence is not perfect though, since a hard or drilling impact such as the Spiked Human Bullet Tank technique can puncture the wall. Also, since this technique only guards frontal attacks, the enemy can easily attack from the side or even from above.

□ Earth Release: Earth Spear

The user flows chakra through all parts of their body causing it to become noticeably darker, which increases their defensive power to its utmost limits by making the skin as hard as diamond. Furthermore, the destructive power of physical attacks is increased, making this a great all-purpose technique. The amount of techniques that can break through the areas hardened by the Earth Spear are close to zero, excluding its undeniable weak point: Lightning Release ninjutsu. Kakuzu used this technique through the use of his earth-element mask. Kakuzu demonstrated the ability to use this to cover himself partially (i.e. his hand and lower arm, and the side of his head) without using handsigns, which gave him a significant tactical advantage against ambushes.

□ Earth Release: Earth Style Wall

The user creates a solid wall of earth as a form of defence. Chakra is either converted to earth within the body and then spat out to form the wall or the user can manipulate pre-existing earth to form the wall. The earth then instantly rises up and takes form. The barrier itself is also coated with chakra, making its strength incomparable to that of a normal mud wall. Because of the earth's special characteristics, the wall is highly resistant against, for instance, fire and water. Also, for a Kage-class shinobi it is possible to create a vast volume of earth. When used by Kakashi he creates a wall composed of bulldog sculptures to box-in Pain.

□ Earth Release: Hardening Technique

By utilizing earth-based chakra, the user creates an armour of rock that encases their body. The armour can also be used to create extendable weapons to strike a target with.

□ Earth Release: Hidden Among Rocks Technique

This is a technique that allows its user to blend into rocks and then move in and out of other rocks undetected.

□ Earth Release: Hiding Like a Mole Technique

This technique changes earth into fine sand by channelling chakra into it, allowing the user to dig through it like a mole. This effect goes around the body (not just the hands), making it just large enough for a person to move through. The user can pinpoint where they are, despite being underground, by sensing the magnetic forces. They can also sense what is happening on the surface and use that information to launch a surprise attack on the enemy.^{[2][3][4]} One can also hide deep in the ground, escaping to a depth where the enemy can't reach. It also appears that after digging, the ground can be returned to its original state, leaving no trace of where the user entered the earth.

□ Earth Release: Landslide

The user sends a landslide of earth towards the target.

□ Earth Release: Moving Earth Core

The user lowers or raises the ground in the surrounding area at high speeds, allowing them to create giant holes in the ground or avoid attacks. The size of the affected area as well as the depths that it is lowered to is also up to the user. Other than being moved below ground — relative to the surrounding surface — the terrain is not altered as plant life and people retain their same positions.

□ Earth Release: Mud Body Technique

The user can transform their body into mud. In this form, the user can move around and control mud to a high degree, even more so than the mass of their body. Gozu used this ability to block Kakashi's Chidori by forming into a wall of mud in front of Guren and then saved her by forming the mud into a makeshift hand and pushing her away from the battle.

□ Earth Release: Mud Indulgence

This technique lets the user summon a river of mud. This technique can have water added to it to speed up the flow and increase its power.

□ Earth Release: Mud Wolves

A trap technique that is activated upon coming in contact with the opponent's chakra. The user uses a scroll to lay a trap where mud will shape into wolves that will attack the enemy. Despite being damaged the wolves will simply reform, keeping the enemy occupied while the user makes a getaway. The only drawback about this technique is that is time-consuming to set up and will allow the opponent to catch up.

□ Earth Release: Mudslide

The user punches the ground causing the earth to rise underneath them, which releases a wave of dirt.

□ Earth Release: Opening Earth Rising Excavation

With this technique, the user can bring up on the surface something that is deep underground. The targets are launched in air with great strength and speed, the result of which has the appearance and nearly size of an erupting volcano. It can force a large number of soldiers hidden underground to resurface all at once. The technique has only been performed by two users together.

□ Earth Release: Parish

Yamato kicks the enemy into the air before summoning a bridge of wood that carries the enemy away. Yamato then jumps behind them and uses a beam of wood to run the enemy through the wood bridge and force them to the ground.

□ Earth Release: Rising Stone Spears

This technique lets the user condense mud or stone, from the ground, and shape them into spikes that will protrude from the ground in order to skewer the target. The spikes cannot penetrate targets of greater density.

□ Earth Release: Rock Lodging Destruction

This technique causes a cave-in by destroying the equilibrium that holds the cave together. Just removing a single vital stone throws off the balance of the cave, making it unexpectedly fragile and causing a domino effect that destroys the entire cave. The shinobi from Iwagakure use this technique in their pride tactic, luring several enemies into a cave to kill them all at once.

□ Earth Release: Rock Pillar Prison Technique

This jutsu creates a large amount of rock pillars from under ground. They can then be controlled to surround their opponent and create a bamboo-like thicket of rock.

□ Earth Release: Rock Pillars Rising

This technique lets the user create a few rock pillars that will protrude from the ground to skewer the target. The rock pillars will even pass through obstacles to reach their target.

□ Earth Release: Rock Shelter

The user surrounds themselves with earth, taken from the immediate vicinity, in order to fabricate a formation of rock that is capable of protecting both the user and others in close proximity, if desired. Doing so, seemingly leaves the surrounding terrain unaltered, even when the quantity of earth used is enough to form a complete dome around multiple individuals as seen when Ittan used this technique.[1][2]

The user can also manipulate the resulting shelter to have openings in it so as to be able to observe outside, as demonstrated when used by Kitsuchi.

□ Earth Release: Rock Staff

This technique allows the user to take a small chunk of rock and turn it into the shape of a staff. The user can then use it as a melee weapon or throw it with pinpoint accuracy at their opponent. A variation of this technique allows the user to create several staffs and launch them at the target, but with less accuracy.

□ Earth Release: Sticky Earth Drop

The user creates an opening in the sky, which drips down onto the opponent a large amount of mud, covering them. It's followed by Lightning Release: Sixteen Pillar Bind to create a giant oven around the opponent and Fire Release: Fired Pottery Technique to ignite the oven, hardening the mud and immobilizing the enemy.

□ Earth Release: Swamp of the Underworld

By changing the surface of an object beneath an enemy into mud and creating a swamp, the user can sink his enemy into the mud. The adhesive, chakra-infused mud ensnares the enemy's body, making it almost impossible to recover one's strength and escape from the swamp. The size and depth of the created swamp depends on the user's skill and the amount of chakra used, but if the user is an expert in this technique, it will always be possible to make a fair-sized swamp which is extremely effective against a great number of enemies or when having to face gigantic creatures.

□ Earth Release: Tearing Earth Turning Palm

This technique causes the ground surrounding the enemy to spiral inwards on itself, burying them alive or crushing them. This technique is capable of causing quite a bit of damage to the area.[2] This technique is much more damaging if used in rocky mountainous areas, or inside a cave.

□ Earth Release: Tunneling Technique

The user is able to create a wide tunnel in the ground, this cannot travel through rock though. The large tunnel that is created allows the user to transport others without detection. [1]

□ Earth Release: Underground Projection Fish Technique

This technique is used for sneaking and striking silently, like a fish underwater, and then suddenly appearing to the ground's surface.[2] Furthermore, it's even more efficient when employed in a crowded area that, if the target notices something, can be overrun by the nearby masses, or with distractions like a Clone Technique to draw the enemy's attention. As such it is a great strategy for a guerilla, and a likely resort, used quite often for things such as personality assassination.

□ Earth Release: Underground Submarine Voyage

A technique that transforms the earth surrounding the user into a fluid, allowing them to close in on the enemy with high speed by swimming underground. Since being under the ground is a blind spot, the target has no warning; allowing the user to launch a surprise attack. By using this technique in conjunction with a weapon, it also gains great effect as an "assault ninjutsu". Kisame combines this with Samehada, allowing it to protrude from the ground, like a shark's dorsal fin.

□ Earth Release: Wheel of Fortune

This technique is a combination of the Summoning Technique and an Earth Release technique. The user summons a large amount of rock from a giant canyon to be used for other techniques. The user can channel his chakra into the earth to alter the formation, aiding them in sneak attacks. Alternatively, by offering a donation of blood, they can summon a rock in the design of one of Fuen's drawings.

□ Eight Branches Technique

This is Orochimaru's greatest and strongest technique. Using the "power of reincarnation" possessed by the White Snake as an intermediary, he can transform into a giant white serpent with eight heads and eight tails. The serpent boasts a giant body, even larger than that of Manda, who was feared as the "strongest colossal serpent". Just by crawling on the scales of its abdomen it was able to trample the Uchiha hideout, and can destroy most things without difficulty.

When using this technique, Orochimaru can emerge from the mouth of one of the heads and use his Kusanagi Sword to attack, even without a host.

According to the third databook, this technique transcends the "Snake", and becomes like a "Dragon God".

□ Eight Gates

The Eight Gates are eight specific points on a person's Chakra Pathway System. They limit the overall flow of chakra within a person's body. The basis for the idea of the chakra gates comes from the body's limits on the functions within it. This makes the body much weaker, but it keeps the body from expiring too soon. By undergoing intense training, one can learn how to open these gates allowing the user to surpass their own physical limits at the cost of extreme damage to their own body.

Rock Lee is able to open the first five gates. Might Guy, who taught Lee the skill, is able to open at least seven. Kakashi can open at least one gate, as shown during Kakashi's one-handed rock climbing where a shot of his brain shows the relevant point activating, as well as in his usage of the Front Lotus. Opening the gates is a difficult feat even for the most talented ninja, and Kakashi was surprised to find out that at that time, a 13-years old Lee could open as many as five of them. The state of having all Eight Gates open is known as "Eight Gates Released Formation" (八門遁甲の陣, Hachimon Tonkō no Jin; English TV "Eight Inner Gates Formation"). Any shinobi who activates this state will temporarily gain powers greater than a Kage, but they will die because of the damage done to their body. Due to the immense amount of chakra flooding the body all at once, drastic changes can occur upon the user's body. The most common of these changes are the darkening of the skin, eruption of veins around the temples, and the eyes turning completely white, though this is not always the case.[1] The recipient's voice also becomes deeper for the duration of the release.

Gates

The Eight Gates.

1. The Gate of Opening (開門, Kaimon), located in the brain. This gate removes the restraints of the brain on the muscles so 100% of their strength can be used whereas normally, a person can only use 20% of their muscles' strength to keep them from disintegrating. Unlocking this gate allows the user to use the Front Lotus.
2. The Gate of Healing (休門, Kyūmon; English TV "The Gate of Rest"), located in the brain. Forcibly increases one's physical strength and temporarily re-energises the body.
3. The Gate of Life (生門, Seimon), located on the spinal cord. Allows the user to use the Reverse Lotus. The increased blood flow turns the skin red.
4. The Gate of Pain (傷門, Shōmon), located on the spinal cord. Increases the user's speed and power. May cause muscle tissue to tear on use.
5. The Gate of Limit (杜門, Tomon; English TV "The Gate of Closing"), located in the abdomen. Increases the user's speed and power.
6. The Gate of View (景門, Keimon; English TV "The Gate of Joy"), located in the stomach. Increases the user's speed and power. Allows the user to perform the Morning Peacock. Opening of this gate releases such enormous amounts of chakra that it can cause nearby water bodies to form a vortex around the user.
7. The Gate of Wonder (驚門, Kyōmon; English TV "The Gate of Shock"), located below the stomach. Further increases the user's speed and power. Allows the user to perform the Daytime Tiger. Those who open this gate will pour glowing green sweat from every inch of their body, which immediately evaporates from their own heat energy, creating an aura which people would mistake as a green chakra coating. Unfortunately, the side effects of opening the gate are that the user's muscle fibres are ripped to shreds, causing intense pain if anything or anyone touches them.
8. The Gate of Death (死門, Shimon), located at the heart. Releasing this gate uses up all of the body's energy. It makes the heart pump at maximum power and exceeds the power of every other gate. Opening this gate assures the user's death shortly after.

□ Eight Trigrams Crumbling Mountain Bombardment

A more powerful variation of Eight Trigrams Vacuum Palm. The user hits the target at close range with a powerful wave of chakra. The attack sends them flying back into a rock or wall, causing severe damage.

□ Eight Trigrams Empty Palm

This technique is similar in practice to Eight Trigrams Palms Revolving Heaven, but has a specific target rather than a general area. To perform it, the user precisely pinpoints the enemy's vital points with the Byakugan and releases a high-speed palm thrust. A "vacuum shell" compressed using the Gentle Fist is formed to attack the opponent's vitals from a distance, blowing them off their feet with tremendous force before they even notice they were hit.

□ Eight Trigrams Empty Wall Palm

This technique is a variation of the Eight Trigrams Vacuum Palm where two Gentle Fist users attack alongside each other, sending a wave of chakra from their palms with great force at their opponent.

□ Eight Trigrams Mountain Crusher

A more powerful variation of Eight Trigrams Vacuum Palm. The user hits the target at close range with a powerful wave of chakra. The attack sends them flying back into a rock or wall, causing severe damage.

□ Eight Trigrams One Hundred Twenty-Eight Palms

The Eight Trigrams One Hundred Twenty-Eight Palms is a manoeuvre of the Gentle Fist fighting style. It is essentially a doubled version of the Eight Trigrams Sixty-Four Palms performed at twice the speed. This technique is used to close off the flow of chakra through one hundred and twenty-eight chakra points of an opponent's Chakra Pathway System. This eliminates their ability to use chakra for quite some time and makes it difficult for them to move. Alternatively, it can be used to hit a great number of targets very quickly.

Once someone is within range of the user's field of divination, they assume a Gentle Fist stance and begin to deliver the attack:

First, two consecutive strikes to make two.

Second, another two consecutive strikes to make four.

Third, four consecutive strikes to make eight.

Fourth, eight consecutive strikes to make sixteen.

Fifth, sixteen consecutive strikes to make thirty two.

Sixth, thirty two consecutive strikes to make sixty four.

Seventh, another sixty four consecutive strikes in succession to make a total of one hundred and twenty eight strikes.

□ Eight Trigrams Palms Heavenly Spin

A secret taijutsu that is orally handed down only within the main house of the Hyūga, this technique utilises the chakra control gained through Gentle Fist training to release a huge amount of chakra from all the chakra points on the user's body. It is also a defensive manoeuvre to compensate for the Byakugan's blind spot as the released chakra blocks any possible attack on the user. After releasing chakra from every tenketsu in their body, the user then spins rapidly to parry the attack, both creating a rotating shield of chakra around themselves and tossing away any nearby attackers. The user can also actively control the size and power of the sphere to suit the situation. This technique is only effective when rotating, since the chakra itself is not enough to stop a physical attack thus if they cannot spin, the user becomes vulnerable.

□ Eight Trigrams Sealing Style

The Eight Trigrams Sealing Style, consisting of two Four Symbols Seals, was used by Minato Namikaze to help Naruto Uzumaki access the chakra of Kurama, the Nine-Tailed Demon Fox sealed within him. To perform the technique, the user must first summon a ceremonial throne and place the target on it.[3] The seal was not automatically visible on Naruto's belly, but became perceptible whenever he drew chakra from the Nine-Tails.[4]

The Nine-Tails within Naruto's subconscious.

Whenever Naruto and the Nine-Tails conversed, it occurred within Naruto's subconscious, which was depicted as a basement of a boiler room or a sub-level of a power plant, with pipes running across the ceiling and the floor being flooded over with water. On the entrance gate of the Nine-Tails' cage, there was a parchment of paper that said "seal" (封), which covered the lock that kept the Nine-Tails in.[5][6]

Minato also sealed his and Kushina's remaining chakra into Naruto with this seal. Minato appeared in Naruto's subconscious when Naruto transformed into his eight-tailed form,[7] and restored the seal to its original strength, but he could only do it once.[8] Kushina also appeared and assisted Naruto when he later attempted to control the Nine-Tails.[9]

Naruto preparing the key to the seal.

Because the seal itself would naturally weaken over time, Minato created the key, on the abdomen of the scroll toad Gerotora, that can either strengthen or completely remove the seal. During Naruto's two-and-a-half year training with Jiraiya, Jiraiya once used the key to weaken the seal for just a short time, so he could have Naruto try to filter out the Nine-Tails' influence when he tapped into its chakra. Unfortunately, it instead unleashed the four-tailed form.[10] During Naruto's training to control the Nine-Tails at the Falls of Truth, the seal was destroyed when the Nine-Tails used its Tailed Beast Ball to try and blast Naruto after he used the key to open the seal's gate.[11] However, after the Nine-Tails' chakra merged with Naruto, he was able to imprison the beast itself with a new, stronger seal that consists of massive torii that Naruto can use optionally to restrain the beast. The beast is generally free behind a gate resembling interlocking torii along with the same lock that was there with the previous gate.[12]

□ Eight Trigrams Sixty-Four Palms

The Eight Trigrams Sixty-Four Palms is a taijutsu that should only be passed down in the main house of the Hyūga. It is a dangerous technique that is appropriately handed down from father to only a single child within the Hyūga clan. It is a manoeuvre of the Gentle Fist fighting style. With the Byakugan's near 360° field of vision, the user envisions an Eight Trigrams circle. Then the enemy within this circle is hit with a series of violent blows. By striking sixty-four of the tenketsu throughout the opponent's Chakra Pathway System, their chakra flow is stopped, making them unable to even stand.

Once someone is within range of the user's field of divination, the user assumes a Gentle Fist stance and begins to deliver the attack:

First, two consecutive strikes to make two.

Second, another two consecutive strikes to make four.

Third, four consecutive strikes to make eight.

Fourth, eight consecutive strikes to make sixteen.

Fifth, sixteen consecutive strikes to make thirty two.

Sixth, another thirty two consecutive strikes in succession to make a total of sixty four strikes.

Each set of strikes is done at an exponentially increasing pace and strength. The attack not only disables the enemy but also knocks them back with every set of strikes.

□ Eight Trigrams Thirty-Two Palms

The Eight Trigrams Thirty-Two Palms technique is a manoeuvre of the Gentle Fist fighting style. It is essentially a halved version of the Eight Trigrams Sixty-Four Palms, but seems to be no less effective. This technique is used to close off the flow of chakra through thirty-two chakra points of an opponent's Chakra Pathway System. This eliminates their ability to use chakra for quite some time and makes it difficult for them to move.

Once someone is within range of her field of divination, Hinata assumes her Gentle Fist stance and begins to deliver her attack:

First, two consecutive strikes to make two.

Second, another two consecutive strikes to make four.

Third, four consecutive strikes to make eight.

Fourth, eight consecutive strikes to make sixteen.

Fifth, another sixteen consecutive strikes in succession to make a total of thirty two

□ Eight Trigrams Trap Formation

A technique used by Konohagakure to trap the enemy in a maze of tall walls. The user bangs a giant drum which causes countless walls appearing around the village, cornering the enemy.

□ Elbow

After covering himself in his Lightning Release Armour, Athrusts his elbow at his opponent with extreme force. The technique was strong enough to send Jūgo crashing into a wall, disabling him from battling any further.[1] Due to the linear fashion, similar to the Lariat, Sasuke was able to dodge with the aid of his Sharingan and connect with aChidori.

□ Empty Cicada Shell Technique

This is a ninjutsu used by Jigumo that allows the user to project their voice from any direction. This is generally used to confuse their opponent's about their real position when talking to them.

□ Ephemeral

Itachi seemingly activates this technique by simply pointing at his target. When the technique was used on Naruto Uzumaki, crows flocked from Itachi and turned into shuriken that bombarded him, and then attempted to put him to sleep. When he resisted the sleep command, Naruto then experienced the sensation of his body parts turning into his closest friends who then tortured him psychologically.

□ Evil Sealing Method

This technique is used to suppress technique-induced marks on a person. Marks of weaker power can be completely suppressed by this technique alone, but for marks of higher power like Sasuke Uchiha's Cursed Seal of Heaven, causes the seal's power to become dependent on the recipient's own willpower to some extent, especially if the sealer is not experienced enough to strengthen the seal with his own power. It is also capable of holding back certain kekkei genkai, such as that of the Kurama clan as seen when Kurenai tried to do this.

This seal requires a high number of hand seals and a large amount of chakra to be performed. Preparation for this technique requires two concentric circles with kunai placed in intervals along the circumference, in addition to a number of characters written in blood that radiate out from the centre of the cursed seal.

According to Kakashi, this technique is quick, but painful. The seal can be removed at any time by the caster or whoever the seal is on, as demonstrated during Sasuke's battle with Naruto in the Valley of the End. Since this seal relies on the will of the individual on whom it is placed, the affected may be able to just will it away without an unsealing technique.

When Orochimaru was extracted from Sasuke throughItachi's Sword of Totsuka, not only was the Cursed Seal of Heaven removed, but also the Evil Sealing Method around it.

□ Execution by Kiss

This ability of Fūka allowed her to absorb all of an opponent's chakra and techniques by kissing them, allowing her to possess multiple elements, as well as enforcing her elemental affinities and having access to all of her victim's elemental techniques. After she was done absorbing their chakra, she could steal their soul. This technique could also be used to determine elemental chakra types by licking them. When she tried using this against Naruto, she began absorbing the chakra of theNine-Tailed Demon Fox. The evil in the Nine-Tail's chakra proved too much for her, and she stopped the kiss.

□ Exploding Bubble

After Ukatata blows dozens of bubbles they make their way towards opponents. Upon popping they create bright yellow and white flashes along with variously strong explosions that knock back the enemy and everything nearby. The explosions also produce a large amount of smoke, which can be used to obstruct the opponent's vision.

□ Exploding Clay

This technique was developed from a forbidden technique that Deidara stole from Iwagakure. By using the technique's ability to knead chakra into objects through the mouths in the palms of his hands, Deidara can infuse clay with chakra. He then moulds it into a shape depending on the abilities he wants it to have and spits it out. After moulding the clay, Deidara can enlarge it to various sizes depending on the intended purpose of the clay. Once enlarged, the clay creations can be brought to life and controlled remotely by Deidara. Deidara can make the clay explode by saying Katsu (喝), along with a hand seal that is similar to the tiger/ram, but with only one hand. Though the explosives are powerful, they are all earth-based techniques, and as such, can be defused by a lightning technique.

Deidara ranks his clay by number in a fashion similar to the C-4 explosive, the weakest being C1 and the most powerful being C4. The other clay ranks are much more dangerous than C1, and any foe that sees Deidara use any rank higher than C1 is usually one Deidara sees as a worthy opponent:

C1: Deidara's most basic and versatile form of explosive clay created from a single palm mouth. These are small animated dolls that often resemble small birds or insects, though he has once made snakes, fish and some misshapen-like creatures controlled by Deidara through a wire made out of clay which could regenerate themselves, while multiplying. They have little explosive power, making them excellent for covert operations. He can release them at high speeds.

C2 "Dragon" (ドラゴン, Doragon): One of Deidara's specialties; a large dragon, capable of flight. While Deidara is safely on its back, the dragon spits out smaller clay figures that attack the opponent like guided missiles. The dragon also produces clay mines, which are used to force opponents to fight in a limited space.

C3: Deidara's most powerful large scale bomb, an enormous, roughly human-shaped statue that Deidara drops on targets from above. Its explosive power was great enough to apparently destroy a large portion of Sunagakure.

C4 "Garuda" (カルラ, Karura; Viz "C4 Karura"): A giant doll, shaped like Deidara himself. When it ruptures, a cloud of microscopic bombs is released. Impossible to be seen by a normal eye, the victims breathe in the bombs, which then enter the bloodstream. Once there, the countless micro-bombs explode, causing the victims' bodies to disintegrate at the cellular level, literally turning them into dust. According to Deidara, he created C4 for the sole purpose of defeating Itachi. Unlike the other Explosive Clay techniques, Deidara consumes the clay using his actual mouth instead of the ones on his hands.

C0 "Ultimate Art" (究極芸術, Kyūkyoku Geijutsu): Deidara's most powerful technique; a suicidal technique in which he eats a large ball of clay with the mouth on his chest. This consumes his entire body, condensing the body into a large black sphere with jagged teeth and pupil-less eyes. The sphere then opens up and detonates, destroying everything within a blast that covers more than ten kilometers.

□ Exploding Clay Minions

Deidara creates explosive clay that is connected to his hands with a thin cord of clay. The clay then rises from the ground, moulding itself into human-like forms. Deidara runs chakra through the cords of clay, manipulating the clay substances to attack the opponent. The density of the clay is strong enough to repel and suck in a sword. When cut apart, the clay substances form more human/animal like forms. Deidara then can connect more cords of clay to the fallen clay pieces. Furthermore, Deidara can then use the clay as explosives, attacking the opponent and covering them with clay, which then explodes. The minions, in their human form, were also able to fight with their club-like arms and to form spikes out of their bodies to stab the enemy.

□ Exploding Dragon Strike

Through one of her scrolls, Tenten summons a large flame dragon that explodes upon impact.

□ Exploding Flame Shot

By creating a spark from their hands, this technique allows the user to throw multiple balls of flames, which are able to either cause fiery explosions on impact or set the target on fire.

□ Exploding Mine

After creating the C2 Dragon, Deidara has the clay dragon spawn numerous clay mines and has Tobi bury them around the battleground.

□ Exploding Sand Boulder

Gaara condenses his sand into many floating boulders. Once formed, he can use them both as projectiles and as explosives, setting them off both at will or when an opponent gets near them.

□ Exploding Sasumata Attack

Gamaken attacks the opponent using his Sasumata, which causes explosions after striking his opponent.

□ Exploding Tag Extraction Technique

This is a technique used by Koharu to remove an explosive tag from inside a wall cavity. The technique seems to be a way of forcibly pulling an object from somewhere close into the user's hands, the object will also warp through other objects in its way, such as the wall it was behind.

□ Explosion Release: Landmine Fist

After establishing direct contact with their opponent through a simple punch, the user utilises Explosion Release to subsequently generate an enormous explosion from the initial point of physical contact. This explosion is powerful enough to completely obliterate an opponent far larger than the user.[1] Due to the directionality of the blast, the user minimises any potential repercussions, such as being struck by resultant debris and even recoil appears to be completely negated.

□ Explosive Feathers

San's Bird can release numerous feathers with pin-point accuracy that act like explosive tags.

□ Extreme Decapitating Airwaves

Zaku creates a massive gust of cutting wind, even more powerful than his Decapitating Airwaves technique, that is capable of totalling the surrounding area, wiping out anything in its path.

□ Eye Mind Reading

This technique looks into the target's eyes and weaves a sign with their right eye, gathering information without them noticing. Hanare is even able to perform this on herself to restore or remove information in her own mind. This can also be used on a target that is currently reading user's mind. Kakashi Hatake was able to notice the technique with his Sharingan and copied it. While he was not actually seen using it, Hanare offered to let Kakashi use it on her to see if she was telling the truth

F

□ Face Copying Technique

The user looks at a person to copy their appearance. It is a flawless Transformation Technique, the copied person's family would not tell the difference and ninken would not smell a different scent. Though the user copies the person's face and body, they can't use their techniques or unique abilities and they are also very weak to attack. In order to copy an appearance, the user needs to wear a special mask and stay close to the target for a long time. When the technique starts, the user's eyes start to glow. The transformation lasts for only a few days. This technique is unique to the Kedōin clan.

□ Fang Passing Fang

The user and their ninken partner spin at a ferocious speed and deliver many powerful beast-like attacks when contact is made with the target. The force of this attack is strong enough to drill through stone. This attack can be done alone.

□ Fang Rotating Fang

The user and their ninken partner roll at a ferocious speed in a buzz-saw like shape, and deliver many powerful beast-like attacks when contact is made with the target.

□ Fang Wolf Fang

Man and beast transform into a single two-headed, gigantic animal thanks to the Human Beast Combination Transformation: Double-Headed Wolf technique, and have their body spin in a violent assault against the enemy. The ultra-violent rotation creates a vacuum vortex in its surroundings, that tears the enemy apart even without touching them directly. The excessively high speed of the rotation strips the user of their field of vision, but marking the enemy beforehand makes it possible to trail them with the sense of smell. The power is great enough to dent a Rashōmon gate. Such power is not without its drawbacks however, as it can quickly tire the user out.

□ Fangs of Lightning

By drawing together his twin swords, Raiga can send an electrical essence into the clouds, allowing him to create lightning strikes in any desired location.

□ Feigning Sleep Technique

This ninjutsu forces the user to fall asleep. Gaara has only used this technique when trying to bring out Shukaku.

□ Fighting Tongue Bind

After focusing senjutsu chakra to her tongue it grows to its maximum limit and has been reshaped with a face. The tongue will then seek out the scent of its target. When the target is found, she ensnares it to prevent escape and marks it with a corrosive chemical. After the enemy is found Fukasaku uses the Fighting Tongue Slash on it.

□ Fighting Tongue Slash

By kneading senjutsu chakra, Fukasaku's long tongue gains utmost solidity and sharpness. It then leaps from his mouth with tremendous speed and force, even tearing a hole in the bedrock and through metal pipes. With that ground-splitting power, the enemy is cut in half. The way that both the enemy and the ground itself are cut apart is reminiscent of the strike of a great sword. In the anime, Fukasaku actually fires a highly pressurised stream of water from his mouth capable of even slicing through metal like Sasori's Water Stream Shooters that can cut through metal pipes.

□ Finger Engraving Seal

The user concentrates chakra into their finger and using the heat from that, can apply writing of whatever they want to a surface. This technique however requires them to be very delicate with their chakra control. This technique causes slight discomfort for a living target and if it is on flesh, it will scar.

□ Fire Breath

The Lion-Turtle breathes a powerful stream of fire from its mouth.

□ Fire Release Co-Operation Technique: Garuda

The three users each breathe a long stream of intense fire, which combine to form a flaming dragon.

□ Fire Release: Ash Pile Burning

The user spews a stream of chakra infused gun-powder from their mouth, which surrounds the region. As the gunpowder is composed entirely of ash, it stays in the air around the victim like a cloud, which can be used like a smokescreen. After surrounding the enemy with the ash, the user can ignite it with a flint placed on their teeth beforehand to create a spark, resulting in a violent explosion, burning the enemy. However, this technique requires keen senses to read the air currents, the insight to read the movements of the enemy, the tactical experience to not also enfold one's allies in the flames, and careful attention for the timing of the ignition.

□ Fire Release: Dragon Fire Technique

The user breathes fire along a cord or any other type of long object, which rushes forward in straight line catching the enemy on fire. A line of enemies can be used as the conductor as well.[2] The flames are meant to target, and assault the enemy's upper body just like a projectile weapon. While the technique is shown in the anime to be even larger and more devastating than Fire Release: Great Fireball Technique (and being able to melt rock), in the manga it is shown to be just a small burst of flame running along a line of wire.

□ Fire Release: Exploding Flame Crater

This technique is a senjutsu altered version of the Fire Release: Flame Bullet. The user fills their mouth cavity with oil, created inside the body with senjutsu chakra. This oil is then expelled and at the same time ignited, which creates a giant flame, equivalent to ten-odd Flame Bullets. This flame can completely cut off the front escape route of an enemy cornered in a hallway or room, or it can thoroughly burn each respective escape route.

□ Fire Release: Fire Dragon Bullet

This technique is used in conjunction with Earth Release: Earth Dragon Bullet to ignite the projectiles fired by the latter technique, making it more devastating.

□ Fire Release: Fire Dragon Flame Bullet

The user kneads chakra into flames, which are then manipulated into a genuine-looking dragon. Since the art of having the flames obey the user's will is outrageously difficult, its mastery is restricted to a limited number of skilful shinobi. The flames are divided to launch a left side, right side, and frontal assault in all three directions at once, turning the enemy into ash in a matter of seconds.

□ Fire Release: Fired Pottery Technique

The user creates powerful flames inside the giant oven created by the Lightning Release: Sixteen Pillar Bind, cooking the opponent until they are burned. It's used together with Earth Release: Sticky Earth Drop to harden the mud covering the enemy's body and subsequently immobilising them.

□ Fire Release: Flame Bullet

The Fire Release: Flame Bullet technique is executed by the user gathering oil in their mouth which is created by chakra, spitting it out, and igniting it. This technique simply shoots a flame bullet at the enemy. If the amount of oil that is prepared is kept down, the time it takes to invoke the technique is reduced. This allows the enemy to be stricken unaware, allowing the oil-containing flame bullet to burn them up completely. It is also possible to shoot out a series of flame bullets by partitioning the oil. If this technique is fired after covering the enemy with oil using the Toad Oil Bullet, it has the power to wound or kill. This also keeps down the consumption of chakra.

There is a bigger version, augmented with senjutsuchakra, called Fire Release: Big Flame Bullet.

□ Fire Release: Great Dragon Fire Technique

The user compresses a large amount of chakra built up inside their body and changes it into a dragon-shaped fireball. The user then skilfully manipulates that great fire, and attacks their opponent. Even outside of the attack range, its power and reliability are stressed. The flames have a high temperature, as they can create an upward movement of air currents which in turn

can give rise to thunder clouds. A master of this technique can fire off several flames in succession and anyone caught in the technique could potentially be reduced to ashes. This is part of the setup that Sasuke uses in order to perform his Kirin technique.

□ Fire Release: Great Fireball Technique

A technique where chakra kneaded inside the body is converted into fire, and expelled from the mouth in a massive orb of roaring flame or as a continuous flamethrower. The scope of the attack is altered by controlling the volume of chakra that is mustered. The released flames will engulf their target, and leave a crater on the ground's surface. This technique apparently requires more than average chakra reserves and most genin should not be able to do this technique. The Uchiha clan also uses this technique as a "coming of age" rite and as such was a common and one of the more favoured techniques amongst them.[3]

□ Fire Release: Intelligent Hard Work

Kakuzu's fire-element mask fires a small fireball that erupts into a giant fire-storm after making contact with a surface, causing widespread destruction to the area. Since the flames travel along the ground, and cover such a wide area this is a difficult technique to evade. When combined with Wind Release: Pressure Damage, this technique is amplified to the point of being able to evaporate a large amount of water in an instant.

□ Fire Release: Mist Blaze Dance Technique

After performing the necessary hand seals, the user is able to create and blow a flammable gas from their lungs. Once it comes in contact with fire or spark, the gas ignites into a large fireball. Kagerō uses this technique while disguised as Kabuto Yakushi.

□ Fire Release: Phoenix Sage Fire Technique

This technique creates a volley of small fireballs, which are sent flying in an unpredictable manner assaulting the enemy. In addition, the flames are controlled one by one with chakra, so avoiding them all is extremely difficult. Shuriken can also be concealed within the flames, creating an unexpected secondary surprise attack. Like the flames, the shuriken can be controlled with chakra. For the most part, however, this technique is used as a distraction.

□ Fire Release: Roaring Flame Sphere

Itachi exhales a meteor-sized sphere of fire that carries the enemy away and causes a massive explosion on impact.[1] This is much like Fire Release: Great Fireball Technique, but a larger and more destructive version.

□ Fire Release: Running Fire

This jutsu will create a stream of fire that can be manipulated into several forms (so far, rings of fire that run on the ground or a circle of fire flying through the air) before striking the target. It can also be used in combination with Wind Release: Divine Wind to create a tornado of flames, or with Wind Release: Godly Wind from the Mountains to release a massive inferno.

□ Fire Release: Toad Oil Flame Bullet

This is a two-way collaboration jutsu. Gamabunta will use the Toad Oil Bullet technique to shoot a jet of oil from his mouth. His summoner then ignites the oil. Jiraiya uses the Fire Release: Flame Bullet technique for this purpose, while Naruto, knowing no Fire Release ninjutsu, opted to use explosive tags instead. The oil, acting as an accelerant, provides more fuel for the fire in an effect like a flamethrower, and creating a conflagration of far greater power and magnitude than the original fire ninjutsu used on its own could have.

□ Fire Sealing Method

A kind of fūinjutsu that involves sealing a technique's effects within a specific location. As it is tailored for fire release ninjutsu, it requires a caster well-versed in the exacting art of "Sealing Formulas", as well as in ninjutsu. The jutsu-sealing space in the scroll is left blank, for the formula to be inscribed in with a brush. After performing the needed hand seals, vapour appears from the

scroll, and envelops the flames. They are sucked in towards the scroll, and the appearance of the kanji for seal (封) certifies the technique's completion. Once the sealing is performed, the technique's effects cannot be released anew as long as an unsealing technique is not applied. It is an effective technique to circumvent any secondary damage a dangerous enemy technique might cause. It is even capable of sealing the black flames of Amaterasu.

□ Five Elements Seal

This jutsu produces a powerful seal that is used to block or disturb the flow of chakra in a target. Once the seal is completed, the target will become unconscious and unable to fight for a short time. Orochimaru performed this jutsu to tamper with the seal on the Nine-Tailed Demon Fox. The original seal allowed the Nine-Tails' chakra to seep out into Naruto Uzumaki, but the additional seal disturbs this, preventing Naruto from using the Nine-Tails' chakra or even controlling his own chakra properly. This is because an odd-numbered seal creates an imbalance when placed on top of an even-numbered seal. When Orochimaru later notices that the seal has been removed, he remarks that there are very few ninja capable of doing so.

□ Five Elements Unseal

This technique is used to remove seals of up to equal power, like the Five Elements Seal.

□ Five Seals Barrier

This technique creates a barrier around a place by placing four "Forbidden" (禁, kin) tags in different locations surrounding, a fifth tag on the location to be protected. The tags are placed on flat surfaces, and are connected with the user's chakra. This technique turns the entire range surrounded by the tags into a barrier space, and inside the space, the material destruction is "forbidden". Using any kind of physical attack to try and destroy something in the barrier is folly, as it will only lead to injury. To cancel this, it is necessary to search for the five tags and tear them off simultaneously. Meaning there must be at least five people on a team to cancel it. Even if the barrier is broken, there is a final obstacle. The user can add a trap that will create perfect copies of those who have removed the seal, preventing them from returning immediately.

□ Five Senses Confusion Disorder

By using an explosive note, the user will disperse an odourless powder which when inhaled by their targets, confuses them, slowing down their senses as well as their reaction times.

□ Flaming Arrow Missiles

The Asura Path pulls out its hand, which is revealed to be connected to the arm by a thick cord with missiles attached to it. The missiles then can be launched, causing massive explosions. These missiles can also come out of the Asura Path's body, and launched at the opponents directly with a homing effect.

□ Flaming Arrow of Amazing Ability

After having made modifications to one's own body, this technique launches a detached part of an arm, using it as a projectile weapon. With a small-scale explosion, caused by chakra collected in the cut end of the wrist, the hand portion gains propulsive power and flies off in a straight line with tremendous force. Its destructive power is great enough to easily break through even thick bedrock. The hand portion is protected with chakra, which allows it to remain unscathed. The chakra in the wrist draws the hand back like a magnet, reattaching it again.

□ Flashing Bell Beams

Shion's bell flashes and sends a ray of flashing pink light towards the enemy, causing severe damage, at Shion's will. It is enough to slice easily through three of Mōryō's Ghost Army.

□ Flight Technique

This technique grants the user the ability to fly. Ōnoki is able to transfer this technique to others through physical contact with them for an unspecified amount of time.

□ Floating Bubble Technique

Utakata creates a single, particularly large bubble with his bubble-blower and quickly jumps inside. Under his command, the bubble will take him wherever he wishes. It's seemingly very capable of both travelling very long distances and floating rather high into the air with no apparent risk of popping. Utakata can also make the bubble camouflage to hide from anyone who's after him. Utakata is also able to take people with him via this technique. Smaller bubbles were seen floating casually alongside it, whereas the first time it was shown, it was just the one bubble.

□ Flower Ninja Art: Many Blooming Flowers

After surrounding the opponent with flowers, the user will ignite the flowers. These flames will then shoot towards and explode on the target.

□ Flower Ninja Art: Maximum Cutting

The user will cast an illusion which surrounds the target in flower petals and darken the surroundings around them.

□ Flower Ninja Art: One Hundred Blossoming Flowers

This technique will turn flowers into bombs that can be detonated like explosive tags.

□ Flower Shuriken: Falling Blossoms and Scattering Leaves

This jutsu will make flowers hover in the air before hardening and spinning at high-speeds. The flowers will then be launched at the target. Their hardened state will allow them to cut targets as effectively as metal shuriken

□ Flowering Haze Illusion Technique

This displacement technique is a speciality of the ninja from Kirigakure, where one causes a mist to spring forth by lifting up some water from either a pre-existing source or expelled from their mouth,[2] then goes in and out of sight at will from within the pearly-white realm. The mist's thickness is controlled by the amount of chakra kneaded into it. It can't fool the Byakugan, but, due to the mist being created with the user's chakra, any Sharingan and Rinnegan-user will see the mist coloured by their opponent's chakra, which will effectively hide the user from the dōjutsu.

□ Flying Nail Mist Piercing

The user exhales a flying stream composed of hundreds of very small nails from his mouth. These small nails can travel towards his opponent at quite a distance.

□ Flying Swallow

An addition-line ninjutsu that augments the killing power of a blade — like a kunai or sword — by flowing chakra into it. The materialised chakra is shaped like a blade, cutting up everything it touches. It is also possible to alter the attack range of the weapon by adjusting the amount of chakra put into the blade. Seeing through the movements is said to be a Herculean task. The density of the chakra is so high it becomes visible. It not only raises the power of the weapon, but simultaneously turns oneself into a blade as well. The chakra-enhanced blades are strong and sharp enough to strike through solid rock or cut through iron. This technique works best with elemental chakra, especially with wind chakra for offensive cutting power.[2]

□ Flying Thunder God Technique

The Flying Thunder God Technique is a technique created by Minato Namikaze which allows the user to transport themselves to a marked location in the blink of an eye. This technique was the reason behind his nickname, "Konoha's Yellow Flash" (木ノ葉の黄色い閃光, Konoha no Kiiroi Senkō).[1]

The seal appearing on the opponent after being marked by Minato.

To activate this technique, the user needs a special seal or "technique formula" (術式, jutsu-shiki) to mark the destination. After this is done, the user enters a dimensional void that instantaneously transports himself to the location of the seal. The technique can create smoke, similar to a Summoning Technique, but that is not always the case. Minato applied the formula in advance to

weapons such as kunai. By giving one such kunai to a person, he can immediately teleport to that person at any time. He can also apply the mark to a touched area, such as his opponent or some other surrounding feature.[2][3]

The technique is fast enough to even allow Minato to escape Tobi's Space-Time Migration, despite the latter already being in physical contact with him. Minato can also use this technique to teleport other objects, such as when he used it to teleport the Nine-Tailed Demon Fox out of Konohagakure, though the size of the object determines the amount of chakra required.[4]

The customised seal marked kunai Minato uses for his Flying Thunder God Technique. It is because of this technique that Konohagakure came out victorious in a battle against Iwagakure during the Third Shinobi World War, despite already running short on manpower in the frontlines. After having his subordinates toss marked kunai randomly into the enemy ranks, Minato used the technique to appear within their ranks, using the great speed of this technique to seemingly appear to be in several places at once and wipe out entire squadrons one by one in moments before they could even react. This, combined with Minato's immense natural speed and reflexes makes this technique extremely deadly and according to A made Minato the fastest ninja to ever live.[5]

The formation adopted by the Hokage's bodyguards to perform the technique.

Minato also passed the technique on to his special guards, Genma Shiranui, Raidō Namiashi and another shinobi, however all three are needed to perform the technique. To do so, they form a circle with one another by performing theseal of confrontation with each other with their thumbs, middle and index fingers touching. This allows them to transport anything within the confines of the ring. As they are now the guards of the Fifth Hokage, Tsunade has been marked with the technique formula.[6]

□ Forbidden Summoning Technique: Fire Rat

Dōshin summon rats immersed by fire to burn any objects such as the forest or attack the opponents.

□ Forbidden Technique: Earth Golem

Dōshin can make duplicates of his opponents from the earth.

□ Formation Ino-Shika-Chō

Formation Ino-Shika-Chō are formations used by the members of the Yamanaka, Nara, and Akimichi clans designed due to their long history of working together.

These formations are designed to use each member's abilities in the best way possible that complements the others'. This formation is usually done with flawless accuracy, which comes after working together - another testament of how close-knit the three clan are. This formation is not limited to any one specific technique of any of the clans but the respective clan members can use several of their respective clan's techniques in tandem to create different versions of this formation.

□ Four Black Fog Battle Formation

A barrier ninjutsu technique performed by all of the Sound Four, used during the temporary "death" of those advancing their cursed seal to its second level. The seal confines them in a coffin while the process takes place, and does not even allow the Byakugan to see inside. The Dark Sealing Method can be used for an additional layer of protection. The seal seems to be naturally lifted once level two had been attained.

□ Four Legs Technique

This technique grants animal-like accelerated fighting instinct and reflexes to the user. By enveloping their entire body in chakra and moving on all fours, they can obtain high speed movement and reflexes like that of a wild animal.

Taught only to the members of the Inuzuka clan, this technique forms the basis of a Inuzuka clan member's taijutsu fighting style, and will add even more to their feral-like appearances; their canine teeth, their finger and toenails grow to claw-like length, their eyes also become more wild with their pupils becoming slits.

When under the effects of this technique, an Inuzuka will display great feats of physical strength, speed, agility and endurance. The form is best suited for using and supporting the ferocious "hit-and-run" tactics that the clan is well known for, leaving the enemy barely any time to launch a counter attack.

□ Four Symbols Seal

This is a sealing technique based on the fūinjutsu of Uzushio. The sealing formula is carved into a human body or an object, and is mainly used when a giant enemy or evil spirit needs to be sealed. To use it, it is necessary for the user to have great ability.[1]

When two Four Symbols Seals are used together, they form the Eight Trigrams Sealing Style. When Minato sealed the Nine-Tailed Demon Fox into Naruto Uzumaki, he left an opening at the space where the two four symbols seals meet, allowing the Nine-Tails' chakra to merge with Naruto's chakra. Minato also left behind a key with Gerotora, which would be used to tighten the seal when it weakened. Naruto would eventually use the key to gain control over the Nine-Tails' chakra.

The seal also appears on the stomach of the users of the Dead Demon Consuming Seal after the target and the user's own soul is sealed in the death god's stomach, such as what happened to Hiruzen Sarutobi after sealing Orochimaru's arms.

□ Four Violet Flames Battle Encampment

A solid, strong barrier formation, performed by four shinobi. Standing in a square formation, the performers are covered from all sides. The faces of the barrier are made from purple flames. The barrier does not allow anyone to enter or exit so long as the ninja are unharmed. The body of anyone touching it will immediately be engulfed in flames. In addition, there is no way to destroy the formation from inside the barrier, since the four people also have a barrier on the inside protecting them. Breaking out is extremely difficult.

□ Four-Corner Sealing Barrier

This technique was designed by Tsunade for the purpose of sealing a tailed beast. The technique is performed with four separate scrolls and a sample of blood similar to a Summoning Technique. Shizune mentioned that good chakra control and concentration are needed to perform the sealing technique. To use this technique, a scroll is needed to seal the numerous amounts of chakra.

This technique was supposed to seal the Three-Tails in its own dimension, permanently. This technique has three stages:

"Search"- the barrier is erected to locate the target.

"Bind"- the barrier is then stretched out above the target.

"Lock"- the barrier is lowered and the sealing begins.

□ Frog Conversion Technique

By touching the forehead of his target and then, according to a mental image the user forms, the target changes into a frog. This is mainly used for interrogating several prisoners of war. Seeing their comrades changed into a frog before their eyes, the prisoners of war will cave in, becoming what could be described as a "frog chorus," sonorously chanting information. This terrifying technique will, without a doubt, make an "information leak" open up.

□ Frog Kata

The Frog Kata is a fighting style used exclusively by those who have mastered Sage Mode. The senjutsu chakra used during Sage Mode activates the body in various ways, enhancing the user's speed, strength, stamina and durability. This allows a Sage to do incredible feats which include leaping great distances, shattering sharp materials with their hands, as well as lifting objects several times their size.

In Frog Kata, the natural energy used by the practitioner to create senjutsu chakra, also encapsulates the user as an aura of natural energy. This aura can act as an extension of their body and cannot be seen by anyone other than those who have trained in senjutsu. By utilising the aura, the user can extend the range and force of their physical attacks. Strikes that seemingly

or would normally miss will actually make contact with the target. One punch has been shown to have enough force to cripple and completely finish off an opponent. In addition, the enhanced speed and heightened chakra sensing from Sage Mode, combined with the skillful body movements of Frog Kata, allows the practitioner to evade enemy strikes at the last possible moment.[1]

□ Front Lotus

Front Lotus requires the opening of the first of the Eight Chakra Gates, giving the user five times their normal strength. The user launches the opponent into the air and then uses Shadow of the Dancing Leaf. Once behind the opponent, the user restrains them and pile-drives them into the ground head first while rotating at a ferocious speed. Because it uses one of the chakra gates, the user is left extremely fatigued, making this technique a "double-edged sword". However, on episode 193 of the anime, Lee was able to perform this technique without any strain on his body. In the anime, Kakashi has been shown to be able to use this technique, but to a much lesser degree than Guy and Lee.

□ Fugai's Howl

Fugai, while transformed in her werewolf-form, can produce a loud howl that is strong enough to destroy objects and wound enemies. Fugai seems to collect energy from her Gelel stone into her throat before emitting the howl. The soundwaves can be reflected back at Fugai.

□ Fury

The technique is performed by using the chakra gained from the Tsuchigumo Style: Forbidden Life Technique Release: Creation of Heaven and Earth to power it. It could create a huge explosion that is capable of wiping out an entire village. Seeing the technique's enormous potential as a weapon of mass destruction, the Third Hokage proclaimed this as a kinjutsu, so as to keep his village safe. En no Gyōja was the creator of this technique and his granddaughter Hotaru has the kinjutsu implanted in her back. Tonbee stated that En no Gyōja gave him the scroll to unseal and destroy the deadly kinjutsu. Despite the technique's power, Utakata was able to absorb all its power and destroy it by using his complete six-tailed transformation.

□ Future Telling

This "technique" is more of an involuntary ability. It allows Shion to predict when someone is going to die. While the predicting is in process, her eyes take on a sacred geometric pattern, shifting like somewhat like a kaleidocope. This may suggest it is a Dōjutsu.

The actual effect of this technique is allowing her soul to return to the past when she dies. When she does this, she informs her past self of the event and the people around her when this happens. She then tells one of these accompanying people that they will die. This prompts them to give their lives to protect her, effectively changing the future by trading their lives for hers. This therefore allows her to "predict the future" by partially controlling its outcome. She has been wrong only once, when predicting Naruto's death, where she protected him instead.

G

□ Gathering of the Snakes

If Orochimaru is somehow bisected by the opponent, snakes come from the halves and bring him back together.

□ Gelel Blast

With a piece of Gelel stone embedded in the back of his right hand, Haido can blast objects without the need to make physical contact with it. He learned such powers in the Book of Gelel, and demonstrated the power by causing a small explosion on a pillar from a distance

□ Gelel Laser

When Haido is transformed into a monstrous humanoid, through the powers of the Gelel Stone, he is able to fire a giant laser from the back of his right hand, where the stone is embedded. The blast is very powerful and can kill most people in one shot. The laser can be further augmented to fire a much larger blast.

□ Generic Sealing Technique

This technique is a standard ninja skill which allows a ninja to summon an assortment of items that have been stored using fūinjutsu. Scrolls are the most common choice for item storage. When needed, the owner will activate the seals releasing their item or weapon of choice. Scrolls can also be used as ammunition for other weapons or have other seals inside of them, which expands the number of potential tricks a shinobi can use.[1]

Weapons are the most commonly sealed objects. Tenten, a weapons specialist from Konohagakure for example, uses this technique to store her many weapons, making them easier to carry around with her. Toroi of Kumogakure also used this technique to store his shuriken which he used in battle. Puppet masters also use this technique with their puppets either through hidden scrolls in various compartments or a simple seal as a means of increasing their own killing potential as well as hiding useful weapons from the opponent's sight. This can be seen with Sasori's Thousand Hands Manipulation Force.

A wide variety of other things can also be stored in scrolls, to be released when the scroll is opened or under a specific condition. In the manga, this is done with the Water Prison Technique by Kisame Hoshigaki. Along with a medium for his sharks, it was used effectively as a trap, immobilising the persons that tried to read the scroll.[2] In the anime this is seen when Shikamaru summoned a large amount of water, and with Tenten's Exploding Dragon Strike technique.

□ Genjutsu Binding

As the name suggests, the user binds the opponent in a genjutsu, rendering them incapable of movement. As Tsunade demonstrates when facing the Legendary Stupid Brothers, this genjutsu can be used on more than one target at the same time. Once the target is bound, the user or an ally can rush up to the enemy, able to easily deliver a devastating killing blow.

□ Genjutsu Kiss

Gamariki kisses the opponent, placing them in a genjutsu world that he can manipulate freely. When Naruto was trapped in his genjutsu, the world had floating hearts. Everyone that the person sees in this illusory world will also have Gamakiri's face.

□ Genjutsu: Flower Petal Escape

When trapped inside of a genjutsu or wishing to appear trapped, Kurenai uses this technique to dissolve her body into many flower petals which then consume her enemy's body.

□ Gentle Fist

The Gentle Fist (柔拳, Jūken) or Gentle Fist Art (柔拳法, Jūkenpō) is a form of hand-to-hand combat used by members of the Hyūga clan. It inflicts internal damage through attacking the body's Chakra Pathway System, subsequently injuring organs which are closely intertwined with the area of the network which has been struck. To do this, the user surgically injects a certain amount of their own chakra into the opponent's chakra pathway system, causing damage to surrounding organs due to their proximity to the chakra circulatory system. Even the slightest tap can cause severe internal damage, hence the name "gentle" fist.

Targeting the tenketsu can enhance the havoc and control a Gentle Fist practitioner can impose upon an opponent's chakra network. These special nodes, 361 in total, are key gatekeeping interceptions in the chakra circulatory network, thus forcibly opening or sealing them in whatever manner the Gentle Fist user sees fit is a powerful tactical option to have. The user's chakra can either increase chakra flow in the opponent's body, or disrupt it completely, preventing them from using techniques as seen in Neji's fight with Hinata during the Chūnin Exams.

Neji Hyūga remarked that any chakra-based substance can be destroyed by this technique. As seen in his fight with Kidōmaru, it is done by leaking chakra from the chakra openings in one's

hands and moulding it into a needle-like shape to slice through the chakra. However it is unknown if this technique can be done by any Gentle Fist user or just those who can see the tenketsu. Because the chakra pathway system is invisible to the naked eye, the Byakugan is required for this style to be used effectively. Since the Byakugan is unique to the Hyūga clan, it has become their signature style of combat.

The ability to inflict severe internal trauma with minimal external force, combined with chakra network manipulation, makes the Gentle Fist the most reputable and fearsome taijutsu style known in all of Konohagakure.

□ Gentle Fist Style One Blow Body

Using their ability to expel chakra from every chakra point on their body, a member of the Hyūga clan can hit their opponent with a blast of chakra that will send them flying away from the user.

□ Gentle Step Twin Lion Fists

The user forms two large lion-shaped shrouds of chakra around their hands, then attacks the opponent with them. Though its full power was not shown in the manga, in the anime, it was shown that this technique has enough power to destroy Pain's chakra rods, as well as momentarily stunning the target after the attack lands.

□ God of Night Lightning

The user throws nails into the air. Upon impact on the ground, they dig themselves into the earth. When the opponent walks over the ground where the nails dug themselves in, nails pin their feet stopping their movement. Then the user forms a hand seal, and hundreds of nails shoot out of the ground at the opponent.

□ Golden Thunder Power

Using his size and helped by the Five Senses Confusion Disorder powder, Kongō can strike his opponent powerfully and cause them serious physical damage.

□ Golem Technique

This technique allows the user to create a large animated creature composed of rock, although the necessary earth can be created either from within the user's own body and expelled through their mouth or from a nearby pre-existing source of earth.[1]

Although its size can differ between uses, the golem always possesses an ample amount of brute strength, being able to bite and tear through a White Zetsu clone with ease, using just its mouth and hands respectively.[2] It is also very durable, as it was left almost completely intact after being hit by a powerful explosion, detonating at point-blank range.[3] This makes the golem ideal whether it be serving as additional support or simply as a mobile shield.[4]

□ Great Sickle Weasel Technique

This technique is a more powerful version of the Sickle Weasel Technique: many air currents collide to create vacuum pockets that slashes the opponents, with enough power to slice down many trees in a forest. This technique can deflect both physical and sound wave attacks and attack at the same time, making it both an offensive and defensive technique.

□ Great Vacuum Cannon

This is a technique that utilises the Takumi Village special Soaring Short Swords. The user shoots small, powerful and near-invisible blasts of wind from the blades.

□ Green Egg Bombs

The Animal Path's Giant Drill-Beaked Bird lays eggs that explode at his command.

□ Green Shooting Star

Might Guy opens several chakra gates, jumps high into the sky shaped like a star and crashes down onto the opponent, creating an explosion.

☐ Grudge Rain

This technique requires a various amount of users. The users create a large storm cloud, which in turn produces rain. The large amount of rain can then turn into a large wave of water and sweeps the enemy off their feet. As long as the targets are trapped by the water, their chakra will be continuously drained.

☐ Guillotine Drop

After covering himself in his Lightning Release Armour, Ajumps into the air and performs a downward kick taking advantage of his speed on his opponent.

H

☐ Hair Camouflage

Using this technique, Kurenai's hair will lengthen and cover her whole body. She can then use this form to travel through solid objects and will emerge as a mass of hair. The hair then shrinks to its normal size in a similar way to Jiraiya's hair technique.

☐ Hanzō's Exploding Tag Technique

Placing their hand on the ground, the user releases a large number of explosive tags that stream towards the target, before wrapping themselves around the victim from the feet upwards. Once in place around the target's legs, the tags detonate simultaneously, engulfing them in an enormous explosion.

On one occasion, despite Hanzō commending Nagato for having avoided this technique, the latter still suffered permanent damage to his legs that severely restricted his mobility, attesting to just how destructive the final explosion actually is.[1]

☐ Harem Technique

This technique combines the Shadow Clone Technique and the Sexy Technique to create multiple clones of a beautiful, nude woman (or in a bathing suit, as in some anime episodes and video games). Naruto uses a modified form of this technique in the anime when he transforms into dozens of clones of Sakura (still clothed) in order to confuse Rock Lee.

☐ Haze Clone Technique

At first glance it seems like a regular Clone Technique, but the Haze Clone uses a cunning trap to lure out the enemy. Using this technique together with the Earth Release: Underground Projection Fish Technique, the enemy is led to believe that the real body is among the clones. As the Haze Clones are not physically real, the attack will just pass through them. While attention is drawn to the clones, the real body attacks from the blind spot. During the illusion and resulting chaos, the enemy, who is caught up in the technique, can be easily defeated.

☐ Heal Bite

By having others bite into her skin and suck out her chakra, Karin can heal other's wounds. This ability has been shown to heal even life threatening injuries in a short period of time, and is capable of quickly energising those Karin heals. However, this technique rapidly depletes her chakra reserves, and Karin is left with a permanent bite mark every time she uses it. Karin has many bite marks spread throughout her arms, chest, and neck, implicating that she has used this ability repeatedly in the past. Due to its depletion of chakra, it is dangerous for her to use this ability more than once a day.

Karin also appears to become aroused when she is bitten, but as this was observed when she was healing Sasuke, it could merely be because it was Sasuke who was biting her.

☐ Healing Chakra Transmission

A combination technique between Tsunade and her slug summon Katsuyu. First, Katsuyu divides her body into many smaller clones, and then attaches herself to several persons. Tsunade then channels her medical chakra through Katsuyu, who transfers it to the wounded person, healing them. This technique allows Tsunade to heal an enormous number of people at the same time regardless of distance. If she runs out of normal chakra, she can use her special reserves to

continue the technique. While using this technique, Tsunade is apparently also able to communicate directly with Katsuyu as well as have a sense of what Katsuyu experiences as seen with her reaction after Katsuyu finds Kakashi on the battlefield

□ Healing Resuscitation Regeneration Technique

This is a very difficult medical ninjutsu and as such the success rate of this type of treatment isn't very high. Teamwork between the users is more important than anything else for a successful treatment. To begin a large, square seal is drawn on the floor and the patient is placed at the centre. Four medical-nin sit at the corners and one at the head to lead the operation. A portion of an injured individual's body is used as a medium, and its cells are converted to regenerate a missing section of the body. As an agglomeration of cells, even hair is a useful medium. As the medium is converted the missing section of the body is filled up with new cells. Controlling the chakra into matching the proportion of cells is extremely hard, so the treatment requires extended periods of time. The medical-nin on hand actually have to trade places after tiring, indicating just how long it takes.

□ Heaven's Dance of Hazy White

Hinata's hands turn white, with chakra coating and flowing through them. She takes several swipes at the opponent, and finishes by bringing together both her hands. This creates a large explosion that damages and knocks back the opponent.

□ Heavenly Transfer Technique

With this technique the user is able to transport objects anywhere at the speed of light. When being transferred, the object is engulfed in light and moves to its destination through a narrow beam, which is reminiscent of a bolt of lightning. This technique apparently requires some time to be prepared, as well as the exact coordinates of the destination.

Although typically restricted to inanimate objects, the technique can be used on living organisms as well, including humans. However, as the body is unable to handle the speed involved in the transfer, it would normally be ripped to shreds as a result. Only the Third Raikage, with his extreme durability, was thought to be able to endure the technique unharmed.[1]

□ Hell Needles

After using Needle Jizō, extending his hair around his body, the user shoots multiple hardened needle-like hair towards the enemy.

□ Hidden Mist Technique

This displacement technique is a speciality of the ninja from Kirigakure, where one causes a mist to spring forth by lifting up some water from either a pre-existing source or expelled from their mouth,[2] then goes in and out of sight at will from within the pearly-white realm. The mist's thickness is controlled by the amount of chakra kneaded into it. It can't fool the Byakugan, but, due to the mist being created with the user's chakra, any Sharingan and Rinnegan-user will see the mist coloured by their opponent's chakra, which will effectively hide the user from the dōjutsu.

□ Hidden Rock Trap

This trap was among the many ones that protected Mount Katsuragi. After crossing the spot where it's placed, a rock cylinder pops out and pushes the enemy out of the mountain.

□ Hidden Shadow Snake Hands

This technique allows the user to eject snakes from their wrist or sleeve, usually after a punching motion. The snakes are used primarily to attack from a distance and, being snakes, can inflict multiple poisonous wounds on the victim's body or hold them in place. The snakes can also open their mouths to extend Kusanagi-like blades.

This technique can also be classified as a variation of the Summoning Technique. This technique can also produce snakes from different parts of the user's body, as seen when Orochimaru created a snake in his mouth to attack the Third Hokage during their battle.

□ Hideout Destruction Trap

A timed set trap used by Orochimaru to destroy any trace of an old hideout of his by what appears to be a mud water vortex. It activates whether or not there are people left in the hideout.

□ Hiding in a Toad Technique

The frog is able to dive up to a hundred meters in fresh water, making it especially useful for infiltrating enemy camps that are surrounded by a river or a lake. The stomach of the frog also has a special barrier that obstructs chakra, protecting the user from detection-type ninjutsu.

□ Hiding with Camouflage Technique

This is a ninja escape technique that allows the user to control how light is reflected around their body with chakra inflections. The technique also erases the user's scent and shadow, and is usable on any terrain, making it ideal not only for covert maneuvers but also offensive strikes. Perceiving the user's position is possible only for ninja who are astute enough to observe minute variations within their surrounding environment, such as distortions of air currents in the immediate vicinity or distinguishing sounds, i.e. footsteps etc. However, the usefulness of this ability can be entirely negated by those with special vision or sensory skills.

□ Hiramekarei Unleashing

The user unleashes the sword Hiramekarei by emitting a large quantity of chakra on either side of the blade, from the two holes located near its tip, before shaping this chakra around it in the form any weapon the user chooses. This results in the bandages that are typically wrapped around the sword, swiftly unravelling due to the rapid discharge.

□ Hokage-Style Sixty-Year-Old Technique - Kakuan Entering Society with Bliss-Bringing Hands

This technique utilises the power of the Wood Release to forcibly suppress a tailed beast's chakra. To invoke this technique, it is necessary for the tailed beast or its jinchūriki to be in the possession of the Crystal Gem (結晶石, kesshōseki) that responds to the First Hokage's chakra. The user would produce the seal "sit" (座) on their palm, and then by touching the tailed beast's chakra with their hand, the user then suppresses the chakra inside an area lined with ten or eleven wooden pillars.

After Naruto destroyed the gem in his six-tailed form, Yamato tried to suppress the fox chakra at the Falls of Truth, despite claiming earlier being unable to do so without the gem.

□ Honey Clone

The user makes a clone made of beeswax and when injured enough it dissolves back down into wax.

□ Honey Spit Trap

After being summoned, the Giant Bee spits massive amounts of honey on its opponent which encases and immobilises them.

□ Human Beast Combination Transformation: Double-Headed Wolf

A Combination Transformation where man and beast become a single entity. It is a specialty of the Inuzuka clan, a clan that has been walking side by side with ninken for generations. They coalesce into a bicephalous wolf, thus drastically increasing their power. In their direct attacks, they demonstrate great efficiency. Furthermore, using techniques in addition to this gives birth to an extraordinary power of destruction.

□ Human Body Shedding Technique

Kabuto sheds his human skin to enter his snake mode after he gets trapped. It is useful in surprising an enemy who has trapped him. This technique is similar to Orochimaru's Body Shedding, but it is unknown if this regenerates limbs. Another similarity is Kabuto's snake form, which is again similar to Orochimaru's true form.

□ Human Bullet Tank

A threatening taijutsu trick that converts the user's obese frame into a destructive weapon. The user first uses Multi-Size Technique to make themselves into a human-sized ball (though more skilled users can apparently do it without the need of using the Multi-Size Technique first), then they tuck their limbs and use chakra to propel themselves into a powerful roll. Its effective use of weight and the force of rotation make for an even greater lethality than appearances would let on, enough to pulverise someone's hand with but a mere touch. It is difficult for the user to turn in this form. This technique has the added effect of plugging up the user's ears.

□ Human Cocoon Technique

The user creates a cocoon around themselves most likely to spy or hide from the enemy. The user can also use the cocoon as a "sleeping bag". The cocoon is waterproof.

□ Human Path

The Human Path (人間道, Ningendō) grants the user the ability to remove the soul of any target they touched as well as read their mind. This power was channelled into one of Nagato's Six Paths of Pain.

Nagato's Human Path

The Human Path's body belonged to a tall, slender man from Takigakure. The Human Path, like all of the six paths, possessed Nagato's Rinnegan. It had long, loose orange hair, which was a light grey-blue colour while it was alive. It had multiple piercings, including a diagonal bar through its nose, two circular studs in a vertical row on each of its cheeks, two studs placed horizontally on its chin, and a stud on each of its shoulders near its neck. The diagonal nose piercing makes it the only Pain with asymmetrical facial piercings.

During Pain's battle with Jiraiya, the Human Path's eyes were damaged and it was left unable to see. For this reason, it used only taijutsu during the battle, where it displayed incredible strength and speed. The Human Path was later shown to have the capability of mind reading simply by placing its hand over the target's head, and could extract any information or secret being hidden by the victim against his/her will. However, using the technique will inevitably pull the soul out of the target's body, causing instant death. It was also incredibly fast, able to move into the vicinity of several sensors before they could even detect him.

□ Human Puppet

A technique developed by Sasori during his time in Sunagakure, this allows him to create puppets from human corpses. As Sasori was the only person to know how to create human puppets, this technique became lost when he died.

By removing the internal organs of a foe and preserving the body to prevent decomposition, as well as adding weapons and defences, Sasori can make powerful human puppets. These puppets are different from normal ones, as they retain their use of chakra and any kekkei genkai that the human host once had.

□ Hydration Technique

By liquefying the whole body at will, this technique makes it impossible to receive damage from physical attacks. From a single hair to the skin and muscles, everything can be liquefied and solidified at will. Be it to evade an enemy's attack during a short range battle, to infiltrate a structure, or to launch a surprise attack in a liquefied state, this technique boasts a high strategic value. Using this, the user can also re-shape their body parts for suitable situations.

The only way to contain a user of this technique is to lock them up in an airtight container so they cannot move about. When the user passes out, they turn into a jelly-like state. As this technique turns the body into water, the user is vulnerable to lightning techniques. When Suigetsu was pinned down by Darui's sword, imbued with electricity, Suigetsu noted that he couldn't liquidise properly.[2]

□ Hyūga Main Family's Juinjutsu

This seal is given to all branch house members in the Hyūga clan by members of the main house. Its main purpose is to seal their Byakugan ability when they die, preventing an enemy from learning its secrets. Its secondary purpose is to control the branch house, since it can be activated at will by a main house member with a hand seal only known by them to destroy the wearer's brain cells.

The seal is branded on a branch member's forehead when the next heir or heiress of the main house turns three years old, (Neji Hyūga received his at the age of four on Hinata's third birthday), and is only removed upon their death. Branch house members tend to keep their foreheads concealed because of the seal.

I

□ Iai Beheading

Iaidō (居合道) is a skill where the user quickly draws the blade to strike, then re-sheaths it after every attack. The speed of the user is so fast that it can prevent enemy shinobi from forming hand seals (and thus ninjutsu), making it highly effective against ninja. Mifune is a master of this style, making him highly effective against ninja even of Hanzō's calibre.

□ Ice Disk Technique

This technique turns the moisture particles in the air into an ice disk. They can be hurled with tremendous force at a target and are hard to dodge because of their transparency. The disks can be used defensively, creating highly durable shields or disks to stand on or hovering in the air. They can also be strung together to spy on areas. By forming the ice into a large lens, the user can hover in the sky to focus the rays of the sun into a powerful beam capable of melting and exploding the pinpointed area.

□ Ice Prison Technique

This jutsu allows the user to infuse their chakra with ice underground and bring it to the surface. The user can then trap their opponent within the ice by controlling its movements and completely surrounding them in the ice. This jutsu is strong enough to withstand basic fire jutsu, because the ice has already been infused with the user's chakra. This allows this jutsu to double as a defensive technique, by the user encasing themselves in the ice.

□ Ice Release: Black Dragon Blizzard

An Ice Release technique formed from already existing ice. After forming the needed hand seal Dotō will thrust his arm to send out a black ether-like dragon to strike his opponent. As it flies through the air it will begin to turn. When it hits the target it will use its motion to launch the opponent high into the air.

□ Ice Release: One Horned White Whale

This technique allows the user to create a humongous whale with a long narwhal horn out of ice to attack their opponent. The user needs a source of ice in order to use this technique. This technique is used more as a distraction technique, or to block an opponents movements, because of its size.

□ Ice Release: Protective Ice Dome

Haku can quickly create an ice dome around his allies and himself to act as a defence. It is strong enough to withstand the assault of many explosive tags at once, remaining almost undamaged.

□ Ice Release: Swallow Snow Storm

This technique creates a cluster of ice needles in the shape of miniature swallows, which the user then throws at the opponent. These needles can change direction in midair and will maim the opponent with their sharp wings. This technique can be eliminated by fire techniques.

□ Ice Release: Tearing Dragon Fierce Tiger

This jutsu allows the user to create a giant tiger made out of ice. The user needs a nearby source of ice in order to use this jutsu. This jutsu is cold enough to freeze any water Release techniques it comes into contact with

□ Ice Release: Twin Dragon Blizzard

An advanced version of Ice Release: Black Dragon Blizzard in which Dotō releases two dragons of black snow that merge into a massive tornado. This jutsu manipulates existing ice and does not create ice.

□ Ice Release: Wolf Fang Avalanche Technique

This jutsu allows Nadare to cause an avalanche when near a mountain and transform the falling snow into a pack of wolves to attack the opponent. This technique has a weakness to lightning based jutsu, as seen when the wolves completely dissolve when attacked by Kakashi Hatake's Lightning Cutter.

□ Ice Spikes

The user unleashes giant spikes made of ice if they are endangered. Haku used this when he defends himself from his father when he attempted to kill him because of his Kekkei Genkai.

□ Illusion Bell Needles

Kin uses this technique with the bells that she attaches to her senbon. The bell's ringing produces a particular sound wave, which travels from the inner ear directly to affect the brain. This causes her target to hallucinate, seeing multiple images of her, and making very hard to tell the real one from the illusions. Additionally, the target loses their motor skills with continued exposure to the ringing. This technique is normally used after she distracts the enemy with Shadow Senbon.

□ Illusionary Mist

The Three-Tails releases a mist created by its chakra to put intruders under an illusion. The illusion torments the target with events from their past. The illusion will vanish if the victim can break the illusion, either by themselves or with the assistance of another.

□ Impaling Death Shards

The Magaki Group creates a shard that breaks up into multiple shards and impales the opponent. According to Yamato it is said to be quite a formidable technique.

□ Important Body Points Disturbance

An extremely high-level technique, used as a medical ninjutsu. The human body is controlled with electrical signals from the brain, but a person who had those electrical signals cut off with this technique will become unable to make their body move as they want. By transforming the chakra within one's body and giving it the properties of electricity, one creates an electric field. As soon as a strike of the hand lands, electricity is poured into the enemy's nervous system, severing the signals and deranging their body control. The target's body moves in any way, except how they want it to move. For the common shinobi, battle, not to mention even just walking, will become impossible. However, the victim can partially overcome the technique if they manage to relearn the connection between their brain and their limbs, as Kabuto Yakushi, being a medical-nin himself, demonstrates. This feat however is not an easy one and takes a high amount of concentration and intelligence. Because she's an expert in medical treatments, Tsunade was able to master this technique.

□ Infinite Embrace

A special barrier created by Shiranami that paralyzes the enemy and takes away his chakra. It's quite difficult to resist it, but Naruto Uzumaki managed to do it using the Nine-Tailed Demon Fox's chakra.

□ Ink Bubble Explosion

Using his bubble-blower, Ukatata sends a rush of bubbles toward the enemies, who is subsequently encased in a large bubble, which then appears to fill itself up with a black liquid. The bubbles then pop in a black inky splash, killing the enemy and leaving no sign of a corpse behind.

□ Ink Clone Technique

This clone, made from a small amount of ink, carrying chakra, is different from the ordinary Clone Technique in that it has actual substance and mass, making it difficult to see through.

□ Ink Creation

Killer B is able to form ink in his mouth. The ink can be used for a variety of things, such as using his ink covered finger as a makeshift pencil or using the ink to blind an opponent. Killer B used this technique in greater extent when he was able to cover the whole water prison with his ink in order to blind Kisame. The ink can also be moulded into a more solid form to create clones.

□ Ink Flush

By directly pouring out his ink instead of using it to draw, Sai can create a large amount of creatures such as a nest of snakes to attack the target. Should the opponent prove strong enough to break the binds if restrained, they can reform around the target, making struggling pointless

□ Ink Mist Technique

The user wraps their body in chakra-infused ink to hide themselves creating an effective smokescreen. When used in combination with the Body Flicker Technique, the user can quickly leave the battlefield without being noticed.

□ Insect Clone Technique

A secret technique exclusive to the Aburame clan, where thousands of kikaichū are gathered in one place to take on the appearance of the user or anyone else the user wishes. The technique is elaborate enough to be mistaken for the original, and therefore may be used as a decoy or as part of a diversionary tactic. Furthermore, since one can put the insects in standby somewhere beforehand and then have them assume the form of the clone, this technique is arguably even more effective than the Shadow Clone Technique, depending on the task. The clone falls apart into its component bugs when struck. Because it's made of bugs, it can reform almost instantly

□ Insect Jamming Technique

The user has a large amount of their kikaichū and has them spread out over a wide area around themselves. The insects then emit a small amount of the their host's respective chakra that they usually feed on. This confuses sensor-type shinobi's chakra-sensing ability, as the insects' irregular distribution and grouping together result in the creation of numerous 'false images', making it more difficult to distinguish the user's actual location.

□ Insect Jar Technique

This technique uses kikaichū as a shield by having them fly in a dome shape at high speed, similar to the Hyūga's Eight Trigrams Palms Revolving Heaven after the user ends the hand signs. The dome is strong enough to destroy incoming attacks, but can be disrupted with sufficient explosive force.

□ Intersection Method

With this jutsu, the user is able to intercept and counter an oncoming taijutsu technique by raising the knee, and driving the elbow downwards at the same time. This catches the attacking limb between his two limbs, and drives the elbow down with great force, effectively shattering the bone. Genshō used this technique to "break" Rock Lee's Leaf Whirlwind by intercepting Lee's attacking leg. Even though Lee's ankle was not broken due to protection from his ankle weight, he was forced to completely halt his training until the injury was healed.

□ Iron Armour Seal

This is the seal that keeps the Eight-Tails sealed inside Killer B. It takes the form of the kanji for "iron" (鉄, tetsu) on his right shoulder. The details of the seal is unknown, beyond the fact that it is stated to be lower-quality and weaker than the Four Symbols Seal, which contained the Nine-Tailed Demon Fox.[1]

□ Iron Sand Annihilation

Sasori uses the Third Kazekage puppet to release a spike of Iron Sand at the opponent that then drills them into some rocks. He then makes a huge cube of iron sand fall on the opponent, crushing them.

□ Iron Sand Drizzle

This gunshot-like attack uses Iron Sand hardened into minuscule grains, to attack simultaneously across a vast range. The bullets are so fast, they're difficult to see. From the moment the user has finished preparing the attack, evading it becomes extremely difficult. Using the repellent force of magnetism, the speed of the bullets is rapidly increased after they are shot. Furthermore, the user can also use an attack pattern where the Iron Sand bullets are shaped into sharp needles, increasing their ability to wound or kill the enemy. Since the Iron Sand has a magnetic force and is also drenched in poison, defending against this technique is almost impossible. This technique is especially threatening to puppet users, since the puppets can be rendered immobile if the sand gets lodged into their joints.

□ Iron Sand Gathering Assault

This technique gathers a great volume of Iron Sand and compresses it into a high-density shape. This greatly increases the hardness, creating a gigantic steel-like weapon in an instant. The weight and size of these shapes are so great, they can easily shatter bedrock and break through most defences with one hit.

Because the weapon is made out of Iron Sand, the shape can be whatever the user wants, and can even be changed during the fight. This allows the user to create the best weapon for the fight, by taking into account the opponent's abilities and the surrounding environment. Since the Iron Sand generates a strong magnetic field, the opponent cannot use any metal weapons or tools.

Two shapes have been shown:

The Giant Spear (巨大槍, Kyodaisō): by forming the Iron Sand into a triangular, spindle-shaped object (much like a pyramid) and tapering it into a sharp point at one end, the user creates a giant spear. The pyramid can also spin like a giant top.

The Giant Hammer (巨大鉄槌, Kyodai Tetsui): by forming the Iron Sand into a large rectangular shape, the area of contact is increased greatly, creating a giant, hard-to-evade hammer.

□ Iron Sand World Order

This technique uses Iron Sand to create a gigantic sphere of branching spikes. The user first creates two masses of Iron Sand of opposing magnetic fields and then merges them together. This causes the magnetic forces to instantly increase and the repellent force created by the two opposing magnetic fields scatters the Iron Sand across a vast area.

The Iron Sand spreads in spikes that branch off irregularly, making it almost impossible to get a clear overview of what is happening. This also makes evading the spikes nearly impossible. Even if the opponent has managed to evade getting hit, the Iron Sand spikes will have filled the entire surroundings, cutting off any escape routes. With the opponent trapped, the user is free to attack in person.

With Sasori soaking the Iron Sand in his lethal poison, the technique is even deadlier, as one nick will bring fatal repercussions.

□ Iwagakure Kinjutsu

This kinjutsu that was passed down in Iwagakure allows the user to knead chakra into materials. It is likely that the mouths on the user's palms and chest are a direct result of using this technique.

Deidara stole this technique in his quest to find the ultimate art. He used it in conjunction with his Explosion Release to infuse explosive chakra into clay, creating his Explosive Clay.

□ Izanagi

Izanagi is a genjutsu that is cast on the user instead of others and is the most powerful amongst this type of genjutsu.[1] When activated, the caster removes the boundaries between reality and illusion within their personal space. To a degree this allows the user to control their own state of existence. It is normally only active for the briefest of moments.[2]

While the user remains physically real while fighting, this technique is capable of turning injuries and even death inflicted upon them into mere "illusions". Whenever the user receives a fatal injury, he or she automatically fades away as though they were an illusion all along and then returns back to reality; physically real and unscathed. The technique is based on an ability the Sage of the Six Paths had, referred to as "Creation of All Things" (万物創造, Banbutsu Sōzō). The process he used is explained to have initially involved the administration of imagination, and the spiritual energy which forms the basis of Yin chakra to create shape and form from nothingness. Then, through the application of vitality, and the physical energy which forms the basis of Yang chakra, he would breathe life into the prior form. Thus, a technique with the power to turn imagination into reality was born, known as Izanagi.[3]

Izanagi can only be used by those with the genetic traits of the Sage of the Six Paths. The Uchiha, descended from the Sage, are able to perform Izanagi with their Sharingan. In exchange for the brief control of reality that it allows them, the Sharingan with which Izanagi is cast becomes blind. For this reason the Uchiha labelled it a kinjutsu. Danzō Shimura, in an effort to make practical use of the technique, had ten Sharingan embedded into his right arm. He also had Orochimaru extend the lifespan of each Sharingan's Izanagi to a minute, allowing him to use the technique for up to ten minutes, with breaks in between as he deemed necessary. However, because Danzō is not an Uchiha, his chakra levels drop substantially every time a new Sharingan is used to activate the technique.

To make full use of Izanagi, users must also have the genetic traits of the Senju, who are also descended from the Sage. Partially for this reason Danzō had some of Hashirama Senju's DNA transplanted into his arm, which had the added benefit of increasing his physical energy and vitality as well as access to Wood Release which could be used to subjugate tailed beasts. Tobi also makes use of Hashirama's DNA, though he claims to have gained control of it, unlike Danzō

J

□ Jade Crystal Clone Technique

After she performs the Crystal Release: Jade Crystal Mirror technique, Guren can make multiple clones of herself emerge from the mirror. These clones are made of crystal, as after Hinata Hyūga defeated one, it crumbled back into crystal. Clones made by this technique are also able to deceive Byakugan users because of the reflective nature of the clone. However by focusing their sight this can be circumvented.

□ Jet Booster Jump

Jūgo, while in his Cursed Seal state, creates many jet-like appendages on his back to create a powerful blast. He then jumps, giving him power to manoeuvre in the air.

K

□ Kaima Form

This technique, developed by Amachi due to Orochimaru's initial interest of creating the ultimate underwater ninja, drastically changes the user's appearance, giving them green scale-like skin, fins, and gills.

The Kaima (海魔; Literally meaning "Ocean Demon") transformation can also change the user's eye colour, as seen in Amachi's case. This form gives them supreme fighting skills in the water, as they can move through the water much faster than normal, as well as giving them the ability to

breathe underwater. Also the scales used in this form have a steel like quality that can stop a kunai. Amachi also demonstrates that he can shoot the scales as a weapon.

□ Kamina's Illusion

□ Kamina's Smokescreen

□ Kamui

Kakashi's original dōjutsu, released from the Mangekyō Sharingan, that allows one to transfer anything to another dimension. If one spends a lot of time and trains one's chakra over and over again, this technique can be invoked. The target is enveloped with a barrier space and the user concentrates their mind to what they gaze at. The target can struggle helplessly, but against this technique no defence is possible. When the technique is invoked, the space at the centre of the barrier is distorted and the target inside the barrier is drawn in completely. The location and size of the barrier can be specified at will. It is a dreadful technique that, with skilled use and enough chakra, can even pull an entire human being into another dimension.

The Mangekyō Sharingan is a dōjutsu that, with continuous usage, burdens the user with the loss of their eyesight. Since this is the source of Kamui, using it in rapid succession puts Kakashi's body at risk as well. As his Sharingan was transplanted, usage of this technique poses an even greater risk to Kakashi.

Kakashi is able to use this technique up to at least three times in a given day, even when starting at full strength. At first Kakashi's aim and control over the size of the barrier was imperfect. Over time his aim and control improved, as he was able to accurately warp away small and fast moving objects, such as a nail.[2] Kakashi is even able to consecutively warp away two fast-moving arrows.[3]

□ Killing Intent

Killing Intent, is simply the user exuding pure killing intention, and having it affect their opponent, themselves, and others around them,[1] up to the point of paralysing them with fear. When the Killing Intent is particularly strong, it can even give the victim visions of their own gruesome death. This can cause killing intent to be confused with a genjutsu, despite it not being a jutsu at all.

□ Kirin

Kirin is an extremely powerful, one-shot, lightning technique created by Sasuke Uchiha. He draws lightning directly from thunder clouds to supplement the power of his strike and controls it with chakra. Due to the technique using natural lightning, which Zetsu says reaches the ground in 1/1000th of a second, it is one of the most powerful lightning techniques. However, the preparation time required also decreases the technique's efficiency; if there are no active thunder clouds the user must create them by using fire techniques to produce the necessary storm conditions.

Once a lightning source has been acquired, shaping and guiding the lightning to the target requires very little chakra. In addition, usage seems to destroy the thunder clouds as the sky cleared up of clouds after use. As such, this technique can only be used once in a fight. The technique can completely annihilate a mountain.

L

□ Lariat

The user charges at his opponent, striking them with a Lariat move, which can be coated in chakra. A successful strike can blow away a target's entire chest with a direct hit. The attack is rather straightforward, but very quick and powerful.

When Killer B uses this attack, he creates either a chakra cloak or chakra bones, both in the form of bull horns. He refers to this as his "Eighth" (八本目, Happonme) sword, next to his seven conventional katana. In Killer B's Version 2, the Lariat gains an increase in power due to the ox-skull he creates. He was able to pierce Samehada while simultaneously blowing away Kisame Hoshigaki's chest.

When A uses it, he surrounds himself with his Lightning Release Armour, rather than tailed-beast chakra. His high-level chakra, which is comparable to that of a tailed beast's, would produce the same effect as Killer B's version. The two brothers can combine their efforts to perform a Double Lariat, which is strong enough to decapitate the victim, even without chakra enhancements.

□ Laser Explosion

The Asura Path opens the top of its head, revealing a cannon of sorts. The cannon then releases a massive blast of chakra that causes a powerful explosion which can devastate an entire area.[1] This ability could also be used as an arm-mounted cannon, as shown by Nagato when he used the Asura Path himself.

□ Lava Release: Lava Geyser

This technique creates a lava geyser that emerges from the soil, and advances directly against the opponent. A strong Water Release technique can extinguish the lava pods.

□ Lava Release: Lava Globs

The user releases several globes of lava of various sizes at the target. The technique can also be manipulated to block doors and narrow exits using the hardening process of lava to prevent a target from escaping.

□ Lava Release: Melting Apparition Technique

The user releases a large amount of lava from their mouth, which spreads into a broad, thin sheet as it travels through the air. Since the lava is shot upwards in an arc, so as to descend onto the targets from above, it prevents the intended individuals from jumping up to avoid the attack. A great deal of steam is created afterwards by the effects of the lava, so should the targets still be alive, a follow-up attack can be conducted while their vision remains obscured.

□ Lava Release: Quicklime Congealing Technique

The user expels a large quantity of quicklime from their mouth, which is capable of inflicting damage to an opponent. This ability can also be manipulated in order to restrict the intended target's movements, as after the initial blast the remnants of the substance can act in a similar manner to quick-drying cement. However, the technique requires the subsequent addition of water to set off the necessary reaction to make the substance harden. This can be easily achieved through the subsequent use of a water release technique, which can also serve to increase the area covered by the substance, thus further increasing the potential range of the technique.

□ Leaf Concentration Practice

This training method is done by placing a leaf over an individual's forehead and having them direct all their chakra onto the leaf, using it as a focal point.

This exercise can be used by Konoha Academy teachers as a way to teach students how to control their chakra more effectively. However, the true purpose of the exercise is actually to hone the individual's concentration and to keep their mind from becoming distracted. As explained by Iruka, only those who have worked hard on their ability to concentrate can become excellent shinobi. For generations Konoha ninjas have practised using this method in order to better their mental focus. The leaf emblem on the Konoha forehead protector is said to originate from this training.

□ Leaf Gale

This technique is a good example of how even simple taijutsu can become a pre-eminently destructive, lethal technique. The attack is a simple rear spinning low kick, but a strong enough user can send a large adult flying as if they weighed nothing. The goal is to throw the enemy off balance, and deal damage to the lower half of their body.

□ Leaf Great Flash

The user charges at their opponent and unleashes a powerful lateral kick aiming at the head that will send his opponent flying away.

☐ Leaf Great Whirlwind

This technique is a series of kicking attacks, starting from a low kick and linking into a middle kick and high kick then finishing off with a heel drop. As the rotation speed picks up the user gains buoyancy, which they use to shift into gradually higher attacks.

☐ Leaf Rising Wind

This technique uses the entire body as a spring, by amassing power through taking a posture where the back of the body falls down. With this powerful taijutsu, the user kicks just above the head. Because the power of the kick from the ground is instantly converted into a blow, the enemy hit with this attack will be launched high into the sky.

☐ Leaf Rock Destroying Rise

A taijutsu technique where the user smashes their elbow into their opponent using the other arm as support. It deals a powerful blow to the target and as the name suggests, is even strong enough to destroy rock formations.

☐ Leaf Strong Whirlwind

A taijutsu using a combination of speed and power. The essence of this technique is concentrated in a spinning back kick, with such speed that not a single person can follow the user's movement, smashing his enemy with overwhelming strength.

☐ Leaf Style Youth Exercise

Guy pins the opponent down and does 100 push ups on top of them in five seconds. After this he spins around so fast his legs catch on fire; he then kicks the opponent into the air.

☐ Leaf Whirlwind

A taijutsu where one launches a succession of high kicks and low kicks. Firstly, the opponent's evasion margin is restrained upon seeing the high kick, thus augmenting the chances for the low kick to hit the mark. So originally the high kick is little more than a feint.

☐ Leaf-Style Willow

The user waves their sword back and forth, which when seen by the target locks them in a genjutsu which causes them to hallucinate multiple waving arms. The movement resembles that of a willow tree blowing in the wind. With the enemy off guard, the user is free to cut them down.

☐ Leech All Creation: Attack Prevention Technique

With this technique, the user can merge into a surface and take on its properties to avoid damage, the user can also move unseen and attack from behind.

☐ Liger Bomb

After covering himself in his Lightning Release Armour, the Fourth Raikage grabs his opponent and lifts them high up into the air. Then, using his extreme strength, he smashes them head first onto the ground in what resembles a powerbomb manoeuvre. This is devastating enough to shatter a large area of the ground itself on impact. Darui noted that nobody has ever survived it before. If Sasuke Uchiha had not use his Susanoo, he would have been killed by it. The impact of this technique was strong enough to snap Susanoo's ribs.[1]

☐ Lightning Ball

By gathering chakra between his twin swords, Raiga can create a ball of electrical energy and launch it at the enemy.

☐ Lightning Beast Running Technique

By manipulating lightning chakra into their hand, the user can make the lightning expand to create the form of a hound. The hound remains connected to the user's hand, allowing them to control it during its attack.

☐ Lightning Burial: Banquet of Lightning

Using his twin swords, Raiga can create several thunderbolts that cut through the ground until they hit the enemy.

☐ Lightning Cutter

The Lightning Cutter is an enhanced and concentrated form of the Chidori with the same effects and drawbacks. According to Might Guy, it gained its name after Kakashi split a bolt of lightning with it. Because the Chidori is already powerful on its own, the Lightning Cutter requires better chakra control, which is exemplified in its appearance. The Chidori appears as simply a mass of white electrical chakra in the user's hand, while the Lightning Cutter is more focused and blue. In Part I, Kakashi is limited to using it four times a day, but by Part II, he can use it at least six times. Kakashi has shown different ways of forming and using the Lightning Cutter. During his confrontation with Orochimaru in Part I, he creates it without using hand seals. In Part II, he is able to form a Lightning Cutter in both of his hands to counteract Kakuzu's Lightning Release: False Darkness.

In *Naruto Shippūden 3: Inheritors of the Will of Fire*, when this technique was copied by Hiruko, he used the electrical energy to surge around the area, increasing the range of damage, allowing him to attack Naruto's clones at a mid-range distance.

☐ Lightning Destruction

The user places his hands to the ground after converting their chakra into lightning, then sending a powerful bolt of electricity that cuts through the ground in the direction of the target. The shape of the bolt is a triangle with the base in the direction of the user and the tip headed towards the target. It causes devastating destruction on its way and generates enough heat and power to destroy whatever it comes into contact with.

☐ Lightning Dragon Tornado

Drawing his two swords together, Raiga will raise them into the air and draw lightning down upon his body. The current will be contained within and around Raiga's form. He will then begin to spin in place forming a whirling vortex of wind and electricity. The vortex will take on the form of a dragon's head and will cover the area in front of him. It will then strike out against his opponent and painfully trap them in the vortex. Even if the attack doesn't directly connect with his foe, the lightning can jump from the vortex to hit a nearby target.

☐ Lightning Illusion Flash of Lightning Pillar

This genjutsu blinds the enemy with an extremely bright light that appears to emanate from the user's body. A secondary genjutsu can then be used within this genjutsu. When C used this technique against Taka, he made Jūgo see the Fourth Raikage and Darui smashing Sasuke into the ground.

☐ Lightning Oppression Horizontal

After covering himself in his Lightning Release Armour, A performs a simple backhanded horizontal chop against his opponent, which is powerful enough to snap even the bones of Sasuke Uchiha's Susanoo's ribcage.[1]

☐ Lightning Release Armour

The user wraps their body in a layer of lightning chakra that, instead of being used offensively, is used to electrically stimulate the user's nervous system. The technique speeds up neural synapses to react faster to danger and to push physical prowess to the absolute limit, allowing for tremendous raw speed.

This armour, combined with taijutsu, allows A to utilise taijutsu. When using the armour at full power, it causes the tips of his hair to spike up[1] and his reflexes are said to be comparable to

those of Konoha's Yellow Flash, making it difficult even for the Sharingan, to keep up with him.[2] By combining this armour with the Body Flicker Technique, he can even dodge Sasuke's Amaterasu at a split second, as well as Jūgo's Cursed Seal Chakra Blast at point blank range. Only Minato Namikaze's Flying Thunder God Technique and Naruto Uzumaki while in his Nine-Tails Chakra Mode are faster than A is at maximum speed and power.[3] The armour also increases the user's defences, drastically reducing, if not completely negating, damage from incoming attacks as seen when A deflected a back attack from Sasuke's Sword of Kusanagi: Chidori Katana.[4]

☐ Lightning Release Shadow Clone

This technique allows the user to make a shadow clone infused with lightning. Because it is a shadow clone, it is able to perform techniques and interact with the environment due to it having physical substance; and also evenly distributes the user's chakra to each clone. If the clone is injured, it will revert to its natural lightning-state, at the same time electrocuting whatever it is touching.

☐ Lightning Release: Black Panther

After generating black lightning from their body which takes the form of a panther, the user can manipulate it to affect multiple victims at once by electrocuting them. Like various other Lightning Release techniques, the potency of this ability can be increased through the application of water.

☐ Lightning Release: Electromagnetic Murder

This technique allows the user to create a wave of electricity from their hands. The user can vary its power from a small surge to shock an opponent to a powerful stream of lightning capable of ripping through solid rock. It is ideal to use in conjunction with a water technique.

☐ Lightning Release: False Darkness

Kakuzu's lightning-element mask emits lightning in the shape of a spear from its mouth, which then pierces the enemy. Its destructive power is great enough to even pierce through rock; meaning it has a high killing potential. The user can increase the number of spears to attack multiple enemies. This, coupled with the sheer speed of the lightning, makes it a difficult technique to evade.

☐ Lightning Release: Flying Thunder God

After coming into physical contact with the opponent, the user raises their arm into the air, generating a powerful bolt of electricity which will travel through their body into the body of the opponent.

☐ Lightning Release: Four Pillar Bind

Four giant rock pillars are summoned around the enemy, then shoot bolts of lightning, immobilising the target and possibly doing damage to them.

☐ Lightning Release: Sixteen Pillar Bind

A more powerful version of Lightning Release: Four Pillar Bind, the user creates sixteen giant pillars, which then form a giant oven-like structure to trap the enemy. Once the enemy is trapped in the oven-like box, lightning would shoot out towards them. It is used after Earth Release: Sticky Earth Drop to cover the enemy in mud and then followed by Fire Release: Fired Pottery Technique, creating flames inside the oven to roast and harden the mud, immobilising the enemy.

☐ Lightning Release: Thunder Binding

This technique lets the user create a three-sided wall of electricity to bind their opponent. The user must have three conductors to stick in the ground to create the points. Furthermore, once the enemy is inside, if they come into contact with the wall they will be electrocuted. The only way the jutsu can be broken is if an outside party were to strike one of the walls with a strong enough attack, which will then deactivate the other walls.

□ Lightning Release: Wave of Inspiration

The user generates a large amount of lightning from their hands, which can also be passed through conductive materials to improve the electrical power of the technique, to attack foes.

□ Lightning Strike Armour

By combining his twin swords at their hilts and rotating them, Raiga can use this technique to surround himself with electricity. The intense electric field protects him by electrocuting anyone who makes contact with it, but only works for one attack. This armour seems very strong as it is capable of standing up to Rock Lee's Drunken Fist.

□ Lightning Surge

With his team lending him chakra, Akaboshi can slam his hand onto the ground and cause lightning to spread from his hand to underneath the opponent.

□ Limelight

Limelight is a lightning-based technique that is used when all four users take place in the cardinal directions. They will then join their lightning-chakra in the form of four connecting streams that shoot high into the sky above the target area. It will then create a massive ball of lightning powerful enough to incinerate everything within the area of the four users. It is considered to be one of the most powerful and destructivelighting release techniques. The four strongest of the Twelve Guardian Ninja are likely the only ones with the ability to use this technique, as Furido's team went to the trouble of resurrecting them with a reanimation jutsu.

□ Lion Combo

A taijutsu unique to Sasuke Uchiha and a variant of theFront Lotus. Sasuke develops it after using his Sharinganto copy the first part of the move. It is an ultra-fast combo attack that requires an advanced physical condition and a certain knack for it. The opponent is first kicked into the air and shadowed with the Shadow of the Dancing Leaf. Upon inflicting a blow, one takes advantage of said opponent's counterattack to spin around and rise again for further assaults. Since the fall is increased in velocity with each blow, the damage when one is eventually struck to the ground is inconceivable. All variations end with the opponent being thrown to the ground and kicked in the chest.

□ Living Corpse Reincarnation

The Living Corpse Reincarnation is a technique that was developed by Orochimaru that allows him to transfer his soul to someone else's body.

If periodically repeated, it grants the user immortality as long as they can find new host bodies and keep the host alive. Orochimaru can only perform this technique once every three years. It also seems that when the three years are almost over, he is forced to move into another host, as the previous one begins to weaken and reject him. Presumably, if he had a proper container, he could stay in the host for a full lifetime. The fact that he wanted to prepare Sasuke Uchiha for the transfer before performing it seems to reinforce this.

Orochimaru's previous body in his subconscious.

To perform this technique, Orochimaru reveals his true form, a gigantic white snake composed of smaller white snakes, by abandoning his current host's body. Orochimaru then swallows the new host and takes him or her to a separate, mental plane where he envelops the mind of his victim.

The snake body then dies and falls apart, and Orochimaru's soul dominates the body (though the Sharingan seems to be able to negate and reverse the process against Orochimaru). The souls of the hosts are kept alive within Orochimaru, leaving them "still alive", in a sense (albeit suppressed), and when Orochimaru switches hosts, the souls leave with him. Apparently if the host of these souls' chakra level falls enough it is possible for them to resurface in material form as seen with Orochimaru surfacing with his own body after Sasuke used up most of his chakra. After taking over another body, Orochimaru modifies it to suit his theme of snakes, in order to increase his survival capabilities, such as stretching and bending his body, reconnecting any severed parts, shedding his skin to heal injuries. This ensures that if Orochimaru cannot transfer body within the three years' time, he can allow it to greatly heal and evade attacks, rendering him

virtually immortal; Sasuke refers this as the "Power of the White Snake" (白蛇の力, Shirohebi no Chikara).[2] Orochimaru also alters the face of his host body to look like his original form. While in this giant snake form, the smaller snakes that composes Orochimaru's body can extend themselves to strike and bind the targets. If Orochimaru is sliced to pieces, the body simply can reform, making him very difficult to kill. The blood that is released is also poisonous, evaporating into the air and paralysing anyone who has breathed it in.

□ Living Wall Fist

While using the Cursed Seal, Jūgo can alter his arm into a piston to increase his attack power. To increase it even more, Jūgo can forms jets on his hands or elbows.

□ Living Wall Fist: Style One

Jūgo uses his Cursed Seal to grow jet booster-like arms that increases his attacking and throwing power. This is a more powerful version of Piston Fist, with the combination of the Jet Booster Jump.

□ Long Strangling Hairs Technique

This technique allows the user to control their hair and manipulate it to attack their opponents.

M

□ Madara's Tailed Beast Extraction Technique

After setting up an area, Tobi can extract a Tailed Beast from its jinchūriki. The jinchūriki is bound by sealing formulas. Tobi had to wait for a long time until Kushina's seal was weak enough to use this technique to extract the Nine-Tailed Demon Fox.[1]

□ Magic Lantern Body Technique

The Akatsuki members sit down and send out "thought waves" (思念波, shinenha), converted into chakra. These thought waves are then picked up by Pain, acting as a kind of control tower. This technique amplifies the thought waves and broadcasts them to a specific location through illusionary bodies. The illusionary bodies differ from being mere reflections. While Pain is relaying the members' thoughts, they can have conversation and use varying techniques.

These virtual images looked like the member they represented, the only difference being that they are standing up with their hands in a seal. The images were also transparent, save for the eyes. In the anime, the images were depicted refracting an array of spectral colours, much like a rainbow. Also, their bodies would also distort and flicker, as if receiving electronic interference, and the member's voices would be altered the same way.

□ Magnetic Ninja Arts

This technique enables Jiga to turn anything he touches into a magnet, allowing him a variety of attacks against his enemies, such as attracting metal weapons to his target. Jiga claims to be able to do this because of the great amount of iron he ingests. He can activate or deactivate his own body's magnetism, ensuring that he is not affected by his technique. The potential risk of his technique is exploited when Hinata Hyūga introduces an interfering electric current into his chakra, causing he himself to become a powerful magnet. In his state, he attracts a large quantity of iron sand to himself, and is forced into a vortex of sand and killed.

□ Magnetic Ninja Arts: Electric Phantasm

This technique unleashes a wave of iron sand that stops the brainwaves of anyone who is caught in it by disrupting the electrical waves, rendering them unable to think.

□ Magnetic Ninja Arts: Infinite Meteors

Jiga uses this technique after turning the rock walls of a deep magnetic pit, enabling him to attack a target with many rocks. He uses a variation of this technique in order to bury his brother Ruiga alive.

☐ Manipulated Shuriken Technique

With this technique a translucent string, both elastic and highly durable, is attached to a shuriken, making it possible to alter its path after having thrown it. An expert will have the ability to freely glide the shuriken in any direction with just a single movement of their fingertip. The first attack, challenging the enemy, is avoided and after a time-lag of several seconds, it will come from behind. Depending on the performance, the possible tactics can be infinite.

☐ Manipulated Tools: Gigantic Iron Ball

Tenten takes out a big scroll and waves it in a circle. It turns into a giant chain hammer with a huge metal ball at the end that she then crushes the enemy with. After this move, the chain hammer turns back into a scroll.

☐ Manipulated Tools: Heavenly Chain of Destruction

A stronger version of the Twin Rising Dragons, Tenten tosses her large scroll into the air above her opponent and summons hundreds of different weapons from it, which then rain down, impaling the opponent and anything in their path. The weapons move so fast that they appear as white streaks.

☐ Manipulated Tools: Heavenly Steel Disaster

Similar to Manipulated Tools: Heavenly Chain of Destruction, Tenten tosses and unrolls her large scroll over the enemy, summoning countless kunai from the scroll to rain down on the enemy. She then summons four large chains that collapse on the enemy, forcing them down to the ground.

☐ Manipulated Tools: Multi-Blade Chaos

Tenten summons multiple weapons connected with strings to her fingertips from one of her scrolls, directing them towards her opponent in a stream formation. After the final weapon hits the enemy, Tenten uses the strings to make the weapons fly above her enemy. Moving her fingers to make the weapons spin, she then directs the weapons downwards to hit the opponent down into the ground again.

☐ Manipulated Tools: One Thousand Blades Attack

This technique is very similar to Twin Rising Dragons, but in this version Tenten only summons countless kunai from the scrolls, which are connected by strings at her hands. She then throws all the kunai at the same time on the opponent.

☐ Manipulated Tools: Spinning Swallow Show

Tenten repeatedly hits her opponent with a pair of tonfa, then tosses a scroll in the air to summon a bō and continues hitting them with it. When the opponent is lying prone on the ground, she summons a huge spiked club and crushes them with it.

☐ Manipulated Tools: Weapon Gun

Tenten summons several weapons connected together by strings and jumps into the air, reeling them together to stack on top of each other. She then stands on the top weapon on one foot, and twirls backwards, rapidly shooting the ninja tools at the opponent like a machine gun.

☐ Manipulating Attack Blades

A shuriken technique that involves aiming a barrage of kunai at one precise spot. The user releases chakra from his hand over an area within which he can maintain the kunai in suspension. As a result, the enemy may be blindsided and denied any escape route at the same time.

Chiyo performs a variation of the technique by using the threads generated for the Puppet Technique to manipulate the blades. In doing this, she is able to transfer the threads from one weapon to that of the enemies for an added surprise or advantage during battle.[2]

☐ Manipulating Windmill Triple Blades

The user first attaches strings beforehand onto the tossed shuriken and the kunai thrown after it, then one shuriken is pulled back using a tree as an axis, based on the yo-yo's principle. The other shuriken and kunai are decoys, and the true attack is the shuriken that is pulled back. The trick in making this technique successful is to somehow be able to read the enemy's movements, which normally would require the Sharingan.

□ Manji Formation

The Manji Formation is a very basic formation that is used to protect a central point, to defend against multiple attacks coming from multiple locations, or to defend a group against an attack that could come from any unknown angle. Its name derives from the shape of a manji, 卍, as the formation requires a person facing outwards at all four points, where the four ninja's backs face each other. Each person is responsible to guard against the area straight ahead of them and to the left, as the manji suggests. The formation has one blind spot: the center.

□ Many Flowers in One Bloom

While using the power of the Five Senses Confusion Disorder, Karenbana releases many flower petals from her sleeve. These petals will flow through the air and circle around her target. Karenbana will then move through the flowers, making it seem like she would dissolve into petals, using them as a wall so that her target can not see incoming attacks.

□ Many Hidden Shadow Snake Hands

By increasing the amount of snakes summoned with the Hidden Shadow Snake Hands, the diversity of this ninjutsu is increased. The swarm of big snakes appear in an instant, each snake individually doing something like intimidating, diverting, or capturing the enemy in a cooperative attack. Without giving them the time to react, the enemy is entangled.

□ Many Sand Arms Sphere

Many huge arms of sand come out of the ground near the opponent and form a sphere around the opponent. A vortex of sand then surrounds this sphere and this sphere detonates

□ Mayfly

This infiltration technique is characteristic of Zetsu. It allows him to merge his body with the ground and flora and travel at very high speeds; however, it is noted not to be as fast as teleportation techniques. His insectivorous plant-like shell has the ability to merge with the ground, because it is tinged with his chakra. Then, using the underground network of organic matter, consisting of things like plant roots and water veins, he can travel everywhere with high speed. Using this technique he can conceal himself in trees and even sand. Once merged, his presence is completely concealed, making it almost impossible to detect him, even by sensory type ninja like Karin. This makes this technique perfect for close range spying.

□ Mechanic Light Shield Seal

This chakra shield can be installed in any puppet. A mechanism inside the puppet opens its arms into a couple of segments, through which the user radiates their chakra. The chakra spreads out like a thin film and turns into a protective sheet, blocking all physical attacks and some techniques. While the shield does block Iron Sand, it does not prevent it from seeping into the joints of the puppets, which leads them to being disabled. Chiyo installed one into her own arm and into the puppets of Sasori's parents. Kankurō later installed one into Sasori's puppet body.

□ Mega Palm Thrust

After using the Multi-Size Technique to increase their size, the user funnels chakra into their hands, which causes special markings to appear in them. The weight and power of the hands are greatly increased because of the larger size, the muscles are activated with concentrated chakra, and the thickness is also increased. With so much chakra that it becomes visible, the user's palms become like an iron hammer. This gives this attack the power to even cave in the earth, causing extensive crushing damage to anything that may be caught beneath them. This attack is also shown to have a wide range due to the increased size of his palms

□ Memory Blocking Technique

Playing on his ocarina, Menma can cause memory loss on himself. This technique is usually permanent but when Menma performed this technique it lasted only a few hours

□ Memory-Concealing Manipulative Sand Technique

The user seals away the target's memories by burying an extremely small needle into the brain's memory centre. The memories can be restored by cancelling the technique, thereby destroying the needle. If a subordinate had this operation done on their brains and has infiltrated in enemy camp, they can safely perform spy activity over a long period of time. If the user cancels the technique, the target will once again remember their mission

□ Menma's Chakra Enhancing Music

Playing on his ocarina, Menma can somehow affect his target's tenketsu boosting their chakra flow.

□ Mental Barricades

The user can use this technique to place mental blocks in the target's mind that contains valuable information in case the one with the information is captured and interrogated. The barricades look like stylized traditional Japanese sliding doors. According to Inoichi Yamanaka, it is very effective against truth serums.

□ Mind Body Distraction Technique

A ninjutsu where one sends their chakra into the subject's nervous system, thus operating the enemies body at will. The enemies this technique is cast upon are completely under the users' control as their bodies become disconnected from their will. The difference between this, and the Mind Body Switch Technique is, the caster doesn't project their consciousness into the enemies body. Situations of numerical superiority for the adversary are precisely where this technique, which freely manipulates human beings will display its efficiency, by getting the enemies to turn on one another. Control can be exerted even from a distance.

□ Mind Body Switch Technique

The Mind Body Switch Technique is the signature ability of the Yamanaka clan. Originally, this ninjutsu was suited for intelligence-gathering missions rather than battle.[1] With it, a ninja sends his mind into a target's body supplanting the target's mind with their own. The user transfers their consciousness to the target, giving them complete control of the body for a short period of time. While in control of the body, the user is able to communicate with the target.[2] As the user propels all of their mental energy, the shooting range and number of hits are considerably limited.[1] It is also possible for the user to switch bodies with the target. This has great strategic value when used on a team-mate as neither body is left incapacitated and they may also make use of the user's abilities as well as their own while doing this.[3] To remain inconspicuous when spying, the user can perform this technique on an animal, such as a hawk, which they can use to do aerial reconnaissance.[4]

Normally, their original body is left defenceless while this technique is active, leaving it susceptible to attack until they return. The mind transfer moves in a straight direction and takes some time to return to the user's body if it misses. Because of these reasons, it should only be used on immobilised targets. Similarly, if the opponent's will is strong enough, they can force the user from their body, as Sakura Haruno did to Ino Yamanaka in the Chūnin Exams.[5] Lastly, should any physical injury befall the victim's body while the mind-link is active, it would cause the user's body to also receive those same injuries. This can be rectified if user cancels the technique before the victim's body receives the damage.

□ Mind Puppet Switch Cursed Seal Technique

The user of this technique firstly transfers their mind into a puppet laid somewhere in advance, near the vicinity of an enemy's predicted path, before manipulating it to attack an intended opponent. When the opponent counters and inflicts damage upon the puppet, the cursed seal will

take effect, causing the two consciousness (that of the user's inside the puppet and that of the victim who countered) to switch. Consequently, the user will gain full control of the opponent's body, while the victim's mind remains trapped within the immobile puppet. Like the original technique, the user's body is left defenceless while the ability is active and any injury done to the victim's body is also reflected upon their true body, but this can be rectified if the user cancels the technique just before any damage is received.[1] Unlike the original, the user does not have to worry about the target's will overpowering their own, as it is sealed in the puppet.

□ Mind Reading

By placing a hand on the target's head, the user will be able to enter the target's subconscious and extract any information needed, even if the target has forgotten it or has had it blocked. A special device can be used to decrease the time it takes to read the target's mind and will allow other ninja to assist. Memories that have mental blocks on them will require longer periods of time to probe through and obtain however.

□ Mind's Eye of the Kagura

This ability allows Karin to find, sense, and track individuals through their chakra over vast range that exceeds ten kilometres.[2][3] This is done by focusing and opening the mind's eye, though Karin has it active often. The ability extends to telling when a person is lying from the fluctuations in a person's chakra made from dishonest emotions or detecting if someone, including herself, is under a genjutsu. Also by focusing on a particular chakra Karin can perceive its location and movement with great detail.

□ Mind-controlling Dōjutsu

Kotoamatsukami is the ultimate genjutsu granted by Shisui Uchiha's Mangekyō Sharingan. The technique itself allows the user to enter the opponent's mind and manipulate them by giving them false experiences, making it seem as if they were doing things of their own free will. It is regarded as a genjutsu of the highest class, due to the victim being entirely unaware that they are being manipulated.[1]

As a testament to its power it was strong enough to even negate Kabuto Yakushi's control over the revived Itachi Uchiha, in spite of the former's authority being considered almost absolute. After the technique is used, it requires around a decade before it can be used again, but this period can be drastically reduced through the possession of Hashirama Senju's cells, as observed by Danzō Shimura's use.[2] However, despite the additional stamina granted by Hashirama's cells, it is asserted that this technique still can't be used multiple times in a single day.[3]

Danzō gained access to this dōjutsu by taking and later implanting Shisui's Sharingan into his own right eye-socket while Shisui was still alive. Shisui entrusted his remaining Sharingan to Itachi, who implanted it into the eye belonging to one of his crows. This crow was later forcibly stored inside Naruto Uzumaki and rigged to emerge only in response to confronting Itachi's Mangekyō Sharingan. Upon activation, the genjutsu would give the order "protect Konoha" to whomever was affected by it. Itachi intended this to be used on his brother, in the eventuality that he turned against the village and assumed that he would have transplanted his eyes in order to obtain an Eternal Mangekyō Sharingan by then. The crow was instead used on Itachi himself, after being resurrected and inadvertently using his Mangekyō Sharingan when encountering Naruto during the Fourth Shinobi World War.

□ Mirrored Sudden Attacker Technique

A secondary trap laid under the Five-Seal Barrier. This technique is automatically started when the "Forbidden"-tags are removed. An exact copy of the person who removed the tag will appear with their appearance, battle skills, and so on. Because the double has a fixed amount of stamina, it has an advantage in a drawn-out battle. In order to cancel this technique, the one who removed the tag has no choice but to somehow push past the previous limits that they had at the time they removed the tag.

□ Mist Servant Technique

This genjutsu creates eerie black ninja illusions, which appear one by one from trees and rocks, and corner the enemy. Their movements are slow, but when attacked they multiply, and in this way they appear like ghosts inhabiting the mist. Kunai are added to this technique, by throwing them to match illusions movement, making them seem real. As the clones continue to multiply, the victim will eventually be worn down.

☐ Morning Peacock

The Morning Peacock is a certain-kill taijutsu born from the philosophy of Might Guy. The principle of this taijutsu is to rapidly increase the body's abilities by opening up to and including the sixth of the Eight Gates, and then to strike the enemy down with countless punches. The technique is started by kicking the enemy into the air, which for most would be an instant kill. The user then jumps into the air in a distinctive stance and begins punching the enemy repeatedly. The speed of the punches is so fast that they are set ablaze by sheer speed and friction. This creates a peacock-like fan of flaming chakra around the opponent. Once the attack is finished, the enemy will be sent crashing back to the ground, covered with the attack's aura.

☐ Mud Needle

After using the Earth Release: Earth Flow Wavetechnique to shape earth, the user creates a large needle out of it to impale the opponent.

☐ Mudshot Technique

The user shoots mud from their mouth at an enemy; the chakra-enhanced mud is able to trap and slow an opponent down.

☐ Multi-Size Technique

This is a secret technique passed down in the Akimichi clan that increases the user's body size by converting their calories into chakra. The user can freely alter their size at will when using this technique and can use it for an extensive period of time. A common application of the techniques gives the user a very round appearance by mostly increasing the size of the abdominal section, which was done in order to use the Human Bullet Tank technique. Other, more common applications increase the size of the entire body, turning the user into a giant.

☐ Multiple Connecting Kicks

Ukon's legs sprout from one of Sakon's and they kick the opponent, tripling the usual damage.

☐ Multiple Connecting Punches

Ukon's arms sprout from one of Sakon's and they punch the opponent, tripling the usual damage. This attack is strong enough to shatter solid rock.

☐ Multiple Infinite Embraces

This technique has exactly the same effect as Infinite Embrace, but this version is much stronger. The Magaki Group puts their opponent in a barrier that pushes down on them, preventing them from escaping and draining their chakra.

☐ Multiple Mudshot Technique

This jutsu is basically a widespread version of the Mudshot Technique; allowing the user to fire at multiple targets.

☐ Multiple Phantom Shuriken

Three users throw several shuriken which multiply and attack the opponent.

☐ Multiple Shadow Clone Technique

This jutsu is essentially a massive version of the Shadow Clone Technique. Instead of a few clones, it creates a few hundred clones (or a number of equal grandeur). This is considered a forbidden jutsu, because it can potentially be dangerous to the person performing it, seeing as

how all of the clones are given an equal amount of chakra directly from the user. Naruto learned the technique from the scroll of forbidden seals written by the First Hokage. Few people are able to use this technique effectively, due to the large amount of chakra it consumes. However, this weakness is not an issue to Naruto, due to his massive chakra reserves. Having such reserves allows him to create hundreds of clones while maintaining a decent supply of chakra in each one. This technique is also used by Naruto to train quickly, since all the clones share their experiences with Naruto, but it causes extreme fatigue with repeated use.

☐ Multiple Smoke Clone

After creating a single Smoke Clone, should it be sufficiently struck, the user can cause the smoke to spread and create hundreds of more Smoke Clones.

☐ Murderous Grasp

This technique uses a metal string strengthened with chakra to make a thread capable of constricting a target and cutting through steel with little difficulty. The user can also use the wire to form complex string figure design with his hands, and launch the figure from the string as a powerful cutting attack.

☐ Myriad Snake Net Formation

With this technique, a countless number of summoned snakes crawl out of Orochimaru's mouth and hunt down the enemy. With such overwhelming numbers, a true "wall of snakes" is formed, making defence and evasion meaningless. The enemy can do nothing but become buried by the snakes. The snakes can bite the enemy with their poison fangs and open their mouths to extend Kusanagi-like blades, making them even more deadly. Furthermore, when the inexhaustibly crawling snakes gather together, they become a defensive wall, and can block any kind of attack.

☐ Mysterious Peacock Method

A trademark of Hoshigakure, this technique utilizes the chakra-enhancing radiation of a meteorite, that fell 200 years prior to the start of the series, to give the user an enormous amount of chakra. The technique itself manifests in the form of a feather-shaped array behind the Star Ninja and spreading out from behind them like a peacock's tail feathers, hence the name. This chakra is easily manipulated into various shapes to create techniques, making it one of the most versatile jutsu around. These techniques are honed through Star Training, which requires the ninja to spend large amounts of time focusing on their chakra and meditating in the presence of the meteorite. The meteorite's radiation greatly improves the user's chakra, but is incredibly damaging to their physical body. The body of anyone attempting to master the technique would eventually take its toll if the trainee fails to complete the training soon, and those who do master it perish a few years after that. This led the Third Hoshikage to eventually ban the training. With the meteor's destruction after Akahoshi's defeat, the training became lost forever.

While most Star ninja do not seem to show much damage from the technique, at least three (including Sumaru's father, Hotarubi, who dies from extensive exposure), show severe physical trauma.

☐ Mysterious Peacock Method: Apparition

If the user is close to death, they use his or her remaining chakra to draw a symbol in the ground which allows them to temporarily resurrect them self in the form of a ghost-like apparition to even the score with whoever killed them

☐ Mysterious Peacock Method: Beast

After using the Mysterious Peacock Method, the chakra feathers change to the form of a animal, such as a dog. The chakra which the beast is made of is dense enough to repel shuriken thrown at it. If two beasts are formed, the user can use Mysterious Peacock Method: Join to combine the two into one larger beast.

☐ Mysterious Peacock Method: Choke

After using the Mysterious Peacock Method, the user turns their chakra feathers into ropes to ensnare and strangle their target.

□ Mysterious Peacock Method: Destroy

After using the Mysterious Peacock Method, the user uses the chakra feathers to attack their opponent.

□ Mysterious Peacock Method: Dragon

After implanting the Hoshigakure meteorite into his chest, Akahoshi's Mysterious Peacock Method turns into the form of a dragon, which can shoot blasts of star chakra at the opponent, and can also grow wings to increase power.

□ Mysterious Peacock Method: Join

After using the Mysterious Peacock Method: Beast, this technique can combine two chakra beasts into one larger beast.

□ Mysterious Peacock Method: Wings

After using the Mysterious Peacock Method, the user can use the chakra feathers to form wings. The wings are strong enough to support a normal sized human in short flight.

□ Mystic Safety Bell Seal: Release

This technique is used by Shion. She releases power through her Mystic Safety Bell, and completely transforms. This allows her to send a huge ray of light which can penetrate Mōryō's darkness. In this form, she has the ability to, and attempted to, completely destroy Mōryō along with herself. She was pulled out by Naruto before she could do so.

□ Mystical Palm Technique

This medical ninjutsu allows the user to speed up the body's natural healing process by sending chakra from their hands into a wound or afflicted body part. This allows the user to heal a patient without the need for medical equipment or surgery, making it highly useful on the battlefield. It can be used to treat both external and internal injuries. It is vital to match the amount of chakra used to the severity of the affliction or injury. This requires a great amount of chakra control. Because of this, only a few highly skilled medical-nin are able to use this technique. Kabuto demonstrated the ability to use it a short distance away from the target instead of through direct contact.[2]

By sending an excess amount of chakra into the patient's body, the user can overload the patient's normal circulation, trapping them in a comatose state. Although this is usually undesirable, Kabuto Yakushi once effectively used this side effect to get Kiba Inuzuka out of his way.

N

□ Naraka Path

The Naraka Path (地獄道, Jigokudō) grants the user two main abilities: interrogation and restoration, by using the King of Hell. This power was channelled into one of Nagato's Six Paths of Pain.

Appearance

The Naraka Path's body belonged to a tall, stocky man. The Naraka Path, like all of the Six Paths, possessed Nagato's Rinnegan. It had a spiky mop of orange hair. It had multiple body piercings, such as a circular stud on the bridge of its nose, a diagonal row of studs on each of its cheeks, three spike piercings in each of its ears, and a stud on each of its shoulders near its neck.

Abilities Edit

Although it was physically strong enough to lift a man with one hand, the only ability exhibited by the Naraka Path lay in the use of summoning the King of Hell. The King of Hell is a large head which sprouts out of the ground surrounded by purple flames and possesses the Rinnegan.[1]

The King of Hell could fulfil two purposes: interrogation and restoration.

To interrogate, the Naraka Path need only catch hold of a person, causing the King of Hell to appear before them. With the victim seemingly paralysed, the Naraka Path begins questioning them. After answers are given, the King of Hell will unzip its mouth to release tendril-like arms and would draw out an apparition of the victim's life force energy in the form of an enlarged tongue. The King of Hell then proceeds to pass its judgement. If the person was lying or refused to answer the questions, the King of Hell would remove their tongue and consume it, apparently killing them. However, if they told the truth, they would be spared, although left extremely exhausted.

The Naraka Path destroyed by Naruto.

The second ability the Naraka Path possessed is the ability to repair any damage. To do so the Naraka Path has the King of Hell ingest the damaged body with its tendril-like arms into its mouth. Then, after some time, the destroyed body will emerge from its mouth, completely healed and rejuvenated. It did this for example to the Asura Path after it was destroyed by Chōji and Chōza Akimichi.

In all situations where Pain's bodies were shown in a combat formation, the Naraka Path always took a rear position with the others protecting it, behind even the Deva Path. This indicates that the Naraka Path's healing ability made it one of Pain's most important bodies.

□ Necklace Sealing Technique

Whenever Naruto Uzumaki enters into a tailed form, the First Hokage's Necklace activates this technique to restrain him. It is unknown if the technique just restrains Naruto until Yamato is able to suppress the Nine-Tails' influence or if it suppresses the influence by itself as the Nine-Tails cancelled the technique by crushing the necklace.

□ Needle Jizō

This is a technique where the user encases themselves in a countless number of sharp needles, but in truth, the spikes are the user's hair. Chakra grants the strands of hair the hardness and shape of needles, endowed with a capacity to injure and kill on par with that of metallic weapons. In addition, if activated in response to an opponent's attack, it can also be used as a counter. The hair is made hard enough that it can withstand blows from certain types of weapons such as arrows.

□ New Sexy Technique

An improvement upon the Sexy Technique, Naruto transforms into a woman wearing a devil outfit. As with the original, Jiraiya is easily influenced by Naruto when it is used against him.

□ Ninja Art: Black Tornado

The Kurosuki Family members pile up one on top of the other, five in one pillar, and then send out their gloves' retractable blades and hold out their arms. They then proceed to spin, creating a black tornado-looking attack. The speed makes the attack so powerful that the blades can easily cut through stone.

□ Ninja Art: Conch Spear

After Kandachi performs the necessary hand seals, the Conch King fires a number of needle-like projectiles from its body pores.

□ Ninja Art: Conch Whip

After Kandachi performs the necessary hand seals, the Conch King uses one or more of its chakra tongues to whip or restrain the opponent. The user can also pump their chakra into the Conch King increasing the tongues length and speed. Repeating tongue hits rapidly can kill the opponent.

□ Ninja Art: Inundated With Flowers

After kicking the opponent in the face, Ino twirls around in the air and throws a barrage of poisonous purple flowers at the opponent. The flowers explode upon impact, releasing a shower of poisonous mist and purple petals.

□ Ninja Art: Moon Slashing Flower

The user twirls a bundle of moon flowers into the air which transforms into a circular blade, somewhat resembling a chakram. The user then throws the blade at the target, slashing anything in its way. Once it gets to the target, it slashes through them and explodes into moon flower petals.

□ Ninja Art: Snow Cherry Blossom Dance

Sakura binds her enemy in a genjutsu and proceeds to throw four small white bags at them filled with exploding tags, which are disguised as tiny, blank pieces of paper in the enemy's eyes. She rips them open in midair by throwing kunai at them and the exploding tags begin to fall gently towards the target. Lastly, Sakura aims a kunai with a final exploding tag attached to it at her opponent's feet and it detonates, followed by the explosion of the other falling "tags". There is a huge blast, and the enemy is either killed or severely damaged.

□ Ninja Art: Water Replacement

When the user is hit by an attack this technique will transform the user into water to avoid taking direct damage from any physical attacks. Unfortunately, this technique seems to require some time before the user can return to a solid form.

□ Ninja Tools Barrier: Reverse Fish Scales Formation

This is a technique used by the Four Celestial Symbols Men. Devised to counter Gaara's sand, the formation draws upon their weapons (Soaring Short Swords, Garian Sword and Hōki's unnamed fire-shooting sword), arranged in a triangle with Gaara at the centre. The three members will use three underground waterways to connect their formation, which will converge under their target. With their weapons charged with their chakra, they will then activate the technique, sending a surge of power through the waterways to the central target. This will cause a water dragon to rise from the ground and envelop Gaara, soaking his sand and making it become much heavier. This causes it to clump and makes it near impossible to utilise.

○

□ Offsetting Sound

Playing a melody on his ocarina, Menma releases the genjutsu his family member Shiin uses.

□ One Thousand Years of Death

A very simple technique with an overly dramatic name, One Thousand Years of Death is a little more than inserting one's index and middle fingers (similar to the Tiger hand seal) into the opponent's anus, causing constipation, pain and/or embarrassment. It has no effect on unconscious targets. Witnesses that see the technique react oddly (Temari blushes, Pakkun questions if it's really a technique, and Gamakichi shows a look of disappointment), while those who have used or experienced the technique show great fear in it being used on them. While seemingly useless, the technique can be quite useful if used properly. During the first bell test, Kakashi was able to throw Naruto a great distance, probably propelling him with chakra. Naruto would later find out that the point behind the technique was to target the opponent's blind spot, and when one substitutes their fingers for a kunai with an explosive tag, it can be a lethal technique. The aforementioned variant has only been used by Naruto.

□ One's Own Life Reincarnation

This reincarnation technique was developed in Sunagakure by the Puppet Brigade. The user, giving their life force to the target, uses all their chakra as an intermediary. This technique can be used on both the living and dead, but when used on the dead, the user will find certain death in exchange for the soul of the deceased. While in use, the released chakra shines a pale-blue colour, and if the user's own chakra is insufficient, a third party can assist. Out of humane motives, Sunagakure labelled this technique as a "kinjutsu" immediately after its development. Nowadays, the only one who can use this technique is its developer, Chiyo. As she is the sole known user, upon her death, the technique is believed to be lost forever.

The purpose of the technique was to give life to puppets, the puppets Chiyo had in mind being those of Sasori's parents. It was also for a means to give combat puppets life to increase their efficiency in battle.

□ Orochimaru's Juinjutsu

Orochimaru's Juinjutsu are the cursed seals that were one of the most frequently-used technique of Orochimaru in the series, which he usually gave to his most powerful and unique followers. To apply a cursed seal, Orochimaru needed to bite his intended target. As he had sharp fangs and an extendible neck, this was a relatively simple task. The seal then appeared on the body of the victim near the point of application, and they subsequently lost consciousness. The design of the seals varied from person-to-person. Sometime later, had the victims survived, they would awaken with the first level of the seal active and be enraged due to the seal's influence. The seals worked by forcibly drawing chakra from the user's body, giving the user a chakra capacity beyond what they would normally be capable of, as well as increased physical performance, especially in battle.[3][4]

The seal has two different levels, and the types of transformations differ from seal to seal. When inactive, the seal is simply a black tattoo on the user's body. Orochimaru has a wide array of cursed seals, so the appearance and power of the seal will usually vary from user to user. Each seal always has three identical marks arranged in a circular pattern. When first activated, the marks on the seal glow and replicate, spreading over the user's body. This is known as the first level (状態 1, Jōtai Ichi; Literally meaning "State 1") of the seal. The degree to which this occurs is dependent on the user, and the degree to which it spreads is proportionate to the overall effect it has. Normally, the wearer of the seal will also experience slight pains during the activation of this level.

The second level (状態 2, Jōtai Ni; Literally meaning "State 2") of the seal causes the black marks to completely envelop the user. This is followed by an unnatural alteration of the user's body, with the only common features being yellow eyes with a black sclera, skin changing colour, and longer hair. When in this level, the seal eats away at the user's mind and personality, driving them to madness if used for too long. It also takes quite a toll on their body, since they are being mutated by the seal. Aside from the first and second levels of the seal, skilled users of the seal are able to perform partial transformations in which the aforementioned mutation caused to the user's body in the level two state can be used without altering the entire body. The power of the cursed seal can even synchronize with the user's regular body with extended use, increasing the stats of their normal state for a short time.[5]

Sasuke when he receives his Cursed Seal of Heaven from Orochimaru.

Because the seals forcibly draw chakra from the user, they will often kill the user when first applied. Orochimaru has averaged a ten-percent success rate when applying these seals based on his first experiment with his ten students, with only one survivor. Additionally, even if the user survives, their body will not be able to easily control the power of the seals given to them. To compensate for this, Orochimaru developed the Mind Awakening Pill. The drug forces the user's body to become accustomed to the unnatural increase in power, but also kills the one who takes it. The sealing technique Four Black Fog Battle Formation and Dark Sealing Method are used to keep the drug from killing the user by placing them in a temporary death state. Prolonged usage of the seals would corrode both the body and mind, making it easier for the users to be susceptible to Orochimaru's influence.

Orochimaru originally developed the cursed seals through experimentation on a boy named Jūgo, whose body naturally produces an enzyme that triggers a state, on which the cursed seal is based on. The difference between Orochimaru's seals and the unrefined enzyme are the effect that they have: while the cursed seal is controllable, the unrefined enzyme, extracted from Jūgo, produces uncontrollable rage and madness in those exposed to it, including Jūgo himself, and the effects cannot be controlled.[6] Similarly, Jūgo is not limited to a single transformation, and can change the advantages of his form to fit the situation; while others would have their minds and bodies corroded by the seal, Jūgo is immune to such side-effects, due to being the main source of the enzymes. Also, anyone who survives the application of the Cursed Seal is "compatible" for Jūgo. This was shown when he was able to transplant some of his flesh to heal Sasuke.[7]

It appears that the cursed seals are also partially made from Orochimaru's chakra. Kabuto stated that Anko Mitarashi was branded with one and contained some of Orochimaru's chakra inside her.[8]

For the anime-exclusive seals, they tend to have fatal side effects if handled improperly, as seen when Mizuki's seal, which is unique in that it requires extra procedures to activate its powers, he nearly died due to using it earlier than he should, and lost all his powers regardless. The ones administrated onto Team Guren would kill them if they do not take the required pill periodically, which prevents them from escaping Orochimaru's clutches.

□ Ostrich Aerial

Condor gives a powerful aerial kick to the opponent.

□ Ostrich Meteor Blast

Condor jumps high in the air to slam the opponent down with both his feet. A powerful shock wave is released from the impact point.

□ Ostrich Rising Dragon Kick

Condor gives a rising kick to the opponent's stomach. This is similar to Rock Lee's Leaf Rising Wind.

□ Ostrich Whirlwind

uses his leg to hit the opponent hard in the stomach.

□ Outer Path

The Outer Path (外道, Gedō) is the ability granted to the wielder of the Rinnegan to revive the dead. This ability was used by Nagato through the King of Hell. Additionally, the Outer Path technique granted the user a shared field of vision with their Six Paths of Pain, summoned creatures and entities.[1]

Said to live outside the realm of life and death, Nagato could use the Outer Path: Samsara of Heavenly Life Technique to revive people that he recently killed.[2] The souls of these people would be temporarily stored in the King of Hell. During the Fourth Shinobi World War, Kabuto Yakushi made note of how he could have Nagato kill the jinchūriki temporarily, store their souls in the King of Hell and then revive them at a later time.[3]

□ Outer Path: Samsara of Heavenly Life Technique

By channelling his power through the King of Hell, Nagato can re-infuse new life force energy to the dead bodies of those who have died. With their rejuvenated bodies acting as an anchor, the individual souls are then able to leave even the crossroad between life and the afterlife, returning back to their physical vessels. The technique targets all the individuals killed, even those not necessarily killed by Nagato. This technique requires a massive amount of chakra, as Konan feared the worse for Nagato when he used it after having previously expended so much chakra. Nagato also became severely weakened, his hair became increasingly thinner and greyer as he performed the technique.

P

□ Pachinko Technique

Naruto and Sasuke throw a hard object at the opponent with a lot of force to knock them out. They performed this technique using Jakō's Chakra Liquid that bound their arms together as a slingshot to launch a gold statue at Jakō.

□ Painful Sky Leg

This technique is simply a falling axe kick. Tsunade concentrates her incredible strength into her heel and strikes the enemy. The power of this attack is so great that it would cause immediate death to anyone who it hit by the attack directly. It was shown that when she strikes the ground it results in a gigantic crater that can even kill an opponent caught in its immediate strike zone.

□ Palm Heel Strike

This attack consists of a quick, precise thrust of the users' palm to an opponent's body. Like other Gentle Fist techniques, it sends chakra into the target to cause internal damage which will temporarily paralyse an opponent.

□ Paper Clone

This technique takes advantage of Konan's ability to create and manipulate paper. By infusing her chakra into paper, she can shape it into a perfect replica of herself that she can control remotely. When the clone is hit or disperses, it merely collapses back into sheets of paper. In the anime, it was shown that Konan could conceal explosive tags in the paper clones as well.

□ Paper Shuriken

A technique that consists of pouring one's chakra into a scrap of paper in a split second, hardening and sharpening it, so it can be used as a shuriken. Its sharpness is equal to that of a shuriken made of metal. The user can further increase the power of the shuriken by making it into certain shapes. Konan is seen using them combined with Nagato's Wind Release: Gale Palm, speeding up the shuriken and enabling them to pierce the body further.

Konan can fold the paper shuriken into different shapes, including the normal four-pointed star shape^[2] and a more kunai-like shape.^[3] In the manga, the latter shape does not spin like a shuriken. In the anime, the shuriken spin regardless of shape.

□ Paradise Pure Land

Tsunade punches the ground, creating tremors that launch the nearby opponent in midair. Tsunade then gathers chakra in her fist and punches the falling opponent which sends them flying up high.

□ Parasite Demon Demolition Technique

A parasitic assassination technique that Sakon and Ukon can use with their level 2 cursed seal active, and their unique kekkei genkai. With the power of chakra, he disassembles his body down to a cellular, and even to a proteinic level, and enters the enemy's flesh. This cruel jutsu gradually corrodes the inner bodily cells of those he merges with, and death ensues. Though any injuries the host body receives are also suffered by the user, leaving them susceptible to any of the host's suicide attempts.

□ Partial Multi-Size Technique

A practical application of the Multi-Size Technique which lets one expand their own body. The point of swelling a single part of the body is to use the weight to increase the power of one's physical attacks. Any bodily part may be augmented this way, but for ease of use the arms and legs tend to be chosen quite frequently. The speed of the expansion is exceedingly sudden, which makes it extremely difficult to avoid. Like the majority of the Akimichi clan's techniques, this one requires a considerable amount of chakra. Because of this one may choose to use one of the Three Coloured Pills.

□ Passing Fang

The user spins at a ferocious speed and delivers many powerful beast-like attacks when contact is made with the target. The damage it can inflict on a human target can be extremely damaging, as it can readily tear through thick tree branches and chakra reinforced earth wall; all of which with a radius thicker than the user itself.^{[2][3]}

This attack is done alone but it can be done with a partner, making it more effective.

□ Peacock Whirlwind

Utilising the Takumi Village special Soaring Short Swords, the user swings one of the blades to create a powerful whirling gust of wind.

□ Peacock Whirlwind Formation

This is a technique utilising the Takumi Village special Soaring Short Swords, to create a vortex to push away materials covering the user's body. Seimei used it to free himself of Gaara's sand.

☐ Peregrine Falcon Drop

The user grabs a falling opponent by their ankles, wraps his legs around their waist, and drives them head first into the ground, similar to the Front Lotus.

☐ Perfume Spray

Karin sprays a massive amount of pink perfume that does low to medium damage while poisoning the opponent in the process. Besides poisoning the opponent, it can also lower her enemies speed. While in Awakening Mode, it also acts as a guard breaker.

☐ Petal Diversion: Flower Fireworks

Ino runs forward to the enemy and then she disappears in a curtain of purple petals. She appears behind the enemy and concentrate chakra into a rope of petals, then she kicks the enemy and throws a kunai attached to an explosive tag at them.

☐ Plasma Ball

When in her transformed state, with the Stone of Gelel as her source of power, Ranke will create a plasma barrier around her to serve as a defence which protects her from incoming attacks, even from something as wide-ranged as the Quicksand Waterfall Flow. She can rush at her opponents even if the barrier is active, but if her electricity is drained, she cannot form the barrier and will be left vulnerable.

☐ Poison Mist

Chakra is kneaded within the body and then changed into special chemical substances which is then ejected through the mouth. When this substance comes in contact with the air outside the body, it instantly changes and is transformed into a mist of deadly poison. The poison's ability to kill is tremendous, as even just breathing in a small amount will mean the end of the target's life. As this technique combines ninjutsu, chemistry, and medical knowledge, using it requires fine chakra control and advanced ability in medical ninjutsu.

When used by Ibuse, the gas when inhaled causes the target's body to go numb in a matter of seconds. With the targets paralysed, Hanzō can attack at his leisure. This poison however, must first be generated and stored for five minutes within Ibuse's body before using this technique.[2] This poison is different from the one used by Shizune, as it does not cause instant death.

☐ Poison Mist Hell: Hundred Continuous Hell

By using his Puppet Technique, Kankurō spins Crow and Black Ant around his target. Crow launches poison gas bombs at the opponent, surrounding them with gas. Then both puppets launch a barrage of needles from their arms at the now blinded victim.

☐ Poison Moth Genjutsu

Fuen first uses poison that is thin and tiny enough to be taken in the air. Her target will inhale the poison and start to see the things that Fuen chooses, like caves, moths, or allies of the target trying to kill the target. When her target is imprisoned in her genjutsu, Fuen charges and kills her target. Sakura Haruno was able to create an antidote for the technique, allowing her to defeat Fuen.

☐ Portable Water Field

Shikamaru opens a scroll and lays it on the ground. He then performs the required hand seals and then taps his foot in the middle of the scroll, which summons a large amount of water that covers a wide area which, with the right timing, can be used against a Lightning Release technique; Shikamaru used this to channel Kakuzu's Lightning Release: False Darkness back at him.

☐ Powerful Wind Wave

After forming the necessary seals, the user simply shoots out a blade of wind from their mouth. In the anime, instead of a blade, it took the form of what more resembles a powerful gust of wind. An unnamed Konohashinobi performed this technique against Pain's Deva Path, though it was deflected by Shinra Tensei.

□ Prepared Needle Shot

Using a wrist-mounted device, the user can launch needles at their opponent. The device is usually used to surprise the enemy, as it may be concealed under long sleeves. The needles can also be dipped in a deadly poison, increasing their lethality. The user can also spit these needles out of their mouth but not as many and not nearly as precise.

□ Pressure Points of Harm and Death

Guren releases two tenketsu points so that Crystal Release: String of Glory can be used.

□ Preta Path

The Preta Path (餓鬼道, Gakidō) grants the user the ability to absorb an infinite amount of chakra in any form using the Blocking Technique Absorption Seal. This power was channelled into one of Nagato's Six Paths of Pain.

□ Prison Sand Burial

Gaara using his ability to manipulate sand, loosens the ground below his enemy and catches them in a maelstrom of sand. The swallowed enemy sinks up to two hundred meters underground, while completely unable to move a muscle. Then, the sand glued onto their limbs applies pressure on their whole body, so they can't even twitch a finger. The pressure resulting from being buried at such an extreme depth would surely kill any normal human, if not from suffocation, then from the fact that all their bones would break.

□ Projectile Stream

Sasori, while inside of his puppet Hiruko, makes the puppet spit a rapid stream of countless senbon from his mouth, in a fashion similar to a machine gun. These senbon can be poisoned for increased lethality.

□ Protection of the Eight Trigrams Sixty-Four Palms

Created by Hinata, this technique allows her to emit a constant stream of chakra from her palms, creating extremely sharp chakra blades. With her natural flexibility, Hinata can reach any point around her, allowing her to hit any target within her field of vision. While using this technique, Hinata moves extremely fast (her movements become a blur), allowing her to hit hundreds of targets with extreme precision, much like the Eight Trigrams Sixty-Four Palms. It is so precise that it can cut smaller targets (like bees) in half. Additionally, Hinata can control the size of the chakra beams in her palms, allowing her to create larger, arc-shaped chakra beams that spread out across her entire attack range. The technique was powerful enough to knock back the Giant Bee.

With the addition of Hinata's flexibility, the technique creates an "absolute defence" effect similar to that of the Eight Trigrams Palms Revolving Heaven, though the cutting nature of the chakra prevents any outside force from restricting it. In this way, the technique can be used as both an offensive and defensive manoeuvre.

□ Protective Bubble Dome

Utakata uses his Soap Bubble Ninjutsu to create a dome around himself and his comrades. This dome is shown to be strong enough to resist large explosions.

□ Protective Sphere of Light

This is a technique in which Shion's Mystic Safety Bell creates a sphere of light that protects Shion from Mōryō's darkness.

□ Protective Tag Barrier

This technique was created by the hunter-nin of Kirigakure and according to Ao, they are the only ones who know how to cancel the technique.[1] When a specific part of the user's body is targeted, this technique is automatically activated. The talismans move to cover the specific body part and form a barrier to protect it.

Ao wears these talismans as earrings as a precaution should anyone try and target the Byakugan in his right eye socket. These talismans have the kanji for a humble form of "to hear" (承, shō, uketamawa(ru)) on both sides.

□ Pudding Pudding Technique

This is a new variation formation of the Sexy Technique. Using the skills Naruto taught them, Konohamaru, Moegi, and Udon will transform into three buxom women. Konohamaru will transform into the night on the town "Custard Pudding" (カスタードプリン, Kasutādo Purin; English TV "Fashion Model"), Moegi into the beach going "Fire-roasted Pudding" (直火焼きプリン, Jikabiyaki Purin; English TV "Movie Star"), and Udon into the nurse "Milk Pudding" (牛乳プリン, Gyūnyū Purin; English TV "Tanning Salon Receptionist"). All three will then bounce their large breasts to shock and titillate their opponents into unconsciousness. Naruto felt the technique still lacked more "va va voom" ("bust-waist-hip" in the Japanese original).

□ Puppet Curse

Hiruko uses this to take control of people. It can be activated long after the technique is first applied. The appearance is a red eye with another circle in it resembling the pupil, with four lines stemming from the upper line of the eye and two big thick lines stemming from the side of the eye. This power seems to control the minds of others as it appeared on Kakashi's forehead, vanished, then took control over his body. The eyes of the person who get caught by this technique turn red while they are being controlled.

The technique works in a manner similar to controlling a puppet; using hand motions to guide the target to its destination.

□ Puppet Performance: Skillful Achievement with a Human Body

A puppet performance technique where chakra threads are attached to various spots on a person's body; the head, torso, both arms, and both legs. The person being manipulated gains the ability to not only use their own techniques, but the skills of the puppeteer as well.

The origins of this technique lie on the battlefield. When a puppet user's puppets were all destroyed, they would begin using corpses. To perform this technique with a living person would normally require both parties to cooperate with each other. However, a highly skilled user can control the target by force if the person is severely weakened or damaged rendering them unable to resist.

□ Puppet Technique

The Puppet Technique is a unique ninjutsu fighting style; this technique uses chakra threads to control puppets like marionettes. Any number of chakra threads can be used to control a puppet, but users with more skill can use fewer strings per puppet. Both Chiyo and Sasori demonstrated the ability to control entire puppets perfectly using just one thread. While most puppeteers (傀儡使い, kugutsutsukai) would normally be able to control ten puppets at most (one per finger), Sasori's self-modification allowed him to control up to one hundred puppets at a time.

This technique has few weaknesses: according to Shino Aburame's observations during his fight against Kankurō, the Puppet Technique is a long range style, meaning that the puppeteers are weak against close range fighters. Since most puppeteer use his or her hands to manipulate the puppets, if their hands are disabled, then the technique can be neutralized. And because the puppet's movements are based on the mechanisms that were installed inside, interfering with said mechanisms can stall the puppet entirely.

This was demonstrated by Shino during his fight against Kankurō, where he used his bugs to infiltrate Crow's joints, rendering the puppet immobile, and then again by Sasori, who used the Third Kazekage's Iron Sand to stall Chiyo's mechanical Chakra shields. Also, while controlling the

puppet, the user is wide open if the opponent bypasses the puppet. For this reason, puppeteers avoid hand to hand battle, relying almost exclusively on their puppets instead.

Another weakness is that a puppet's movement is dependent on the will of the user, and as such there will be a time lag between the user's commands and the puppet's response.[2]

Sasori has managed to create innovative methods that can bypass such weaknesses, such as Hiruko, which is worn like a disguise, serving as armour and defending himself from attacks, and converting himself into a puppet, he can fight at close range without worrying about leaving himself wide open for a counter attack.

In Naruto Shippūden 4: The Lost Tower, the main antagonist Mukade could use this technique. He connected the chakra strings to a large pillar, and was able to control an entire nation full of puppets. He could also use this technique to control people against their will.

Puppet Technique: Infinite Explosive Blades

Crow's four arms open and shoot a barrage of kunai with explosive tags attached, which home in on the enemy and explode on impact.

Puppet Technique: Prosthetic Arm Needles

While inside of his puppet Hiruko, Sasori fires the puppet's torpedo-shaped left arm towards the enemy. The arm rotates at high speed, launching the wooden cylinders attached to it. The cylinders then open, each one releasing a large amount of senbon, creating a quick rain of poisoned needles in all directions.

Puppet Technique: Revolving Blade Heavenly Drill

Crow sprouts blade wings and spins towards the enemy like a tornado and then slashes them; then launches into the air and explodes near the target. Crow is unharmed by this explosion.

Puppet Water Release: Dance of Mystic Rain

The puppeteer wraps the enemy with chakra strings in an effort to bind and restrict their movements, and then has the puppets spew water on the opponent. This technique was especially effective on Gaara as it prevented him from manipulating his sand which was soaked in water.

Q

Quicksand Waterfall Flow

This technique creates a massive amount of sand towards an opponent in the form of a wave, covering and "drowning" them in an ocean of sand. From the sand Gaara carries in his gourd, he grinds the rocks and minerals from underground into a large sea of sand and manipulates it like a tsunami that engulfs absolutely all things in his line of sight. This raging sea deals a lot of damage by itself, but one can further take advantage of the sand for a second and a third consecutive assault. Gaara can control the sand, allowing him to attack his opponent while they attempt to outrun the wave. This technique has the added effect of changing the landscape. It is usually followed by an area crushing technique to kill the trapped opponent.

R

Raging Thunder

By focusing much gelei energy on his sword and giving a blow with it, Temujin can create a powerful Gelei barrier before him. This jutsu was used in an attempt to negate Naruto's Rasengan. The two attacks resulted in a massive explosion that destroyed the mountain peak that Naruto and Temujin were fighting on.

Rain Blood Drops

Shura uses his umbrella to shoot senbon from the bottom of it, similar to the Senbon Shower technique. Also, while gliding in the air, he can spin the umbrella to help further disperse the senbon, shooting it at the targets underneath him.

Rain Tiger at Will Technique

A perception ninjutsu, allowing one to freely manipulate rain infused with the user's own chakra. The rain falls from rain clouds, formed with Pain's own chakra. During this technique, the falling raindrops are closely linked to Pain's senses. When the rain is obstructed by a chakra belonging to someone not of the village, the existence of the intruder can be detected. The rain will keep on falling until Pain uses the seal to cancel it. Pain made it rain every Sunday in Amegakure, or whenever he had to leave the village.

☐ Rain of Spiders

After Kidōmaru summoned Kyodaigumo, it would release an egg sac full of baby spiders roughly the size of a small dog. Kidōmaru then cut open the sac, causing the spiders to rain down on his opponent. The spiders would each spin a strand of webbing as they fell, thus encircling the opponent in webbing and immobilising them.

☐ Rapid Fire

Kusune uses Tsuru-Kame to fire massive amounts of needles.

☐ Rasengan

The Rasengan is a powerful A-rank technique invented by the Fourth Hokage, which he created by observing the Tailed Beast Ball. Minato spent three years developing the Rasengan; his plan was to take the shape transformation of one's chakra to the "highest possible point" and then combine it with his chakra's nature affinity, creating a technique that did not need the aid of time-consuming hand seals to control. He died before he could accomplish this, but on shape transformation alone, the Rasengan is still a very useful, powerful, versatile, and difficult technique to learn and master.

Usage

Naruto training to burst the water balloon.

In Part I, Jiraiya taught Naruto Uzumaki how to use the Rasengan, breaking the learning process into three steps:

- ☐ The first step was learning how to burst a water balloon by spinning the water inside in multiple directions at once using only the user's chakra, which emphasises rotation.
- ☐ The second step was for the user to burst a rubber ball, and since rubber is thicker, and air is completely different from water, it forces the user to use denser chakra to break it. This step emphasises power.
- ☐ The third and final step was to combine both step one and two by spinning chakra inside a balloon without moving the balloon itself, emphasising stability of the sphere shape. Although users generally learn how to form the Rasengan with one hand, Naruto and Konohamaru Sarutobi use one or more shadow clones to help in the creation. By having the hands of the shadow clones act as shells, Naruto and Konohamaru can complete and use the technique without using any extra time to master their chakra control.

Effects

The Rasengan does not require any hand seals to use, relying only on the chakra control of the user. Once it is complete, it becomes self-sustaining, which does not give the Rasengan a definite limit like the Chidori. The compacted nature and moving speed of the chakra allows the Rasengan to grind into whatever it comes in contact with to inflict major damage. This tends to launch the target backward after being hit or, if the target is lying on the ground or being launched to the ground, the destructive force is enough to form a crater. In an anime filler arc, Naruto was able to somehow throw the Rasengan into a wall, making it a mid-range projectile technique.[2] It has been noted a few times that the Rasengan is superior to its counterpart, the Chidori, by Jiraiya, Kakashi Hatake, and even Sasuke Uchiha after seeing the after effects of the Rasengan on a water tower.

The Rasengan was designed to use the caster's elemental affinities. Minato was unable to add his affinities to his Rasengan before he died, while Kakashi Hatake tried to add his lightning element to his Rasengan, but was unable to and explains that he created the Chidori and Lightning Cutter instead, which require a certain point of shape and nature manipulation itself. Naruto was the first to add his wind affinity to his Rasengan to create the Wind Release:

Rasengan, and even advanced it up to the point that he could create the far more powerful and destructive version, Wind Release: Rasenshuriken.

Improvement

Naruto using the Big Ball Rasengan.

While Naruto has found new ways to use this technique, he still needs clones to make his Rasengan.[3]

During his training with Jiraiya, Naruto improved the Rasengan with the Big Ball Rasengan. An anime exclusive flashback explained that the Big Ball Rasengan's invention resulted from Jiraiya's remark that it would be easier to hit an opponent with a larger Rasengan. Later, Naruto mixed his wind-natured chakra to start developing the Wind Release: Rasengan, as it was originally intended. Naruto took the Rasengan even further than his father by creating the Wind Release: Rasenshuriken, a variant of the Wind Release: Rasengan. However, this new technique not only damaged the opponent's chakra circulatory system, but also inflicted the same type of damage to Naruto's arm, making it a double-edged sword. Even so, Naruto overcame this obstacle as shown during his fight with Pain when, in Sage Mode, he threw the Rasenshuriken, preventing any damage done to his own body, and increasing its power, causing disintegration on contact.

Naruto's Sage enhanced Big Ball Rasengan.

Naruto can also wield a Rasengan in both of his hands while in Sage Mode. Sage Art: Big Ball Rasengan uses two Big Ball Rasengan, each the size of his own body, while Sage Technique: Spiralling Serial Spheres uses two regular Rasengan. Jiraiya is suggested to have been capable of doing something similar. When teaching Naruto the Rasengan, he held the Rasengan in one hand and does the water balloon exercise in his other hand. Both Jiraiya and Naruto can create even larger Rasengan, the Ultra-Big Ball Rasengan and Sage Art: Ultra-Big Ball Rasengan respectively. Naruto can even mass a large group of Ultra-Big Ball Rasengan and launch them at one target as the Sage Art: Many Ultra-Big Ball Spiralling Serial Spheres, which could even damage the Nine-Tailed Demon Fox.

Naruto is now using his chakra arms in his Nine-Tails Chakra Mode to create a new Rasengan, the Tailed Beast Rasengan, which is even more similar to the Tailed Beast Ball than the Rasengan originally was.

Nine-Tails Influence

Naruto in his one-tailed form, preparing the Rasengan.

Naruto had shown that when he was under the influence of the Nine-Tails' chakra, he could improve his use of the standard Rasengan and simultaneously make up for his shortcomings in performing the technique. The chakra shroud surrounding him in his one-tailed form served as the shell to stabilise the Rasengan's chakra, thus he did not need a clone to help as usual. Due to the influence exhibited by the Nine-Tails' chakra, this Rasengan changed from its yellow or blue colour to a purple, orange, or red colour, made stronger than its standard version.[4][5] Despite the fact that some video games give it its own name, Demon Fox Rasengan (妖狐螺旋丸, Yōko Rasengan; Literally meaning "Demon Fox Spiralling Sphere") and Vermilion Rasengan(朱い螺旋丸, Shui Rasengan; Literally meaning "Vermilion Spiralling Sphere"), it is fundamentally the same technique.

Naruto forming the Spiralling Strife Spheres while in Nine-Tails Chakra Mode.

During his training with Killer B, Naruto was informed that the Rasengan follows the same properties as the Tailed Beast Ball, in that it's a technique that compresses chakra into a ball. The main difference between the two is the rotation used to stabilise the Rasengan. Because the Tailed Beast Ball is unusable unless Naruto can completely transform into the Nine-Tails, Naruto must instead learn how to form a Rasengan by mixing a balance of black "positive" and white "negative" chakra at an 8:2 ratio. He can form the Tailed Beast Rasengan, but it isn't yet fully functional. Naruto has also created new variants of the Rasengan with chakra arms while in Nine-Tails Chakra Modesuch as the Spiralling Strife Spheres, the Spiralling Absorption Sphere, and the Planetary Rasengan. Using the chakra arms, he is also able to create a miniature version of the Rasenshuriken with just his index finger and two small chakra arms.

□ Ravaging Chakra Knives

Kagura will sink several knives attached to strings of chakra underground and shoot up from the ground under the opponent, launching them into the air. While the enemy is in the air, Kagura will release chakra strings and restrict the opponent, pulling them to her, while throwing several chakra strings with knives directly at them. She finishes the opponent off by slamming them into the ground.

□ Red Secret Technique: Machinery Triangles

Using his Scorpion puppet, Kankurō detaches its head and launches several triangular blades with explosive balls attached to them from the neck and palms of the puppet.

□ Red Secret Technique: Performance of a Hundred Puppets

To begin this technique, Sasori removes one summoning scroll from his back. He then opens his right chest compartment to emit more than a hundred chakra strings, which reach into the scroll. From the scroll, more than a hundred puppets wearing red cloaks emerge.

As even the most elite of puppeteers cannot control more than ten puppets at a time (one per finger), this technique is proof of Sasori's superiority with regard to the Puppet Technique. Also, normally a puppet's movement is dependent on the will of the user, and as such there will be a time lag between the user's commands and the puppet's response. However, since these hundred puppets are directly connected to Sasori's core, there is no time lag between Sasori's will and the puppets' movements.

Sasori claimed that he had brought down an entire country with this technique. Many of the puppets however, were destroyed during Sasori's battle with Chiyo and Sakura Haruno, although they did manage to destroy some of Chiyo's White Secret Technique: The Chikamatsu Collection of Ten Puppets. While these one hundred puppets lacked teamwork, they apparently used sheer attrition and numbers to overwhelm their opponents. Even when they decrease in numbers they do not become less dangerous as it merely allows Sasori to focus more on the remaining puppets. As with all of Sasori's puppets, all the weapons wielded are coated in his special poison, which would kill the victims after three days of painful paralysis.

□ Reverse Four Symbols Sealing Technique

This technique is a fūinjutsu that the user places across their chest, and sets it to activate upon their death. The technique releases four symbols from the user's body that then form a large, black sphere around them. Anything caught inside the sphere's area is then drawn in and sealed within the user's corpse.

□ Reverse Lotus

This technique is an advanced and more destructive version of the Front Lotus, which requires that at least three chakra gates be opened (in every instance in which it has been used, five gates are opened). Once enough gates are open, the user launches the target into the air and strikes them at inhuman speed before hitting them with one arm and one foot, sending the target crashing into the ground. This is usually fatal due to the speed and power behind the attack. Because so many chakra gates are opened at once, it can only be used once, since the user will likely be unable to stand afterwards. This is proven when Lee is left barely able to stand after using it on Gaara, and the latter's powerful defences and long-distance attacks allowed him to win the match.

□ Reverse Summoning Technique

The counterpart of the Summoning Technique, this technique allows an animal to summon humans that they have a contract with. Gamakichi used this technique to summon Naruto to Mount Myōboku to begin his training. Fukasaku has also been shown summoning Naruto's shadow clones from Mount Myōboku with the use of a scroll.

□ Revival Fist

By gathering dark chakra into both hands, the user can unleash a powerful and focused shock wave that, when it hits a person at close range, will cause tremendous internal damage.

□ Rock Armour

This technique makes earth-chakra flow through the body, absorbing the properties of stone around the user to form a skin-deep armour that is transparent and is only visible when light reflects off it. Despite encasing the user's body, the armour has no apparent affect on the user's speed or agility. The armour is shown to be able to defend from all forms of blunt-force trauma. At the same time, it enhances the user's strength for more powerful physical strikes and break free or through restraints and walls. Because this jutsu works by constantly absorbed earth properties, it requires no extra chakra after initiating it, yet still needs a sufficient amount of stone to be performed. While powerful, it is highly absorbent and too much water will eventually affect the user's mobility and reduce its defensive might. Also, if in a muddy terrain, the user's excess weight can lead to sinking under.

□ Rock Avalanche

This technique is the only lightning-based technique Raiga has displayed, that did not involve the use of his swords. Using it, Raiga can cause a rockslide by sending a wave of electric energy into a cliff. However, this is extremely location-based and needs to be done uphill of a mountain for it to work.

□ Rock Avalanche Formation

A large group of several shinobi enter a formation in which they are standing on another's shoulders, and then go towards the enemy, walling the opponent so they can't escape.

□ Rock Clone

The user creates a clone made of rock, which is made by expelling earth from their mouth. Unlike other clones, the rock clone does not disappear when attacked, but rather breaks apart.

□ Rock Hive

The user creates a bee hive made of rock. This hive houses the larva of the bees which consume chakra.

□ Roof Tile Shuriken

This technique is similar in principle to Manipulating Attack Blades, but uses spinning tiles instead of regular weapons. In addition to being able to control the tiles remotely, the user can pressurize the tiles with chakra to make them far stronger than normal.

□ Rope Escape Technique

A basic technique taught at the Academy. It allows a ninja to free themselves if they have been tied up. How this is done is unknown.

□ Rotating Ferocious Wind

This is a technique used with the Soaring Short Swords, which creates a large gust of wind. When Seimei united the swords with the other three special weapons from Takumi Village, the gust of wind transformed into a very strong whirlwind.

S

□ Sage Art: Amphibian Technique

This technique is used by Shima and Fukasaku to fuse with Jiraiya. It maximizes the sage chakra for the person they are fused to and allows them to access Sage Mode. This also allows Fukasaku and Shima to continuously gather sage chakra for Jiraiya, as he cannot do so himself while on the move, thus eliminating the weakness of exhausting all of his sage chakra in battle. Fukasaku and Shima were not able to fuse with Naruto Uzumaki because the Nine-Tailed Demon Fox rejected them.

□ Sage Art: Fire Release Stream

Shima shoots out a stream of fire from her mouth. Shima used this to collaborate with Sage Art: Wind Release Stream and Toad Oil Bullet to use collaboration jutsu: Sage Art: Goemon.

□ Sage Art: Frog Call

After focusing Senjutsu chakra to their throats, both Fukasaku and Shima croak, releasing large, loud, and immensely powerful sound waves that effectively annoy, distract, and temporarily paralyse the target completely.

□ Sage Art: Goemon

Sage Art: Goemon is a collaboration jutsu used by Jiraiya with Shima and Fukasaku. After having driven the enemy into a corner, for instance indoors or in a pit, then on Shima's command Jiraiya creates a large volume of oil, followed by Fukasaku performing a large Wind Release technique and Shima performing a large Fire Release technique. Within an instant, that area will be filled with oil burning at temperatures of thousands of degrees. The super heated oil creates an inferno of such magnitude that, within an instant, the target and the surrounding area will be reduced to cinders.

□ Sage Art: Great Ball Rasengan

This is the Sage Mode version of the Big Ball Rasengan. The regular Big Ball Rasengan requires that Naruto make one shadow clone to form the attack and then wield it. When using its Sage Mode variant however, he is able to use two clones to form the attack in both of his hands and then give the Big Ball Rasengan to the clones to wield by themselves. This technique was capable of blasting Pain's summons high into the air.

□ Sage Art: Hair Needle Barrage

This technique essentially hardens the hair on the user's head and shoots it continuously at the enemy. At the same time that Jiraiya kneads the chakra needed for Senjutsu and fires the hair needles, Fukasaku and Shima activate Jiraiya's hair roots causing the hair to grow at an accelerated rate thus making limitless rapid-fire possible. The sharpened points of the hair can turn the target's entire body into a pincushion. The sheer speed of this technique makes it the fastest attack with the widest range possible in Sage Mode to Jiraiya.

□ Sage Art: Wind Release Dust Cloud

Shima exhales a massive cloud of dust from her mouth, which is thick enough that it is capable of blocking the target's vision completely. The dust cloud is also large enough to hide a summon as large as Gamabunta.

□ Sage Art: Wind Release Stream

Fukasaku shoots out a stream of wind from his mouth. Fukasaku used this to collaborate with Sage Art: Fire Release Stream and Toad Oil Bullet to use collaboration technique: Sage Art: Goemon.

□ Sage Mode

Sage Mode is the result of using natural energy along with a ninja's normal chakra in perfect balance to drastically empower a ninja's abilities.

Usage

Main article: Senjutsu
Senjutsu (仙術; Literally meaning "Sage Techniques") refers to a specialised field of techniques that allows the user to sense and then gather the natural energy (自然エネルギー, shizen enerugi) around a person. Senjutsu practitioners can then learn to draw the energy of nature inside of them blending it with their own chakra (created from spiritual and physical energy within the shinobi), adding a new dimension of power to the sage's chakra, resulting in the creation of "senjutsu chakra" (仙術チャクラ, senjutsu chakura). This chakra cannot be seen by anyone other than those who have been trained in senjutsu.

This new chakra enables the user to enter an empowered state called Sage Mode, which can then drastically increase the strength of all ninjutsu, genjutsu, and taijutsu. A person who is able to use senjutsu is called asage (仙人, sennin). It would seem that it stems from the toads of Mount Myōboku, as only Shima, Fukasaku, Jiraiya and Naruto have been seen using it. Gamakichi and Gamabunta also seem to be familiar with it. A prerequisite to being able to use Senjutsu is that the user must have a great reservoir of chakra themselves in order to manipulate the natural energy.

Advantages

The user's physical strength, speed, stamina, reflexes, and durability dramatically increase.

The user's ninjutsu, genjutsu, and taijutsu become more powerful.

The user can harness the natural energy surrounding them, turning it into an extension of their body, which increases the reach of their attacks.

The user gains the ability to sense chakra around them.

Disadvantages

If the user draws in too much natural energy in the attempt to initiate Sage Mode, they run the risk of transforming into a toad, then into stone. If the transformation is completed, it cannot be reversed.

In order to gather enough natural energy to initiate the transformation into Sage Mode, the user must remain perfectly still. Because of that, the user can be an easy target for an opponent.

Because the user needs to move during combat, the Sage chakra cannot be replenished, which means the user can't stay within this state for extended periods of time.

The second and third weaknesses mentioned above can be bypassed through the Sage Art: Amphibian Technique, where one Sage gathers chakra for another or as in Naruto's case, shadow clones can be used for the same purpose.

After Sage Mode has ended, the user appears to experience exhaustion.

□ Sakura Blizzard Technique

Sakura throws numerous kunai attached with bags of small explosive tags and cherry blossom petals to help camouflage the tags. Sakura simply has to throw an additional kunai with an explosive tag to ignite the tags and catch the enemy in a large explosion.

□ Sakura's Healing Technique

Sakura gathers healing chakra into a white ball and moves it over injured areas.

She used this trying to heal Kakeru Tsuki. But because of Ishidate's Petrification Gauntlet, she was unable to heal the injuries or ultimately save the king.

□ Samurai Sabre Technique

Unique to Samurai, this technique employs the concept of Chakra Flow similar to the Flying Swallow and Sword of Kusanagi: Chidori Katana techniques. Through the use of chakra flow, the user channels their chakra through their swords, extending both the reach and cutting ability of the blade, while allowing the user to fire crescents of chakra whenever the blade is swung. This released chakra is capable of great destruction, as shown from how these projectiles completely penetrated a considerable stone pillar, before continuing to damage the immediate surroundings. The samurai have also shown the ability to use shape transformation during the implementation of this technique, sculpting their respective chakra blades into various rudimentary weapons that extend beyond the natural dimensions of their original swords; such as broadswords, spiked shafts and even axes. This capability allows them to rely on smaller swords while retaining greater reach, damage and the possibility of conducting surprise attacks as necessary.

This transformational quality also appears to extend to even the crescents of chakra launched from the blade, forming a diverse range of projectiles that includes giant buzzsaws and shafts of chakra, the shape of which are seemingly dependent on the structure of the previously formed weapon.

□ Sand Binding Coffin

With his ability to control sand, Gaara encases his opponents in a large amount of the special chakra-infused sand kept inside his gourd, immobilising them. It can be used to suffocate an opponent or in preparation for a deadlier technique, the Sand Waterfall Funeral. This appears to be Gaara's signature technique.

□ Sand Binding Prison

A capturing ninjutsu that is characteristic to Gaara. Using ordinary sand, a perfectly airtight space is created, in which the enemy is captured. An enormous quantity of sand completely envelops the target from every direction and captures them. The speed, hardness, and scope of the sand depend on the amount of chakra poured into it. Gaara can fine-tune the sand's properties to the target's size and characteristics. No matter if the target is on the ground or flying in the air, it is almost impossible to escape from this technique. However, even if someone successfully escapes from it, Gaara can easily use one of his offensive techniques, like the Sand Binding Coffin, to immediately attack the target.

□ Sand Body

Gaara turns his own body into sand, or simply parts of it. While in sand form, he can cross long distances by soaring as a sandstorm. In this form he is also invulnerable to attacks.

□ Sand Bullet

Gaara forms a small sphere made of sand and compresses it to increase its hardness. The sphere can strike opponents with such speed and force that it knocks them unconscious. He can also change its trajectory, to strike down multiple targets. By using this one small bullet, Gaara was able to defeat the Suna Assassin Captain along with all his subordinates.

□ Sand Clone Technique

This technique is used to create clones in the shape of himself or others^[2] using sand as a medium. The clone's form can be changed instantly into sand, and the enemy's body can be trapped. Its many applications with long-range attacks can have it act as a lure and a decoy. Due to the properties of the sand, Gaara was able to use it as a trap, hiding things such as Gold Dust inside of it.^[3] This is where it draws the line with other clones.

□ Sand Drizzle

After clotting together sand into countless small lumps, Gaara uses them to attack an enemy from every direction. Because all the sand lumps are controlled by chakra, it is possible to commence an attack without any blind spots. This technique is often used as lure in battle, distracting an opponent and leaving them vulnerable to an attack from below. In order for this to work, the enemy is first made to face upwards with the sand rain, simultaneously bringing their field of activities under the user's control. Then, a bold move is made from underfoot. To make sure the rain hits its mark, it can be combined with Sand Binding Coffin to immobilise the target.

□ Sand Lightning Needles

Sand Lightning Needles is very similar to Sand Drizzle in that Gaara launches a large amount of sand in the sky to rain down on the opponent. The sand forms needles which stick into the ground and create an electrical charge that drains or otherwise neutralizes electricity. Gaara uses this to disable Ranke's Plasma Ball.

□ Sand Pillar

Gaara wraps the lower half of his body in sand and manipulates the sand to suspend and maneuver himself in mid-air at high speeds. The sand maintains contact with the ground, thus creating a pillar-like formation.

□ Sand Sensing

A contact type (接触タイプ, Sesshoku Taipu) of sensing. By dispersing specialised sand into a targeted area, the user is able to discern the presence of bodies that comes into direct contact

with it. This sensing sand can be spread across a wide terrain, or even float in the air allowing aerial foes to be detected.[1]

□ Sand Shuriken

A technique used by Gaara in his miniature Shukaku form. He shapes the sand composing his arms into countless shuriken, and he swings them both. Taking advantage of that formidable centrifugal force, the fired blades of sand change into dangerous weapons. Gaara creates and fires an uninterrupted succession of sand rounds, tearing everything in sight to pieces.

□ Sand Sign

Gaara can give someone a small portion of his sand, which was set to assume a specific form once it is dispersed. Gaara gave Jiraiya a bit of the sand, which took the shape of a temporary cease-fire sign for the Sunagakure troops.

□ Sand Stream

Gaara gathers his sand below his opponents and makes it move away from him, creating a stream. It is used to incapacitate his opponents without harming them.

□ Sand Waterfall Funeral

After wrapping an opponent with sand with either Sand Binding Coffin or Sand Drizzle, Gaara will cause the sand to implode and crush whatever is within it. According to Gaara, when used to kill a person, the death is so quick that there isn't even time for the victim to feel any pain. The pressure also produces a sizeable fountain of blood. Gaara can control the pressure used in the attack, which allows him to either break bones or completely liquefy an opponent.

□ Sand Waterfall Imperial Funeral

This technique is a specialty of Gaara's, where he makes the land a stage for his representation. This technique is identical to Sand Waterfall Funeral in that the stream of sand crushes the enemy. But as far as scale goes, this is in a totally different league. One may be able to hold their own against a single attack, but multiple obliterations are where this technique shines. Gaara slams both hands down onto the sand, creating powerful shock waves that compress the sand. Anything buried in the sand is subsequently crushed.

□ Scattering One Thousand Crows Technique

This technique summons a flock of countless crows, dazzling the enemy. The user can freely manipulate the crows by emitting chakra from his fingertips and altering it into high frequency waves. Since the crows continuously clone themselves, the target becomes completely surrounded, obscuring their field of vision. When no longer needed, the crows will simply disappear in a puff of smoke.

□ Scorch Release: Extremely Steaming Murder

The user creates several flaming orbs that resemble small suns. These orbs rotate around the user and can be freely controlled to attack enemies. When an orb touches an opponent, it apparently evaporates all the water inside their body, leaving them in a mummified state. When this happens, steam can be seen emitting from the opponent's body.

□ Scythe Weasel

Temari uses her giant fan to create a more powerful and larger-scale version of her Great Sickle Weasel Technique. Temari releases heavy air currents that collide together to create many vacuum pockets to slash her targets.

□ Sealed Bomb Square Release

An array of explosive tags are placed around an area that can be detonated with a hand seal and should their opponent attempt to move, the tags explode. Since the target is unable to move a team-mate will then be able to attack them with no problem. The tags can be shut off by the controller.

□ Sealed Iron Wall

A seal placed on the Fire Temple's gate, in order to defend against intruders from the outside world. The two statues placed on either side of the gate form a barrier. The seal can only be canceled by pouring in the Gift of the Hermit Group, special chakra peculiar to the ninja monks of the Fire Temple.

However, as shown when Kakuzu used his Earth Release: Earth Spear to strike the gate, a powerful enough physical attack can destroy the seal.

□ Sealing Technique: Four Limbs Weighting Seal

This technique is performed by placing prayer beads around the wrists and ankles of the target and then pressing the palm against the target's chest. This increases the weight of the beads exponentially, weighing down the target's limbs. Given how it would be difficult to perform this technique in actual combat, it's primary use is seemingly for training in a style similar to Might Guy and Rock Lee. As the target of this jutsu continues to train, the prayer beads change colour from White to Blue to Green to Yellow and finally to Red. Once red, this signifies that the training is complete. It is unknown if the prayer beads are an absolute requirement for this technique, or if it can be performed with any significantly weighed article of clothing, which would greatly improve this technique's battle efficiency.

□ Sealing Technique: Illusionary Dragon Nine Consuming Seals

The Sealing Technique: Phantom Dragons Nine Consuming Seals is a technique that was used by Pain and the other members of Akatsuki to forcibly drain the spirit and chakra of the tailed beasts from their still-living jinchūriki, then to seal it in what appeared to be the Demonic Statue of the Outer Path. The technique took three full days to complete if nine of the Akatsuki members were present. Kisame Hoshigaki suggested that it "may take longer without Orochimaru". When reduced to three people, Zetsu claimed that, with so few people left to perform the technique, it would take a while.[2]

To prepare for the technique, Pain would summon the sealing statue, after which each member would then stand on one of its fingertips, corresponding to their specific ring finger. When performed, this technique caused the bit to fall out of the mouth of the statue. Each of the Akatsuki members would then concentrate, causing the kanji of their rings to appear on the nail of the finger they were standing on. Nine dragon-like effigies then poured from the statue's mouth, surrounded the captured host, and removed the tailed beast from them (the process seems to be quite agonising to the host). In the case of an unsealed tailed beast, the same thing happened to the beast itself, and still took as much time as if it were sealed. After the process was complete, the beast was sealed within the statue, and one of the statue's nine eyes opened. The host then died due to the removal of their tailed beast. The Nine-Tailed Demon Fox must be sealed last, or the statue would shatter.[3]

It seems that the rest of Akatsuki can still perform this technique even without Pain being present.[2] However, with Nagato now dead, Tobi claimed that they would need a new pawn to synchronise with the Demonic Statue of the Outer Path in order to seal the Eight-Tails and the Nine-Tailed Demon Fox.[4]

This technique is mainly used for Tobi's Eye of the Moon Plan, as well as Nagato's plan to create peace. Tobi wants to join all the tailed beasts to bring them back to their original form and make the Ten-Tails. He would then become its jinchūriki and cast a shadow of the Sharingan on the moon, which he calls the Infinite Tsukuyomi, that shall put the entire world in an eternal trance and come under Tobi's control. Nagato's plan was to use the tailed beasts to create a technique that would cause massive devastation, able to destroy countries themselves. An era of peace would commence, as countries would be too afraid to use this power again and cause more war and suffering. The technique would be used again once the pain wore off, creating small eras of peace in an eternal cycle of hatred.

□ Sealing Technique: Lion Closing Roar

This sealing technique completely blocks the target's chakra with a sealing formula (封印式, fūin-shiki) drawn on the ground or a wall. This is done by closing all the tenketsu of the person caught

in the middle. Signifying this is the stylised kanji for "close," or "shut" (閉, hei) drawn in the middle of the sealing formula.

To successfully seal the target, one has to get them exactly inside the sealing formula. This requires great accuracy and is very difficult. Various methods can be used to make this easier. For instance, one can prepare a puppet or a ninja tool like the Lion-Headed Kannon with this sealing formula.

□ Secret Anesthesia

This technique requires Yomi's chakra snakes to be performed. The snake bites a target, temporarily paralysing it.

□ Secret Technique Stone Needles

This technique makes use of the users chakra as a paralysing agent. The user throws kunai with strings attached at the opponent. Once the enemy is hit, chakra is run through the string to paralyse the opponent, which will serve to either incapacitate the enemy or allow the user to attack.[1] However, against those who can absorb chakra, this technique could backfire as the target may simply steal chakra from the user, while exhibiting immunity to the paralysis, as Kisame demonstrated.

□ Secret Technique: Insect Bog

Shino sends his insects to encase the opponent; the insects then lift the opponent into the air, and crush them.

□ Secret Technique: Insect Cocoon

This unique technique allows the user to accelerate the speed of their insects' development. As the user's body is already a hive of sorts for the insects, the user will encase themselves in an actual cocoon to further aid the insects. This is an extremely useful move for Aburame clan members, since their attacks mainly focus on the usage of bugs. However, using this in the midst of a battle can be potentially dangerous as it leaves the user static and vulnerable.

□ Secret Technique: Insect Gathering

By simply touching a surface with their palm and fingers, the user releases a small web of chakra that draws bugs to that location. Since Aburame can communicate with insects, it can be useful to gain information by gathering local insects.

□ Secret Technique: Insect Root

By simply touching a surface with their palm and fingers, the user releases a small web of chakra that draws bugs to that location. Since Aburame can communicate with insects, it can be useful to gain information by gathering local insects.

□ Secret Technique: Insect Sphere

This technique covers the enemy's entire body with thekikaichū living inside the Aburame clan member's body. The chakra sensing Kikaichū spread over a wide range. The moment they locate the enemy, the insects, following the user's orders, gather at once. The insects completely surround the target, making a globe. They restrain the enemy and start eating away at their chakra bit by bit. Before long, death will arrive. Even if the target manages to escape, the insects will immediately follow them.

□ Secret Technique: Mist Rain

A technique known by a Kirigakure hunter-nin, the user makes rain which eats up any chakra when it comes in contact with that is not of the same signature as the original user, such as Utakata's Soap Bubble Ninjutsu and Naruto's Rasengan.

□ Secret Technique: Muting Technique

This technique when used causes the opponent to become mute until the technique is dispelled. The user will form the specific technique seal and then apparently as part of the ritual required for

the technique, ask the target a question. If the opponent answers, the technique is then immediately invoked causing the person to lose the use of their voice.

□ Senbon Shower

After throwing a special umbrella that has been equipped with springs into the air, it will release a hailing "shower" of senbon. It cannot be dodged by moving away since the needles cover a wide area in all directions, controlled by chakra. Although the needles were said to be able to pierce a five millimetre thick steel sheet, they can still be blocked by a powerful enough shield. They can also be dipped in poison to increase lethality.

□ Sensing System Technique

This is a detection type barrier that can be used to surround an area and allows the users to monitor a certain area. The barrier can also be moved according to the requirements of the user. This technique was first shown being used by the Konoha Barrier Team. It surrounds all of Konohagakure and is used to detect anyone entering and leaving the village even from the sky or below the earth. The dome has a pattern on it similar to the crest of the Barrier Team. The barrier is essentially a dome covering the village, although it probably continues underground to form a sphere. The circles on the barrier hold the kanji for boundary (界), the second kanji in the word "barrier" (結界, kekkai).

The barrier is connected to the sphere in the barrier division's quarters which enables the detection division to pinpoint where the person entered from as well as maintain the barrier. It was noted that when someone enters through the barrier, the sphere ripples at the point of entry.[1] This barrier is seemingly made from water as seen both when Konoha's Barrier Team used it, there was a stream of water which ran into a pool underneath it,[2] as well as when Inoichi and Ao were creating it.[3]

It was later used by the Sensor Division of the Allied Shinobi Forces to monitor the battle from the headquarters and pass information on to the Intelligence Division.

□ Seven Swords Dance

Killer B goes into a pose with his seven Supervibrato Lightning Release Swords. He holds a blade at both his elbow joints, one at his left armpit, one in his mouth, one in his right neck joint, one between his stomach and one at his right leg. As strange as it seems, Killer B is very skilled with these blades, and spins in a manner similar to a buzz saw, leaving no opening for even a skilled Sharingan user like Sasuke Uchiha and a highly trained swordsman like Suigetsu Hōzuki. The swords can be charged with lightning chakra to greatly increase their cutting power through high-frequency vibrations.

□ Severe Stinging Slap

Karin charges and slaps her opponent with an explosive tag. The force of the slap knocks the opponent across the field, and the explosive tag detonates after the opponent hits the ground.

□ Sexy Technique

The Sexy Technique is simply a Transformation Technique used to transform the user into a beautiful, nude woman in a very seductive posture with either mists of smoke covering her chest and groin, or in a bathing suit. Naruto uses it to distract or win over men, sometimes leading to an exaggerated nosebleed by the victim, though some men have been able to resist it such as Killer B.[2].

Since his return in Part II, Naruto has bragged that he has a new-and-improved upgrade for this technique, but he was punched by Sakura into the distance. In the omake chapter in the second Naruto Fanbook, Naruto performs the upgrade in front of Jiraiya taking place during the time-skip.

□ Sexy: Boy on Boy Technique

A technique that implements the Sexy: Girl on Girl Technique. A forbidden technique that confuses and excites women by changing into two naked men. Unlike when changing into girls, other things are vital besides proportions, like the selection and combination of the men one

transforms into and how they pose. By being well acquainted with the person the technique is targeted to and adjusting the transformation accordingly, one can deliver an even greater impact.

□ Sexy: Girl on Girl Technique

Naruto's Harem Technique, as arranged by Konohamaru. It is consecutively using the Shadow Clone Technique and Transformation Technique, but by having the user himself and the shadow clone change into different people on the moment of transformation. Because several different seducing girls appear, the chances of meeting the preferences of the target are upped significantly. Konohamaru has invented an alternative form of the technique to work on females, Sexy: Boy on Boy Technique.

□ Shadow Arms

The Zero-Tails can create a multitude of arms from its body that chase after the opponent. The arms can also absorb chakra from the opponent. When used by Shinnō, he could also form a wall to shield himself with these arms, enough to block Naruto's Tornado Rasengan.

□ Shadow Bomb Vines

Shikamaru throws countless explosive tags into the air and then performs Shadow Sewing Technique, making each shadow tendril hold a tag. Then he sends these tendrils toward the enemy and they tie the enemy to a rock where the tags detonate.

□ Shadow Clone Technique

Similar to the Clone Technique, this technique creates clones of the user. However, these clones are actual copies, not illusions. The user's chakra is evenly distributed among every clone, giving each clone an equal fraction of the user's overall power. The clones are capable of performing techniques on their own and can even bleed, but will usually disperse after one or two solid blows. They can also disperse on their own. The clones will be created in roughly the same condition as the original.

Shadow clones can't be distinguished from the actual person even by the Byakugan because the clones have the exact same amount of chakra and aren't made from any other substance.

A characteristic that is unique to the Shadow Clone Technique is that any experience the clones gain during their existence is transferred to the user once they are dispersed. This makes the technique ideal for spying, since the user can simply send a clone to spy on a target, then have the clone disperse itself without returning to pass the information back to the user.

It's also useful for training purposes, since the total amount of experience the user gains is multiplied by the total number of clones being used to train. For example, if a user creates one shadow clone and trains together with this clone for one hour, then dispels the clone, the user gains two hours of training in one hour by adding the hours of clone and the user together. This particular feature is not revealed until Part II by Kakashi Hatake. When done with several hundred, like Naruto does, training that could take weeks or months can be completed in a few hours.

While the technique can be extremely beneficial, attempting to use multiple clones for training purposes can be mentally harmful to the user, as not only is all the experience collected by the user, but so is all the mental stress from training each clone.

Naruto also uses shadow clones in order to counter the limit of Sage Mode, the need to stay still on a battlefield to gather more senjutsu chakra, as well as the inability of the Two Great Sage Toads to merge with him due to the presence of the Nine-Tailed Demon Fox inside him.[2] By infusing his shadow clones with senjutsu chakra and leaving them at Mount Myōboku, Naruto can recall them to him on the battlefield and dispel the technique causing the chakra they have stored up to return to the original body.[3]

Because of the manner in which the clones are created, the user must divide their chakra among the clones, potentially using up all their chakra fairly quickly if the user is low on chakra or makes too many clones. This is especially problematic when the forbidden form of the technique, Multiple Shadow Clone Technique, is used; whereas the normal version will only create a few clones, the Multiple Shadow Clone Technique can create hundreds. Naruto is able to use this technique to the extremes that he does because of the Nine-Tailed Demon Fox sealed within him, which gives him an abnormally high chakra level. Even without the Nine-Tails' chakra, Naruto can

make quite a few clones, but nowhere near on the level he can when he has access to the Nine-Tails' chakra. The clones, however, are apparently more susceptible to the Nine-Tails' influence and can begin to transform unexpectedly. It should also be noted that while Naruto in his two-tails form in his fight with Deidara, the other clones seemed to be choking and dying as if the Nine-Tails' chakra was killing them. If Naruto creates any clones while in his Nine-Tails Chakra Mode, the Nine-Tails could absorb a portion of his chakra per clone, making it very easy for Naruto to die.

□ Shadow Demon Stripe Technique

Shikamaru throws flash bombs behind him, to not only blind his foes but also to extend the range of his shadow indefinitely. Once those preparations are complete, Shikamaru can put any parts of his body in front of the light and it will appear as an enormous shadow. Once his shadow is ready, he can constrict any enemies easily just by closing his hand.

□ Shadow Endgame Technique

This is a ninjutsu using materialised shadows, but compared to the Shadow Sewing Technique from the same line, this technique places emphasis on the minute control of the shadow's movements. It is accurate enough to even make the tentacles go through tiny holes. Basically, this technique takes the user's own shadow and transforms and stretches it into countless thin tentacles, which are then used to grab objects and pull them in. Also, one can also skilfully make use of the tentacle-shaped shadow tendrils by using them to lift up and throw weapons like kunai and such. This technique has many possible applications and uses. There are no hand seals used for this technique, but the hand movements resemble that of Gaara's Sand Binding Coffin.

□ Shadow Imitation Shuriken Technique

Shikamaru invented this technique while teaching himself to use Asuma Sarutobi's trench knives. By infusing the blades with his own chakra beforehand, they are given the effect of his shadow techniques. By using these weapons to pierce the enemies' shadows, they are paralysed in place. To pierce the shadow, it is necessary to avoid the target just barely — Shikamaru added fake explosive tags when he used them against Kakuzu and Hidan to help with that. Since it is more difficult for the enemy to notice it, this ninjutsu compensates for the weak point of the similar Shadow Imitation Technique, being its limited effective range. It is unknown for how long this jutsu can keep its targets paralysed, however it can be disrupted simply by the removal of the blade or by the disappearance of the opponent's shadow.

□ Shadow Imitation Technique

The Shadow Imitation Technique allows the user to extend their shadow on any surface (even water)[2] and as far as they want as long as there is a sufficient area. Once it comes into contact with a target's shadow, the two merge and the target is forced to imitate the user's movements. Therefore, the two can throw shuriken at each other at the same time if the user desires that (of course, to prevent hurting themselves, the user just has to have the shuriken holster in a place where you don't normally have it, like the back, so that the opponent draws nothing when the user draws a shuriken). If the target is out of range, the user can produce a better light source to increase their shadow's size or rely on pre-existing shadows for their shadow to freely travel through.[3] It's also possible to split one's shadow, either to trap more opponents at once, or to create a distraction. The shadow can also be attached to people without binding them, letting the "victim" move freely. Doing that has the purpose that the person, the shadow was attached to, makes contact with a third person, to bind the latter one with the shadow.[4]

The major downside of the Shadow Imitation is that it is tiring to use repeatedly; Hidan notes that the ability is subject to some form of diminishing return and decreases in potency after repeated use (Shikamaru can only maintain it for 5 minutes per use). If the user is low on chakra, the performance rate of the technique also deteriorates. Insufficient lighting will make the technique less effective. A particularly strong opponent can also resist the shadow's forced imitation.

□ Shadow Membrane Technique

Shikamaru releases several smoke bombs that engulf the enemy in smoke. Shikamaru then wraps his shadow around the enemy before constricting it to a small egg-like size that he forces to implode.

□ Shadow Mirror Body Changing Method

A technique passed down in the Land of Demons, it was used by Taruho to alter his appearance into that of Shion. When activated, ribbons of light extend out from various places on the user's body, covering them completely as they form into the user's targeted appearance, including the clothes. However, the user's voice does not change.

Unlike a regular Transformation Technique, this transformation is permanent, with no way for the user to return to their original form, although in theory, the user can simply use the technique once more to change their appearance to their original form.

□ Shadow Neck Bind Technique

A technique developed from the Nara clan's hidden Shadow Imitation Technique with combat in mind. It is possible to inflict direct damage to the enemy by transforming and moving shadows endowed with physical power.

It is possible to attack body parts like fingers and such by turning the shadow slender and to bind the opponent's body in order to restrain them. It was given its name because, above all else, strangulation is the most efficient method. The smaller the distance to the target, the greater the power of the shadow. This technique cannot be used for an extended period of time, as it weakens with each passing minute.

□ Shadow Rope Technique

The Magaki Group wraps the opponent around with black rope.

□ Shadow Senbon

This technique seems to be a variation of the Shadow Shuriken Technique, replacing shuriken with senbon. The user throws at the same time senbon with bells attached, and senbon without bells. The intention is that the opponent will only react to the sound of the bells and won't notice the silent senbons, getting easily hit. However, if the opponent recognises the trick, this technique is very easy to evade, as they simply have to focus on all the thrown senbon.

Kin Tsuchi makes a more advanced use of this technique by attaching strings to the thrown bells and ringing them from unexpected positions, distracting her opponent long enough for her to attack.

□ Shadow Sewing Technique

A ninjutsu from among the Nara clan's secret techniques that uses materialised shadows to attack and bind, instead of merely immobilising and controlling like the Shadow Imitation Technique. The user changes the shape of their shadow into several sharp needles and controls each separately. They can then attack several targets simultaneously and at the same time snatch away their ability to move by sewing them stuck with the shadow threads. Because it is a physical attack, it is impossible to capture someone without harming them, but on the other hand, since the speed of invocation and the time of duration are excellent, it can be used when urgent restraint is required.

This technique is usually used to go through the target and capture them, but depending on the opponent, it can also be used as an attack to bring them down. This special characteristic finds its greatest effect when used as logistical support. After this technique hits someone, it can then be directly transformed back into the Shadow Imitation Technique.

□ Shadow Shuriken Technique

It's a simple technique where two shuriken, like the Fūma Shuriken, are piled one onto another and thrown simultaneously. However, depending on the way it's used, it can prove its absolute efficiency. The trick is to somehow draw the enemy's attention towards the upper shuriken. Then, to deal with the path of the lower shuriken. If the enemy notices both shuriken, the technique ends up losing all of its efficiency.

□ Shadow of the Dancing Leaf

A technique where one follows the opponent, closely matching his or her body's movement, just like a leaf that dances in the air is followed by its shadow. The technique is usually preceded by a swift upper kick that will launch the target into the air. It is mainly used to position an opponent into a vulnerable aerial position. This move by itself is harmless, but it is usable as a stepping stone for a great many powerful techniques like Front Lotus and the Lion Combo. That said, it also has a rather high degree of difficulty.

□ Shapeshifting Technique

This technique allows Pain to allocate a portion of an individual's chakra and transfers it into a living human sacrifice, allowing the original to fight via an elaborate "copy". The appearance of the person on whom the Shapeshifting Technique is performed is completely identical to the original person. The technique will imitate any weapons, tools orkekkei genkai held by the original person, allowing the copy to fight with them. The power of the copy is in proportion to the volume of allocated chakra, which is decided by Pain. The original's techniques are also available, but once the allocated chakra is depleted, the technique is cancelled and the copy dies. Afterwards the copy's appearance will revert back to the original appearance of the sacrifice. As it even uses up the sacrifices chakra, this is an incredibly brutal technique.

While the appearance of the copy during the Shapeshifting Technique is completely perfect, it is possible for someone who has experience fighting with the original person to detect something is amiss. Exactly what is amiss is usually not realised until the copy has been defeated.

□ Shield of Sand

A technique that is unique to Gaara. Whenever Gaara is about to be harmed, a shield of sand will automatically surround and protect him. The sand will react regardless of Gaara's will, even protecting him from self-inflicted injuries. This was first believed to be enacted by Shukaku's desire to survive, although it was later revealed that Gaara's mother, Karura, had her love and will seeped into it.

In Part I, the shield was formidable in both speed and strength- capable of withstanding considerably strong attacks and blocking fast projectiles. However, it could be defeated with extreme speeds and a great amount of brute force, as was the case with Rock Lee's Reverse Lotus. Later, in Part II, Gaara's sand shield became so fast that even Amaterasu failed to breach it,[2] and his sand shield became so strong that even the extreme force of A's Guillotine Drop failed to crush through it. The Shield of Sand and the Armour of Sand together were known as Gaara's "Absolute Defence" (絶対防衛, Zettai Bōgyō), well known and praised by even Naruto, who had just witnessed the Third Raikage's defences.

Gaara completely surrounds himself in the Shield of Sand.

Gaara can completely surround himself in the shield to further increase his defensive capabilities.[3] He then uses the Third Eye to watch his opponents' movements and control sand as necessary to battle them. In addition to being extremely dense, this sand-sphere can form spikes from its surface to spear any would-be attacker. This formation can be used in mid-air. In Part I, Gaara can use this technique to shield himself from his opponent long enough to perform his transformation into Shukaku, though with sufficient force, this defence can be breached.

□ Shining Ostrich Kick

Condor, while in the air, slams the opponent down with a powerful kick.

□ Shinra Tensei

Shinra Tensei is the ability to manipulate repulsive force (斥力, sekiryoku) at the user's will to push matter away. Depending on the amount of force the user puts in this technique, it can easily shatter wood, bones, metal, or stone walls. By using this technique as a defensive measure, all attacks directed to the user will be deflected, no matter the size, power or mass. It can also be used to repel flames caught on the user's body.[1] The only downside to this technique is that there is a short period when it is unusable after being used. The minimal time period is about five

seconds, but it varies depending on the amount of power put into the attack. Nagato mostly used this with the Deva Path.

Shinra Tensei can be used on a larger scale for massive destruction. Before it can be used however, Nagato must break his connection with all but the Deva Path (presumably to channel all available chakra through it). A massive amount of repulsive force is placed above the target, crushing everything beneath in a massive explosion. Using Shinra Tensei on this scale shortens Nagato's lifespan and leaves him unable to use it for several minutes. Konan also noted that large-scale use of Shinra Tensei slows down the recovery rate of the Six Paths of Pain.

This technique can be countered to some degree if faced with an equal and opposing force as seen when Naruto in his six-tailed form opposed the Deva Path.[2] or if the person to whom the attack is directed can barricade themselves as seen when Naruto used the Multiple Shadow Clone Technique to withstand the force somewhat.[3] It may also be possible to withstand the technique by focusing chakra to the feet.

□ Shock Wave Blossom

Sakura uses her super strength to punch the ground and make it shake, knocking down all the enemies around her

□ Shrine Seal

This seal is in the Land of Swamps, and contains the body of the evil spirit Mōryō.

The technique is composed of several stages. The first three seals will light the seal up, allow the user to levitate, and create a barrier. The barrier will repel things from the outside, although Mōryō managed to enter at the cost of the life of his host, Yomi. Also, the spheres inside the circle will begin to revolve around the circle.

The next nine seals will cause the gate-like seal leading to Mōryō's body to rise above the ground. This gate seems to be laid on its back.

The final six seals will release the seal on Mōryō's body, and it becomes accessible (to Mōryō). After reclaiming his body, Mōryō managed to break the barrier around the seal, as he mentions Yomi did not have the ability to do so.

The true effect of the sealing is that the user and the target being sealed will merge into one being. So that neither parties can utilize their abilities, the two minds are combined into one. Then one must absorb the other (which is decided by their chakra), as Mōryō did with Miroku (this gave to the rise of Mōryō in the first place, who was born from the darkness inside the hearts of people), and neither the user nor target can leave the shrine until this happens. Mōryō could not do the same with Shion due to the bell which contained the stone where Miroku sealed all of her powers into.

Shion, however, knew nothing about this, instead believing the sealing technique will simply seal the demon away

□ Shrine Seal: Release

After performing the hand seals (or rather, chant them out loud like an incantation), the user releases a dark shock wave that destroys the talismans on the Shrine Seal, and shatters the stone door, releasing Mōryō's entrapped soul. This may be a variation of the Shrine Seal, or even the counterpart, as it contains a portion of the hand seals that the sealing technique does.

□ Shrinking Technique

Gamatatsu and Gamakichi can use this technique to shrink to the size they were in Part I. This can be used for a number of useful things such as sneaking and being carried if too tired to go somewhere on their own. Nekomata can also perform this technique.

□ Shuriken Shadow Clone Technique

The user creates a thousand shadow clones from one shuriken, striking down the enemy. This is a technique that combines ninja tools with ninjutsu. Compared to normal shadow clones, clones of material objects are said to be on a far higher level. There is no need for preparations beforehand, like stocking up on shuriken, yet since the shadow clones are real and not illusions,

all the shadow blades that fly around are equally lethal. Because the clones form in just an instant, completely evading them is next to impossible.

□ Sickle Weasel Technique

This bold move is Temari's speciality. By freely manipulating the gale brought forth by her Giant Folding Fan, the many air currents collide and create vacuum pockets. The person enveloped by this gale is assaulted by countless invisible blades, carving up their body. Also, the strong wind power will blow away all incoming projectile weapons and will even make the opponent unable to stay on their feet.

Temari has also shown the ability to manipulate the form of the gale, creating a tornado to envelop and lift her opponent, while also cutting them several times. In Part II, she is skilled and accurate enough to cut away the armour of a samurai without injuring the wearer.[2]

□ Silent Killing

As the name suggests, this technique is simply a very quiet method of killing an opponent, usually from behind with a blade. Additionally, because the user is very silent, it cannot be defended against. The user will often slit their opponent's throat, preventing any cry that might give them away. The Seven Ninja Swordsmen of the Mist are said to be masters of this technique, and were even good enough to track and kill opponents through sound alone.

The Hiding in Mist Technique was used by Zabuza in conjunction with this technique.

□ Six Paths of Pain

The Six Paths of Pain is a technique used by Nagato, and served as his representation in Akatsuki. It allowed Nagato to control six separate bodies as though they were his own. Each of these bodies were reanimated corpses which were both kept mobile by, and made use of, Nagato's chakra. While controlling them, Nagato used the alias "Pain", yet still regarded them as separate from himself.[1] All the six Paths were eventually destroyed by Naruto Uzumaki during the Invasion of Pain. Tobi would later create his own Six Paths of Pain during the Fourth Shinobi World War.[2]

Use Edit

Nagato transmitting his chakra to the Six Paths of Pain.

Nagato had several large chakra receivers protruding from his back to transmit chakra to the corpses. From there, his chakra was picked up by the numerous body piercings that each body possessed, which acted as chakra receivers. However, to control them, Nagato had to be ideally at the highest and closest point possible so that he could have the best range possible. Inoichi Yamanaka compared the ability to the Yamanaka clan's unique Mind Body Switch Technique, albeit on a greater scale.

□ Sky Sand Protective Wall

This air defence technique creates a giant shield of sand that is suspended in mid-air by raising a great amount of sand from the ground. By gathering the best possible mineral-rich sand, the hardness of the shield is considered to be very high. Furthermore, the sand has its defensive strength raised by flowing chakra through it. It was strong enough to protect Sunagakure from Deidara's C3.

□ Slashing Bandages

Hiruko can unwrap the bandages of his arms and use them as tendrils for long range attacks. The bandages are made so strong they can easily slice through rock.

□ Slithering Snake Mode

Orochimaru turns the lower half of his body into a snake's tail, which greatly increases his speed and agility.[1] An alternative version is Orochimaru shedding his skin, revealing a new body that already has a snake's tail.[2]

□ Slug Great Division

This is a technique that makes Katsuyu impossible to capture. Because she has a boneless body, she has the ability to divide her whole body or to reunite it at will. All blunt physical attacks are nullified before this technique. No matter how violent the strike, it won't amount to more than a fruitless attempt. Any enemy who attacks her will only exhaust themselves. Katsuyu can also divide herself for other various purposes such as channelling Tsunade's chakra into shinobi with one of the slugs on them to heal injuries.

□ Sly Mind Affect Technique

This technique causes the enemy to walk around in circles for hours by making it seem as if they're walking straight to their desired destination. The enemy eventually becomes exhausted after travelling the same path over and over.

□ Smack of Love

The user (normally a toad) stretches its tongue out with an incredible speed and force, delivering a powerful blow to the opponent.

□ Smoke Clone

This technique creates a clone made out of smoke. When it is hit, it turns into smoke similar to the smokescreen the user creates. The smoke clone is mostly used as a diversion tactic like other clone techniques.

□ Smoke Dragon

By unleashing a continuous stream of smoke from his wrist launcher, Kihō can use his chakra to shape the smoke into the form of a dragon linked to his wrist launcher. This gives him the advantage of short range attacks, and because the dragon is completely composed of smoke, physical attacks are useless against it. He can form several Smoke Dragons at once. Its primary battle ability is to envelop and suffocate the target. However, as smoke is dissolved when it comes into contact with water, this technique is weak against water-based attacks.

□ Snake Authority Spell

The user summons two big snakes which crawl out from one's sleeves, and coil around the enemy capturing them. This is a great technique for capturing someone alive, or for inflicting damage by constriction, and if the situation calls for it, the snakes can bite the victim with their poison fangs. With the summons specified beforehand, the procedure can be shortened by using blood on a summoning "contract seal" (結印, ketsuin), making it possible to use the technique immediately. The further addition of the user's killing intent can weaken their target's resolve. Snakes summoned by this technique are on a whole other level in terms of intelligence and strength, compared to normal summons. It is said that even shinobi with great skill are unable to escape from this restraint.

□ Soap Bubble Ninjutsu

Utakata uses Soap Bubble Ninjutsu from the Bubble-line (バブル系, Baburu-kei) of Water Release ninjutsu. He uses a special pipe to create his highly versatile bubbles. In the manga, it was shown that this line of ninjutsu allows Utakata to create bubbles with an explosive composition that he can manipulate to attack the enemy. These bubbles can either burst on their own or upon Utakata's command.[2] In the anime, where this technique is expanded on, it is shown to be extremely versatile: Utakata can float inside his bubbles for transport, as well as use them offensively by trapping his enemies in them and filling the bubbles with water to drown them. These bubbles can also be filled with different materials, such as blinding powder, smoke, acid or sticky slime.

□ Soap Bubble Slime

Utakata blows bubbles at an opponent which when popped will release a sticky slime, delaying or trapping an opponent.

□ Soft Physique Modification

Originally developed for spying activities, this technique can be done after some surgery and actual body modification. The user dislocates their joints then controls their softened body with chakra, allowing them to stretch and twist any part of their body at any angle, elongating and even coiling around their opponent. This can also be used to make the user's body more malleable and snakelike. Orochimaru's version allows him to stretch any of his body parts well beyond their normal length and allows him to move in the manner of a snake.

□ Soul Detachment Technique

With the aid of a tag, the user creates a seal which affects a certain area around it removing the soul of the opponents from their bodies. The souls are then sealed within the tag. If someone comes in contact with the tag or removes it from its place, the souls will be released. The souls appear as ghosts near the one who touched the tag, and are only visible and audible to that person. The souls have no initial memory of their past life however.

□ Soul Removal

By placing their hand on a target's body this technique allows the user to learn everything that the target knows. Once this is done, the target's soul is ripped from their body, killing them. Because this technique must end with the target's death, it is not suited to use on hostages who have value. Nagato used this technique primarily through the Human Path.

□ Sound Four's Cursed Seals

Each member of the Sound Four uses a Cursed Seal. Their seals, however, are not as powerful as the Heaven and Earthseals, although they have similar end results. Like all Cursed Seals, each of them forcefully draws chakra and grants a unique transformation and attribute boost. However, Sakon comments that after using their Cursed Seal level Two and coming out of it, they lose a lot of energy.

□ Space–Time Barrier

Using his Flying Thunder God Kunai, Minato can form a barrier that will teleport away incoming attacks directed at it. He can divert away attacks as large and powerful as a Tailed Beast Ball from the Nine-Tailed Demon Fox. Once the attack is warped away, Minato has to direct it to another location.

□ Space–Time Migration

Tobi's Space–Time Migration^[1] technique, which is originated in his right eye, allows him to teleport himself or anything he touches to another location or a pocket dimension; the latter of which is implied to be inescapable.

Teleportation Edit

When observed, it was noted that Tobi's chakra would become untraceable when he phases into objects, and also when he teleports to avoid any damage from the opponent. According to Tobi, he can locate anyone and teleport to them, as he found the group Taka as they were travelling to Konohagakure, as well as Minato Namikaze, who himself had teleported away from Tobi.^[2]^[3] Kakashi Hatake likens this technique's characteristics to Minato's Flying Thunder God Technique as it is also a time and space manipulation technique, but notes that Tobi's version seems to be much more versatile. During his fight with Tobi, Minato himself noted on how the technique was better than his own. The ability can be used without predefined locations or hand seals.

Tobi's pocket dimension.

Similar to Kakashi's Mangekyō Sharingan technique Kamui, Tobi is also capable of teleporting other people to a separate dimension, which resembles his "self-teleportation", in that the same swirling patterning, centred upon his right eye is present. However, instead of teleporting the targeted component, this technique's effect acts as an attractive force, both visibly drawing the target inwards and distorting their form until they disappear. Unlike Kamui, this technique requires Tobi to make physical contact with his opponents, leaving him vulnerable as he cannot be intangible when doing so.^[4] When displayed, the separate dimension appears to be largely composed of a random arrangement of various rectangular prisms.^[5]

Intangibility Edit

Tobi in an intangible state.

It was originally assumed that technique can also be used to transport only parts of Tobi's body elsewhere, leaving him visible to opponents but intangible to attack and physical harm. This opinion however, was shown to be incorrect, as Tobi instead becomes intangible to allow attacks to pass through him.

The primary weakness of this technique as revealed by Konan, is that Tobi can only remain intangible for approximately five minutes at a time and must be tangible in order to transport himself.[6] She also noted that he takes longer to transport himself than he does for other objects. He also seemingly has the ability to make whatever he's touching at the time, intangible as well.[7] Though unable to establish physical contact, Tobi can use chakra chains while intangible.[8]

□ Sphere of Sand

A technique that is unique to Gaara. Whenever Gaara is about to be harmed, a shield of sand will automatically surround and protect him. The sand will react regardless of Gaara's will, even protecting him from self-inflicted injuries. This was first believed to be enacted by Shukaku's desire to survive, although it was later revealed that Gaara's mother, Karura, had her love and will seeped into it.

In Part I, the shield was formidable in both speed and strength- capable of withstanding considerably strong attacks and blocking fast projectiles. However, it could be defeated with extreme speeds and a great amount of brute force, as was the case with Rock Lee's Reverse Lotus. Later, in Part II, Gaara's sand shield became so fast that even Amaterasu failed to breach it,[2] and his sand shield became so strong that even the extreme force of A's Guillotine Drop failed to crush through it. The Shield of Sand and the Armour of Sand together were known as Gaara's "Absolute Defence" (絶対防御, Zettai Bōgyo), well known and praised by even Naruto, who had just witnessed the Third Raikage's defences.

Gaara completely surrounds himself in the Shield of Sand.

Gaara can completely surround himself in the shield to further increase his defensive capabilities.[3] He then uses the Third Eye to watch his opponents' movements and control sand as necessary to battle them. In addition to being extremely dense, this sand-sphere can form spikes from its surface to spear any would-be attacker. This formation can be used in mid-air. In Part I, Gaara can use this technique to shield himself from his opponent long enough to perform his transformation into Shukaku, though with sufficient force, this defence can be breached.

□ Spider Bind

After gathering his spider webbing into his mouth, Kidōmaru spits it out into a wide web pattern. This web can envelop his foes and tie them down to a nearby surface. Chakra is flowing through the web, so its difficult to escape from it.

□ Spider Cocoon

This technique makes a cocoon of web around the opponent, immobilising him and leaving him open for other jutsu. The stickiness comes from Kidōmaru mixing his chakra with his body fluid. The technique is so refined, that even after having left his body, his chakra will still continue to flow through the thread to hold his opponent in place.

□ Spider Sticking Spit

Suggested by the name, Kidōmaru emits a sticky stream of spider web from his mouth, Kidōmaru will grab onto a nearby opponent, allowing him to swing them.

□ Spider Sticky Gold

Kidōmaru used this technique to harden the golden metal that releases like sweat. The weapons created from this process form the core of his style of fighting. This metal hardens like steel upon contact with air, so by chewing it in his mouth and changing its shape Kidōmaru can create weapons appropriate to each battle. Because it instantly hardens, direct attacks from a distance are possible.

□ Spider War Bow: Terrible Split

A destructive archery technique that is the perfect one hit kill. Usable when in his level two cursed seal form, Kidōmaru expels Spider Sticky Gold from his mouth and gathers it to form a large war bow. By using his eight "legs", Kidōmaru can boost the tension in the bow to extraordinary level. Also, by attaching a chakra thread to the arrow he can control it up to 50 metres from his target, achieving an astounding accuracy. On top of this, the third eye which opens when he enters level two gives him unmatched precision. Even from distances where he cannot be sensed by his opponent, his arrow pierces through his target at great speeds. If on the chance that he does miss, he will refine his methods until he lands a kill-shot.

The power of his arrows can create craters in the ground, and could be further increased by adding a drill to the arrowhead. The arrow impact with the drill added, could pile-drive through forests.

□ Spider Web Area

Kidōmaru can send chakra through his spider webs to instantly detect the approach of any enemies foolish enough to touch it. These threads spread in all directions and are so sensitive that not even the slightest disturbance of the air will not go unnoticed. Also, the threads are so thin, they can hardly be seen, yet they are stronger than steel wires. This technique is especially useful in enemy territory when Kidōmaru needs to rest while still remaining on guard.

□ Spider Web Flower

A special adhesive net released from Kidōmaru's mouth. These nets, created with chakra, stick to their prey and do not let go. The nets themselves are very small, but can be created in a split second, so raising the rate of capture by spitting out several in a row is possible. It is useful technique against multiple enemies. Anyone caught by the two layered nets are plastered to a wall or tree behind them.

□ Spider Web Unrolling

A web that captures and contains all enemies attacking from the front. Kidōmaru catches his enemy off guard by releasing it while in the air. By swiftly spreading the ball of thread with his six "legs" the web covers a wide area. The chakra imbued threads cannot be cut by even a dagger. The sticky and elastic threads are so strong that even an elephant pulling each end would not break them. The enemy is unable to budge a muscle, let alone fight back. Once captured, their fate is in the hands of Kidōmaru. Also, according to Kidōmaru, it can hold more than five tons. This web however can be destroyed through the use of the Gentle Fist.

□ Spiked Human Bullet Tank

With its effectiveness raised several times by using it together with weapons, this technique is an enhanced version of the Akimichi clan's Human Bullet Tank.

One application of this technique first involves the user wrapping ropes with kunai attached around their body, after which the Multi-Size Technique is used. From that state, one switches over to the Human Bullet Tank. Using the kunai as spikes, the rotation power increases, and the attack power also drastically goes up.

In another application of this technique, shown in Part II, Chōji rapidly grows his hair out to wrap around his body, in a manner similar to Jiraiya's Needle Jizō technique, instead of using kunai. This results in far more spikes than the previous version, as well as a shorter preparation time due to Chōji not needing to wrap kunai around his body.

□ Spindle Formation

The user has his bugs attack the target in a spiralling motion in order to stop the enemy from retaliating.

□ Spinning Heel Drop

After creating several shadow clones, Naruto and his clones launch themselves into the air and begin to somersault. They then come spinning down, slamming their heels onto the target's shoulders and head.

□ Spinning Snake Thorn

After using Summoning: Dual-Headed Snakes and merging with them with Chimera Technique, the user can fire spinning projectiles from the snake's mouths that have explosive impact force.

□ Spirit Transformation Technique

This is a technique used by Dan Katō. Not much is known about it, but it is apparently very powerful, as Dan told Chōza Akimichi to trap him within the Four Violet Flames Battle Encampment before he could use it.

□ Spore Technique

Zetsu is able to plant spores in his opponents' bodies, unknown to the opponents themselves since the spores do not contain chakra, rendering them virtually undetectable by standard shinobi sensory techniques.[1] These spores are time-delayed and once activated, grow into copies of White Zetsu. The copies proceed to restrict the targets' movements by covering their bodies and absorb their chakra. The absorbed chakra can be transferred to another individual if the copies of White Zetsu are able to make contact with the person.[2]

□ Springtime of Youth Full Power

The user releases a flurry of attacks on the opponent, finally kicking the victim into the air. Once airborne, the user will continue his assault before a powerful drop kick back down earth, emitting a light of youthful energy. The technique's name "Springtime of Youth Full Power" comes from the notion that the user's strength is augmented by their youth.

□ Steel Release: Impervious Armour

This technique allows the user to turn part of their body into black steel, making that part invulnerable. Hiruko states that blades do not affect him at all due to this ability. The portion converted into black steel is similar in appearance to Kakuzu's Earth Spear technique. Hiruko uses it to counter Sai's tantō, causing it to snap clean in half on impact.

□ Storm Release Secret Technique: Demon Dragon Storm

Hiruko uses the Storm Release kekkei genkai he acquired through his Chimera Technique to produce a massive thunder cloud that can infinitely absorb chakra to grow in size and strength. The amount of chakra it receives will also increase. He can apparently channel this absorbed energy into the earth, meaning it will lead to a bigger technique. By using different seals while active, Hiruko can summon multiple red pillars of chakra in the area and/or mass-absorb multiple jutsu through a suction into his mouth.

□ Storm Release: Laser Circus

This technique creates several beams and shoots them at the enemy. First a halo of bright energy spreads around the user's hands as this technique is activated, then the technique encircles the user's hand and from that the beams are shot out towards the enemy.[1] The user is able to alter the beams direction after being shot, making it possible to strike multiple enemies with pinpoint accuracy, even bypassing hostages held in close proximity.[2] The user can increase the number of beams to a great amount to pin down an enemy.[3]

□ Storm Release: Thunder Cloud Inner Wave

Hiruko uses Storm Release to generate a thick ring of thunderclouds and electricity around him, creating an offensive and defensive ward. He can then use these clouds to fire powerful blasts of lightning at his enemies, and as an electrified perimeter; effectively preventing his enemies from getting close.

□ Strengthening Prescription: Chakra Injection

This technique creates dark snakes that forcibly connect with a person and inject them with medically altered chakra. This extra chakra will allow the user to utilise high level element ninjutsu. It also allows the user to use elemental techniques that they wouldn't be able to master normally.

The chakra is not infinite, and must be replenished over time. The person injected with these snakes can also force the snake out, and drink the chakra directly, vastly increasing their chakra and power, but results in their body being highly unstable.

The dark chakra snakes can also be used against the opponents. By injecting them with the same chakra, it can either paralyze or kill without leaving a mark.

According to Yomi, this technique was a dark medical ninjutsu that his clan has spent generations to perfect just for the night of releasing Mōryō's spirit in the Land of Demons.

□ String Bean Binding Illusion

A typical technique amongst the members of the Kurama clan, the user makes themselves disappear while the target sees several bean vines growing from the ground. These vines bind the victim's body, lifting them into the air. Then, a bean pod raises and opens to reveal the user, ready to strike. However, a skilled genjutsu user like Kurenai Yūhi can revert the effects to the user.

□ Strong Fist

Strong Fist is Guy's and Lee's characteristic fighting style, the purpose of which is to cause external damage and break bones. It is the exact opposite of Gentle Fist which is used mainly by the Hyūga clan. This style of fighting involves smashing your opponent and is generally used only by extremely physically powerful and dominating shinobi.

□ Strong Thunder Lotus Chain

Lee disconnects his nunchaku staff, revealing chains that Lee wraps the enemy in. He then throws them into the air with the chains in a lotus formation while wrapping the chains around his arms. He then dashes in front of the airborne enemy and releases a brutal barrage of high-speed punches.

□ Substitute Technique

This technique allows White Zetsu to create an exact copy of anyone he has ever touched, down to their chakra. However, it will not be strong enough to fight an extended battle, so its primary purpose is to function as a diversion. The clone retains the appearance of the person even after its "death" and returns to its form of a clone of White Zetsu only after the technique is released by Zetsu himself.

The technique can also be used by the soldiers of the White Zetsu Army. When they use it, it would seem that the technique can be dispersed after a solid blow or two.[1] This technique can apparently copy the look of a person's dōjutsu as well.[2]

□ Successive Shots: Sand Drizzle

A more powerful version of Gaara's Sand Drizzle. Gaara creates dozens of sand bullets that he uses to shower the enemy.

□ Suicide Bombing Clone

After creating a shadow clone it will then ingest some explosive clay and explode, creating a diversion that can be used to escape. With a "suicide bombing announcement" the enemy's wariness is heightened and this opportunity is used to switch places with a shadow clone. The explosion is said to be strong enough to destroy an entire forest. This technique requires an adept usage of verbal tricks; with this foundation of using many "arts" to trifle with the enemy, it certainly fulfills its purpose.

□ Summoning Technique

The Summoning Technique is a space-time ninjutsu that allows the summoner to transport animals across long distances instantly.

Before an animal summoning can be performed, a prospective summoner must first sign a contract with a given species.[4] The contract comes in the form of a scroll, on which the contractor uses their own blood to sign their name and place their fingerprints and once signed is valid even after the contractor's death.[5] After this they need only offer an additional donation of

blood on the hand they signed the contract with, mold their chakra with hand seals and then plant the hand they signed the contract with at the location they wish to summon the creature.[6] The amount of chakra used during the summoning determines how powerful the summoned creature can be. In the anime, it was shown that if a user attempts to summon an animal without first signing a contract, the user will be teleported to the home of the animal they have a natural affinity for.[7]

Orochimaru's summoning tattoo.

It should be noted that anyone can summon a contracted animal as long as they have the blood from someone who has made a contract, the seal of the summoned creature, along with a source of sufficient chakra that the summon will accept.[8][9] A creature is capable of determining who is attempting to summon it from the chakra used.[10][11]

While most summoners have only been shown capable of summoning one type of creature, Pain (through the Animal Path) has been seen summoning several different animals and even people. Pain does not provide a blood offering when performing a summon. Sasuke Uchiha has summoned snakes and hawks at different points, but unlike Pain he can apparently only summon one species at a time. The ability to perform a summoning can be removed with the Contract Seal. Once summoned, the animal can perform a task or help the user in battle. The summon is not required to help the user, and may be more of a hindrance than an ally. In addition, summons are able to summon their summoner. They may also wear a forehead protector, suggesting a loyalty to only one village.

Summoning can serve as a base for other techniques, as is the case with Summoning: Food Cart Destroyer Technique and Summoning: Quick Beheading Dance.

□ Summoning: Crushing Toad Stomach

This technique bares some similarity to the Summoning: Toad Mouth Bind technique. However, instead of warping the battlefield into the digestive tracts of a giant Toad, Jiraiya reverse summons himself and his opponents into the stomach of a giant toad (possibly the same species as the giant, fire-breathing toad used in his Summoning: Toad Mouth Bind technique), essentially bringing the battle to a new battlefield.

This technique is also similar to the Barrier: Toad Gourd Prison, this technique is used to capture and isolate a victim, trapping them inside of a toad's stomach, cutting them off from any allies, but also completely immobilising them while the stomach crushes the opponents to death.

□ Summoning: Demonic Statue of the Outer Path

Nagato summons the Demonic Statue of the Outer Path, which releases multiple black rods from its abdomen that pierce Nagato's back. When the rods are in place, Nagato uses the statue to spew a dragon-like creature from its mouth, which removes the souls of any person it comes in contact with. After serving its purpose, the black rods break off and remain embedded in Nagato's back while the statue disappears. The technique seems to take a considerable toll on Nagato, who becomes more and more emaciated for the duration of the technique. This began the moment the black rods penetrated his body.

□ Summoning: Dual-Headed Snakes

The user summons a double headed, snake-like creature to attack their enemies.

□ Summoning: Earth Release: Tracking Fang Technique

A high-grade tracking-offensive ninjutsu where one calls upon ninken with a summoning, so they can tail the target from underground and assault it simultaneously with their fangs. After the user marks an opponent with his or her blood, they roll out a scroll and smear their blood across it. Afterwards they place it between their hands and make the seals before slamming the scroll into the ground. The ninken are summoned there and travel through the ground following the scent of the blood. When the target is found, they erupt from the ground and hold down the opponent with their mouths.

□ Summoning: Food Cart Destroyer Technique

A destructive dive that takes full advantage of a gianttoad's body mass. The strength of the fall varies depending on the user. In the case of someone like Jiraiya from the Sannin, the summon can be performed in an instant right above the target, further adding the great gravitational force of a good several hundred meters high dive to the toad's own weight.

□ Summoning: Impure World Resurrection

The Summoning: Impure World Resurrection is a forbidden technique used to revive the dead. It was originally developed by Tobirama Senju, and later perfected by Orochimaru.[2] Kabuto now claims to have mastered it to a degree even higher than them. Kabuto also claims this technique to be the "greatest and most powerful technique in the shinobi universe",[2] as it poses no risk at all to the user.[3]

Conditions [Edit](#)

The seal for the ritual.

To perform this technique, the user must first acquire some of the DNA of the person they intend to revive. Kabuto remarks that this basically amounts to grave-robbing, although blood stains or organs salvaged after the target's death also work. The soul of the intended revived must also reside in the pure world (浄土, jōdo); those whose soul has been consumed by the Death God, for example, cannot be resurrected.

Torune being revived with Fū as the sacrifice.

Next, a living sacrifice is required for the soul of the resurrected to use as a vessel.[2] Once all prerequisites for the technique have been met, the acquired DNA of the person is smeared on a special scroll and once the scroll is activated, the remains spread out in the form of a special seal with the living sacrifice in the centre. Then dust and ash encase the sacrifice's body, giving them the same appearance that the revived had at the time of their death. The process is apparently somewhat painful as seen when Fū was used to revive Torune. The person is then revived and the end product is usually stored in a casket until summoned by the user. The user can theoretically revive a limitless number of people in this way, so long as they have enough sacrifices, chakra and DNA to perform the technique.[2]

Details [Edit](#)

Summoning [Edit](#)

When first summoned, the body of the resurrected is stored in a coffin; their body will appear grey and in a state of minor decay, marred by cracks and other imperfections, and the individual will also appear to be asleep. Upon awakening they retain their personality, memories, and all abilities they had in life, including kekkei genkai, kekkei tōta and summoning contracts. The technique does not seem to be able to recreate unique weapons such as Samehada, though normal weapons like kunai and shuriken do seem to reform. Also the downside, the revived seem to retain any permanent body damage and physical limitations they received during their lifetime. The summoned all have grey sclera and retain their original eye colours however the entire eye is darkened. When Kabuto takes complete control of them however, they gain black sclera and white irides.[4] Except for their sclera, the eye colours of dōjutsu wielders don't change at all. The summoned can be recalled at will by the user, causing an empty coffin to emerge and reclaim the individual, and the summoner can also use revived individuals to remotely summon coffins containing additional reinforcements.[5]

Control [Edit](#)

The special talisman.

After the individual has been summoned and awakened, the summoner can bind the individual to his or her will by using a special talisman, which is attached to the end of a kunai and implanted in the brain. Upon implanting the talisman, the resurrected individual will regenerate further, eliminating any remaining imperfections and restoring colour to their bodies and clothing.

Different talismans can be used to enact different degrees of control. Orochimaru's talismans completely eliminated the personalities of the summoned, turning them into mindless killing machines under his command. Kabuto prefers to use a weaker binding talisman on certain individuals, allowing them to retain some degree of their own personality. The latter method is useful for psychological warfare,[6] and can also allow the summoned individual to tap into their own emotions, memories, or creativity to enhance their effectiveness in combat,[7] but also carries a host of drawbacks; it takes more effort to retain control with the weaker binding which

can make it possible for the hearts of the summoned to be swayed by strong emotions, which can result in the soul breaking free and returning to the Pure World.[5] Resurrected shinobi with their personalities still intact have their movements limited to certain actions, and are basically on "auto-pilot" to react to enemy techniques.[8] Once they recognise an enemy technique their bodies are programmed to counter it with an appropriate method.[9]

The pebbles and grid Kabuto uses to monitor the resurrected shinobi.

Even so, Kabuto can completely remove their personalities if needed, and may elect to if they resist his command too strongly. After gaining more experience with the technique, and absorbing Orochimaru's chakra from Anko Mitarashi, Kabuto exerts greater control over the summoned and can even overwrite his own talismans, greatly increasing the power of the binding.[5] Once deployed the summoner can either remotely control or track the summoned individuals using pebbles he manipulates on a simple grid, which acts as a map of sorts.[10] The summoner can also directly talk through the summoned individual.[11]

Enhancements Edit

Unlike while they were still alive, the resurrected seem to have near unlimited stamina and can fight continuously, as neither Kimimaro nor Itachi showed any fatigue from their illnesses as they did in life, and Itachi was even able to use multiple Mangekyō Sharingan techniques without showing exhaustion, something that was far more apparent after his death.

The revived are impossible to kill by normal means. Any damage they receive will easily regenerate, be it lost limbs or complete disintegration. Not even killing the summoner will get rid of them.[12] The summoned can make practical use of this regeneration ability by using suicide attacks and large scale ninjutsu to wipe out everything on a battlefield and then simply regenerate.[13][14]

Kabuto can also modify his summoned fighters, as he did with Madara Uchiha, claiming that he made him even better than he was in his prime.[15] Tobi also modified the eyes of the revived jinchūriki to match his own,[16] as well as resealing the tailed beasts back into their respective hosts.

Countering Edit

While the resurrected being immune to traditional attacks and even the death of the summoner being ineffective,[12] there are three discovered methods to end the technique:

1. Seal away the soul of the revived individual.
2. Have the summoner end the technique. As they are unlikely to do this voluntarily, using a genjutsu to trick them into cancelling the technique is ideal. The sequence of hand seals for cancelling the technique is Dog → Horse → Tiger and saying "release" (解, kai).
3. The revived individual is affected in some emotional way that gives them closure.[17] Kankurō notes that human emotions are not so easily restrained.[18] However, this method cannot work if the summoner destroys the personality of the revived individual before their soul is freed of its bonds.[5]

Once any of the first three methods are accomplished, the revived will briefly regain their personalities before crumbling back into dust, leaving the bodies of the sacrificed individuals lying among the ashes.

Aside from the three methods of actually defeating the technique outright, there are three discovered methods of countering the effectiveness of this technique:

1. The technique can be partially combated by immobilising the bodies in a way that it cannot move, act, or be recalled by the summoner. Although this does not truly defeat the summoning, it is effective at neutralising the immediate threat the revived pose in battle.
2. If the revived people retain their personalities, they can speak against the user or themselves and give hints and advice to the opponents, as for example, Asuma Sarutobi had done,[19][20] even if they are physically fighting against the opponents.
3. A certain powerful genjutsu can free the revived person from the technique's control by giving them an order overwriting the user's control.[21]

It should be noted that the revived are still vulnerable to any technique that could affect them while they were alive, but they are able to reform as soon as they receive any damage.

Furthermore, while the resurrected can't be destroyed and feel no pain, they are still vulnerable to their own drawbacks from their own techniques or weaknesses. Such examples include Hanzō's

poison, Mū along with the Second Mizukage being left weakened after using certain techniques, and Itachi's eye bleeding on the activation of his Mangekyō Sharingan.

□ Summoning: Iron Chain Wrapping

Tenten summons a manriki-gusari from one of her scrolls and uses it to restrain her opponent. When her opponent is restrained, she uses the scroll to launch a barrage of weapons at her opponent and then throws her opponent with her manriki-gusari to the ground.

□ Summoning: Iron Maiden

Ibiki summons a giant iron maneki neko, which appears beneath the opponent from underground, split down the middle. The statue closes around the target and is then wrapped in chains, which drag it back down into the ground.

□ Summoning: Iron Protection Wall

Tenten summons a large iron dome, not unlike the shell of an Armadillo, from one of her scrolls, that can envelop her and her team-mates from enemies' attacks. The upper limits of the shells defensive power is as-of-yet un-commented upon.

□ Summoning: Lightning Blade Creation

This is a special "ninja tool summon" that allows the user to seal ninja tools like swords or kunai into a scroll or their clothes beforehand, allowing them to be called upon when needed. The ninja tools can be summoned in an instant just by touching the sealing "marks" which can be drawn anywhere. The greatest advantage of this technique is that the time between taking out a ninja tool, taking the right stance and actually throwing it is greatly reduced. Also when a weapon such as a Fūma Shuriken is summoned, the time needed to throw it can be further shortened by having prepared the weapon in its fully extended form beforehand.

The ninja tools are thrown with the actual speed of a "flash of lightning", ruining the opponent's outset of the battle, and snatching away the initiative. Furthermore, because the summoned ninja tools can remain hidden until right before they are used, if this technique is mastered, there are an exceptional number of possible tactics. A large number of ninja tools can be stored within the sealing marks, which can make the efficiency of this technique last longer.

□ Summoning: Quick Beheading Dance

Temari summons Kamatari, a one-eyed sickle-holding weasel, by wiping blood on her Giant Folding Fan as payment for the contract and then swings it. The fan whips up a tempest and summons Kamatari who rides the wind, slashing through everything it touches. The effects of the technique stretch outwards for several hundred meters. The swirling winds also whip up trees, boulders, and other forms of debris, which then rain down on the helpless enemy. It is highly effective when surrounded on all sides, when the enemy's position is relatively unknown, or when the enemy is hiding behind a shield.

One of this technique's weaknesses is the fact that it exposes the user's position.

□ Summoning: Rashōmon

This summons forth a gate that is capable of blocking almost any attack; according to Sakon and Ukon, this was the ultimate defence developed by Orochimaru, and the fact that Kiba and Akamaru managed to dent it was impressive. It was believed that two people were required to summon it, as both Sakon and Ukon did; however, Orochimaru was able to summon three of these gates by himself with his Summoning: Triple Rashōmon. To do so, he simply used both hands, instead of one as is common in a summoning.

□ Summoning: Toad Mouth Bind

A peculiar technique of partial invocation that summons only an organ: the oesophagus of a great, fire-breathing toad from Mount Myōboku: Rock Lodging (妙木山・岩宿, Myōbokuzan: Iwayado), sending the enemy into his stomach. If activated inside a building or a cave, this trick can ensnare the enemy without them realising it. In this interior, even the foothold is unreliable, the enemy finds themselves in a tight spot, having a hard time performing at their usual level of skill, and

unable to find a proper response. The inside of the oesophagus is highly flexible, and adhesive, and won't even allow liberty of movement. In time, the walls of flesh close in and envelop the enemy, dooming them to go inside the stomach where they will be digested. Jiraiya could control the oesophagus, causing it to expand, contract, or grow in whatever direction he wished. When first used, Jiraiya claimed that no one had ever escaped from this technique. Itachi Uchiha and Kisame Hoshigaki managed to escape when Itachi used Amaterasu to burn through the oesophagus, which is said to be fire-resistant.

□ Summoning: Toad Shop Technique

This technique summons a Shop Toad (見世蝦蟇, Mise Gama) from Mount Myōboku. This toad has the ability to transform into a building and with their chakra, the user gives the building a design they imagined themselves. The target is then lured inside, for example with the promise of cheap drinks. Once the target has entered the store, the toad changes back into its original small form, trapping the target inside the toad's stomach. From the moment the cancellation hand seal is performed, it takes only a few seconds for it to return to its original shape, meaning there is little chance of escape.

□ Summoning: Torture Chamber

This technique is used by Ibiki to summon an iron torture chamber around himself and the opponent. First, the enemy's arms and legs are captured by four chains, and then the walls of the cage appear flat on the ground, quickly folding together to box them in. Finally, a large statue falls atop the cage, which is then tightly bound in chains.

The floor of the cage is outfitted with a number of gears that can be turned to constrict garrotte wire, which is tightly wrapped around the victim's body. It appears that Ibiki can control the force of the gears using hand seals and chakra, using it as a method of torture and interrogation. However, he also feels the same pain as the victim.

□ Summoning: Triple Rashōmon

The Summoning: Triple Rashōmon is an upgrade to the standard Summoning: Rashōmon, which as its name suggest creates three Rashōmon Gates. The technique requires two summoning seals to be completed. These gates serve the same function as the standard Rashōmon Gate, but with triple the defence.

Each gate has a specific duty[1]:

- The first gate (red), takes the attack head-on.
- The second gate (green), reduces the power of the attack.
- The third gate (blue) disperses the pressure.

As powerful as these gates are, they are not invincible, as they were all destroyed by the Tailed Beast Ball, narrowly shielding Orochimaru from it.

□ Super Beasts Imitation Picture

A technique characteristic to Sai, which allows him to adapt to the circumstances of any confrontation. Sai draws objects with ink onto his scroll, which he can do very quickly. The moment the brush, through which chakra is flown, is removed, the drawn images will leap from the paper and act according to the user's will. These creations grow to life-size once they have been brought to life. Since they are made of ink, a single blow is usually enough to dispel them. There are few techniques in existence that have so many different uses such as this. During the many special missions given out by Root, there are many situations where one must take spontaneous or independent action. For discreet communique when he is undercover, Sai is able to turn the words he writes into small animals, allowing them to travel unnoticed to and be read by their intended target, after the ink animal reaches a scroll and reverts back into the written information.[2] Depending on the user's ingenuity, this technique certainly is an all-purpose power.

List of Drawings

The greatest feature of this ninja art is that depending on the drawing, various effects can be obtained.

Mice

Useful for tracking or searching, and often created in large number. By not taking roads to travel, the "mice" are inconspicuous, making them the most suitable, not just for searches, but also for delivering information obtained from enemy camps to Konoha. Furthermore, if one draws a countless number of mice, it even becomes possible to perform an unworkable number of searches.

Lions

For attacking from a distance, lions can be drawn. They are usually created in small groups to attack foes directly.

Birds

If it's necessary to do reconnaissance from the sky or travel in high-speed, large birds can be drawn and ridden. Smaller birds can also be used to carry explosive tags and for long-distance or urgent information delivery.

Owls

Used in Naruto Shippūden 2: Bonds.

Leeches

Used as a low damage projectile-like attack. Larger and heavier leeches can also be drawn.

Bats

These drawing can morph into a makeshift umbrella, or attach themselves to the enemy's face and blind them.

Fish

Useful in delivering messages in water.

Snakes

After being drawn quickly, the "snakes" can be used as ropes to restrain someone. With the ability to soundlessly enter through even the smallest crevice, they can also be used for assassination purposes.

The Benevolent Kings (仁王, Niō) or Vajra Strongmen (金剛士, Kongō Rikishi)

Two powerful, gigantic beings, Agyō (阿形) and Ungyō (吽形), are used to physically attack the enemy with their great strength.

Explosive Tags

These can be created with ink and attached to small birds, allowing the user to bombard the enemy from the air.[3]

Tiger

Used in his Sealing Technique: Tiger Vision Staring Bullet.

Cats

Squirrels

Rabbits

□ Super Great Ball Rasengan

This technique adds natural energy to the Big Ball Rasengan. The natural energy rapidly increases it to gigantic proportions, larger than the user's own body, and is created in an instant. Unlike Naruto's Big Ball Rasengan, it can be used with only one hand. If the Ultra-Big Ball Rasengan exploded, it would easily hollow out an entire mountain.[1]

□ Super Multi-Size Technique

The Super Multi-Size Technique is the height of the Multi-Size Technique, which multiplies the user's body to a size beyond belief. The attack method depends on the situation and the user's inventiveness, but massive punches, kicks and body slamming is common. However, the abnormally extreme physical change also places a large burden on the user's body. The clothes of the user also expand along with the body. When Chōji first used this technique, he needed to take one his clan's Three Coloured Pills to increase his chakra reserves.

□ Super Revival Fist

This technique works in similar properties to the Rasengan. By gathering dark chakra in the user's hand, the user can create a dark orb with two dark rings around it. The user will then plow the orb

into the opponent, resulting in the opponent being struck with tremendous bone-shattering force. According to Shinnō, this is the ultimate technique derived from Dark Chakra.

□ Susanoo

Susanoo is the third ability granted by the Mangekyō Sharingan after awakening the abilities in both eyes.[1] It creates a gigantic, humanoid being that surrounds the user. As the strongest technique granted to those that have acquired the Mangekyō Sharingan, it is the user's guardian deity, but at the same time, it consumes the user's life.

According to Tobi, for a Sharingan user to activate the Susanoo is a rarity.[2] Like the other techniques granted by the Mangekyō Sharingan, the user's eyes and body are strained while using Susanoo because it consumes a large amount of their chakra. Sasuke described it as feeling pain in every cell in his body which only grew from prolonged use.[3] Susanoo is formed through the materialisation of the user's chakra and as such differs in appearance as well as colour between users.

Despite Susanoo's impressive defensive capabilities, the protection it grants its user is not absolute. Even though it envelopes and anchors the user, Susanoo doesn't guard right under the user's feet, making it possible to attack from below. Also, a sufficiently strong blow will still result in damage, especially during the technique's developmental stages. Additionally, it is possible to separate the user from Susanoo, as well as binding and restrict its movement.[4]

Each Susanoo goes through several developmental stages as the user advances their control over it, with these various stages being best demonstrated while Sasuke is learning how to use the technique. In its earliest form, users can only manifest some of Susanoo's skeleton. A ribcage is generally produced first which, while providing a good defence, can still be fractured,[5][6] or even melted.[7] An arm is sometimes connected to this ribcage, which can then be used to interact with the surroundings.[8]

As users gain additional control, musculature and skin begins to appear atop of these bones, which progressively complete the full skeletal structure. It is only when Susanoo's growth is fully matured and thus, the user is completely surrounded, are the vulnerabilities of the skeletal form finally eliminated. However, it should be noted that Susanoo can also appear behind the user, instead of just surrounding them.[9] The user can also change the size of it to fit the current situation.[10] Eventually, Susanoo develops into a complete warrior-like form, where its skin, armour and final arsenal of weapons are manifested in their entirety. At this stage, it can anchor the user to the ground, preventing opponents from forcibly moving them unless they can get through Susanoo's various layers. In its final form, this fully humanoid shape is further surrounded by a secondary layer of armour that causes Susanoo to resemble a yamabushi.

□ Swift Release: Shadowless Flight

Hiruko uses this technique to move at very fast speeds, rapidly striking his opponents at various angles while avoiding any opposition. This technique is effective against strength based close-combat taijutsu users.

□ Sword of Kusanagi: Chidori Katana

This technique allows Sasuke to channel the Chidori through his chokutō. This makes it nearly unblockable as the radiating and chirping blade can easily cut through steel. Furthermore, if an opponent is stabbed, their body goes numb due to an electrical current which causes the muscles to go numb, making it impossible for the opponent to move. However, it can be countered by other weapons that also utilise chakra flow, such as Killer B's swords.

□ Sword of Kusanagi: Long Sword of the Heavens

This is a technique that allows Orochimaru to levitate the Sword of Kusanagi and attack foes at mid-range. The blade will move according to Orochimaru's finger movements. In the anime, the blade emits a bright blue light when it's levitating.

T

□ Takigakure Style: Watercutting Sword

A secret technique of Takigakure that allows the user to manipulate water into the form of a sword. This sword is also shown to be very resilient as it is able to withstand and cut through most Fire Release techniques.

□ Telescope Technique

A technique that uses a crystal ball to track a particular individual anywhere they are. There are a few restrictions about the person that is subjected to pursuit. The user must know that person's chakra pattern. If someone can be targeted for pursuit, they may be very far away, the crystal ball will be able to confirm their position. As this technique is infallible for intelligence purposes, the Third Hokage used it to maintain public order in the village.

□ Temple of Nirvana Technique

A genjutsu that generates a fluttering rain of sleep-inducing, illusory white feathers. Whomever sees them as they fall, piling up and covering the whole target area will experience Eden-like bliss and fall into a state of tranquil slumber. No matter how much one resists the hypnotic spell the desire to sleep is instinctive, and there's no fighting it. However, an experienced shinobi will be able to dispel the genjutsu before it takes effect.

□ Temporary Paralysis Technique

A technique for physical restraint, quite as if the opponent had been tied in invisible steel ropes. This is a basic ninjutsu usable even by genin, but its intensity will vary greatly according to the user's level. In addition, depending on the user, the technique can be cast on every target at once, and won't fail a shinobi during his missions. This debilitates the victim for a short period of time, which allows the user to either strike again or, in some cases, take the target into custody.

□ The Great Sakura

Sakura traps her opponent in a genjutsu in which the giant form of Inner Sakura raises up from beneath the opponent. Inner Sakura takes the opponent into the air and crushes the opponent with both her hands, and the genjutsu promptly ends with the opponent on the ground.

□ Third Eye

With chakra, the user connects an eye made of sand or Gold Dust to their optic nerve, which enables them to know what happens in the artificial eye's field of vision, this is genuinely a third eye for its user. The user can control the size of the eye depending on its use. Its main purpose is spying, since it can form and disperse in any location on command. Gaara also uses it when he completely surrounds himself with his Shield of Sand so he can see what's happening outside of the protective dome. In order to use it however the user must keep one of their eyes closed for the duration of the technique

□ Thousand Bee Stings Technique

This jutsu summons bees that shoot their poisonous stingers at their target.

□ Thousand Flying Water Needles of Death

Using this technique, Haku gathers some water from the air and surrounding environment into one thousand long needles. He then directs them to a specific target at high speed, leaping backwards before impact so he doesn't get caught in the crossfire. While the needles do surround a target from all sides, they don't appear above the target, creating an escape route. Haku is able to perform this jutsu with one-handed seals, allowing him to pin an opponent's arm and attack while they cannot use any techniques themselves.

□ Thousand Hands Manipulation Military Art

From the Third Kazekage puppet's left arm opens several compartments. These compartments are prepared with summoning seals in them, which calls forth a large number of long puppet arms that can bend and follow the opponent, then crush them with devastating force. The arms are modified with launchers, which can emit poison gas, binding wires with a kunai-anchor, or regular kunai.

Sasori can detach the entire left arm (with the thousand arms) to regain mobility for the puppet, and a buzz saw takes its place.

□ Three Buddhist Treasures Vacuum Destruction

This technique is a performance by puppets #4, #6, and #8 from the Chikamatsu Collection. The three puppets get into a triangular formation and by opening the mechanisms marked with "Buddha", "Dharma", and "Sangha", respectively, they invoke this technique. A terrifying tornado breaks out and sucks the targets into the centre of the formation. Everything that is sucked into the centre is completely crushed with tremendous force and shot out from the back. However, the vacuum can be overloaded, leaving the three puppets vulnerable.

□ Three Seals Barrier

Similar to the Five-Seal Barrier technique, instead the user places three seals around their location. If any one manages to enter through a secret entrance of the protected hideout, a deep mist is created and the only way to get rid of it is remove the tags around the protected area.

□ Thunder Sabre

With the power of the Stone of Gelel, Ranke generates lightning energy in her hand, which can serve as a barrier against frontal attacks, similar to the Plasma Ball. She can then release the energy, which causes a great explosion of lightning.

□ Thunder Up

Ranke collects a large amount of lightning energy, generated from the Stone of Gelel, in her body in her hand and presses it together in a round ball, and then releases it at her opponent in the form of a punch, causing a huge explosion.

□ Time Reversal Technique

This technique puts the target in a state of reverse hypnosis, allowing them to remember details that they otherwise would not. The target will comply with interrogation, but seems to retain his or her personality while under hypnosis. For example, when the ANBU used this technique to bring back Naruto's memories about his conversations with Gennō, Naruto was more specific about the ramen he shared with the old man rather than their conversations, which the ANBU were asking about.

The technique was also used, without success, by an unnamed medical-nin to attempt to reverse Menma's amnesia. Menma's memories eventually returned without the aid of the Time Reversal Technique after the Konoha hospital was struck by lightning.

□ Time-Release Technique

By placing a mark on a person in a ritualistic method, this technique will activate as timed even if the person is tortured or put under a trance. This is meant to catch an enemy when their guard is down. Sai mentions that this is used as a last resort technique by the ANBU, and as such, is rare. When Kakashi Hatake requested Tsunade to use it on him, the technique would activate Kakashi's Mangekyō Sharingan technique, the Kamui, upon Hiruko's attempt to assimilate him.

□ Toad Flat - Shadow Manipulation Technique

After infusing chakra into the victim's shadow, the user makes their own body as flat as possible. Then, by becoming one with the shadow, this technique temporarily establishes control over the victim's mind and body. While the technique is in effect, the victim is temporarily stunned and can serve as a human shield. The user has to hold their breath, but they can talk through the victim. As soon as the user's breathing recommences, the technique is cancelled and their ultra-thin body expands again retaking its original thickness.

□ Toad Oil Bullet

The user converts their chakra into an extremely sticky oil and spits this out as a huge mass. When this oil touches the target, their entire body is covered, and it prevents them from moving. Simply washing the oil away with regular water wouldn't be easy. Furthermore, if a Fire Release

technique is thrown at the target after this technique is used, they will be enveloped in flames in an instant.

□ Toad Sword Beheading

A technique only a toad can use, by employing its characteristic bodily features. Its strong hips and legs give birth to an uncommonly precise leap, with which it slices at its target. Since the interval is covered in the blink of an eye, the opponent can't even try to escape. Gamabunta uses this together with his huge dosu (Yakuza sword).

□ Tongue Tooth Sticky Acid

A highly concentrated acidic paste is suddenly released from the mouth. The acid boasts such high density and concentration it dilutes even stone, vaporizing it. There are no prerequisite moves to do before this techniques' activation. Because of this, Katsuyu can easily strike quickly and catch an enemy off-guard with the attack.

□ Tornado Lightning

With the power of the Stone of Gelel, Ranke generates electrical energy in her palms that she can whip around in order to attack her opponent, capable of striking at various angles and tearing through rock and metal.

□ Tornado of Water

A technique that utilizes water to create a spinning water vortex around the user. The water vortex acts both as a barrier and an attack mechanism. The power of the vortex is enough to knock an opponent unconscious.

□ Torrent: Hydration Technique

Suigetsu transforms into a wave of water which crashes into the opponent. He then rushes behind the opponent and slashes them with the Kubikiribōchō. This technique requires a fair amount of chakra to be used, but makes up for its high amount of damage.

□ Transcription Seal: Amaterasu

This is a technique that seals the technique Amaterasu within the Sharingan of another person. After being sealed within the person it is involuntarily activated (indicated by the person's Sharingan taking the form of the sealer's Mangekyō Sharingan) when the eye sees its target, which is predetermined by the user.

□ Transformation Technique

Given all the missions ninja are assigned to - battle, intelligence gathering, diversions - this is a priceless ninjutsu. It is typically used to change into people other than oneself, but one also has the ability to change into animals, plants, and even inanimate objects like weapons. This gives this technique an abundance of uses. The transformation of a skilful shinobi will be exactly like the genuine article, so it will be impossible to tell the two apart. On the other hand, a transformation performed by an inexperienced person will have obvious discrepancies. It will be impossible to deceive anyone with it. This is one of the most basic ninjutsu, as such most shinobi know how to perform it.

The transformation technique is considered to be among the more difficult E-ranked techniques, since it requires constant emission of chakra while mentally maintaining the form. On top of that, the user would be, most likely, interacting with the environment. This puts mental strain on an inexperienced ninja. Thus the best way to determine if it is indeed a transformation is to cause this strain upon the user; though this is of course not always successful.[2]

Tsunade of the Sannin possesses a more advanced version of the Transformation Technique, where she disguises her 50-year-old self as younger versions of herself. Her technique is unique as it seems to be permanent, nor does she need to exert herself to maintain it for a long time, whereas a normal transformation would be dispelled when the user is injured. This implies that the form is a physical transformation and that it only breaks when Tsunade is low on chakra.

□ Transformation: Adamantine Staff

Monkey King Enma's transformation technique, which is characterised by the hardness of diamond and its at-will extendibility, the Adamantine Staff is the Third Hokage's "weapon of choice", so to speak and with it in hand he's made it through a world of war for an extended period of time.

When Enma is transformed into the Adamantine Staff, it is possible for him to attack on his own free will, with his claws and fangs adding an element of surprise and irregularity. Forged in the fire of battle, its at-will transformation-based attack and defence go beyond the scope of proficiency, to attain the realm of Shinobi "godhood". The main method of attack consists in strikes and thrusts that take advantage of its ability to extend. The hardness of diamond also translates into destructive power.

Despite its hardness, Enma stated that he could still suffer damage from weapons such as the Kusanagi wielded by Orochimaru.

□ Transparent Escape Technique

This technique has never actually been seen in the series, but allows the user to spy on others without being noticed. Judging by the name, it may make the user appear transparent or invisible to the target. It was invented by Jiraiya in his youth to allow him to spy on girls bathing without the risk of being caught. Interestingly enough, the Third Hokage was also interested in this technique, prompting Jiraiya to speculate that his sensei was as perverted as he was.

□ Tree Climbing Practice

This technique releases the seal on the Fury technique and then gathers natural energy from the earth and atmosphere to be used for the jutsu. The bearer of the seal acts as a passive vessel for the natural energy, which makes it possible to use Fury without their cooperation.

□ Trinity Attack

This technique releases the seal on the Fury technique and then gathers natural energy from the earth and atmosphere to be used for the jutsu. The bearer of the seal acts as a passive vessel for the natural energy, which makes it possible to use Fury without their cooperation.

□ Tsuchigumo Style: Forbidden Life Technique Release: Creation of Heaven and Earth

This technique releases the seal on the Fury technique and then gathers natural energy from the earth and atmosphere to be used for the jutsu. The bearer of the seal acts as a passive vessel for the natural energy, which makes it possible to use Fury without their cooperation.

□ Tsukuyomi

According to Zetsu, Tsukuyomi is one of the most powerful genjutsu in existence.[2] It is unique to the Uchiha clan and only those with the Mangekyō Sharingan can perform it. It is said to represent the "Spiritual World and Darkness" (精神界と闇, Seishinkai to Yami), the antipode to Amaterasu, a ninjutsu of similar power.

Tsukuyomi requires eye contact to be performed. When executed, the technique traps the target in an illusion that is completely controlled by the user. Itachi's prowess with the technique has allowed him to alter the perception of time with ease within the genjutsu to make it seem to last for days when in fact it only lasts a few seconds. This allows him to torture the target for what seems like days on end, causing mental trauma that will render them unable to fight for an extensive period of time. After Itachi used it on Kakashi in Part I, Kisame was surprised that Kakashi was still alive. Only Tsunade has been shown capable of curing this psychological damage.

In the anime during Part I, Itachi's use of Tsukuyomi typically featured a red moon casting a red light throughout the illusion with a cloudy atmosphere, giving the background a blood-red appearance while the victim within the illusion is depicted in an inverted grey scale.

Such a powerful technique is not without its disadvantages however. Due to the complexity of the illusion and the quickness with which it is executed, an enormous amount of chakra is necessary and an added amount of stress is placed on the left eye, leaving Itachi's vision more blurred.

Before using it on Kakashi in Part I, Itachi stated that Tsukuyomi can only be broken by a

Sharingan user that shares the same blood as him; as demonstrated when Sasuke overcame Itachi's Tsukuyomi in their battle.[3] Sasuke can also perform Tsukuyomi with his right eye, though his illusion is considered inferior to Itachi's Tsukuyomi since it does not alter the opponent's perception of time indicating he has yet to master it.

Tobi's Eye of the Moon Plan involves acquiring the Ten-Tails' power and body in the moon, which allows him to cast an "Infinite Tsukuyomi" (無限月読, Mugen Tsukuyomi) throughout the entire world, effectively letting him conquer it. However, while it is unknown if Tobi is capable of using the normal Tsukuyomi, Madara Uchiha most likely can as a user needs to have awakened both Tsukuyomi and Amaterasu in order to use Susanoo.

□ Tsukuyomi: Black Dream

Itachi traps the enemy in a Tsukuyomi illusion, causing them to see the ground beneath their feet to break open, plummeting them into a huge chasm. It is described as a bottomless pit of pain.

□ Tsukuyomi: Illusionary Dream

Itachi Uchiha activates his Mangekyō Sharingan, and uses Tsukuyomi on the opponent. The illusion is similar to his original Tsukuyomi genjutsu, as he attacks their opponent with his clones at the pinned down opponent which he mentions is going to be for about three days, while it actually lasts for a few seconds in reality.

□ Twin Rising Dragons

A technique unique to Tenten that takes advantage of her superior skills with weapons. First, she places two small scrolls in an upright position on the floor. When activated, the two scrolls release smoke while also flying and spinning into the air in the shape of two dragons made of smoke.

Tenten then jumps between the two scrolls, and starts to rapidly summon and throw all sorts of weapons as a powerful barrage. If the initial barrage were to fail, she can control the discarded weapons with wires attached to her fingertips for a surprise attack. However, because the weapons are thrown, they are easily countered by wind techniques.

Tenten makes some improvement to this technique during the timeskip. She doesn't have to manually hold the weapons; she can send them flying with just a movement of her hand, which makes the weapons a lot faster. Also, with this new version, she includes kunai with explosive tags attached in the weapon barrage in order to make the technique more lethal.

□ Twin Snakes Mutual Death Technique

This forbidden technique is a murder-suicide attack, killing both the user and the target. The user makes a one-handed seal with both their hand and the intended victim's. Two snakes are then summoned from the user's sleeve, biting both their wrists and killing them with deadly venom. When Anko Mitarashi used this technique against Orochimaru, he replaced himself with a clone to avoid harm, leaving Anko unable to finish the technique.

□ Tyrant's Calling

This technique enables the user to project an image of themselves in the sky in order to send a message.

U

□ Ultimately Hard Absolute Attack: Spear of Shukaku

The Spear of Shukaku is the attack variant of the Shield of Shukaku. Like the shield, Gaara crushes the hardest materials from the ground using sand, this time in the form of a halberd, in the shape of the Shukaku's hand. Just like the shield which has yet to find anything that could break its defence, the halberd has yet to find a defence that it can't break through.

□ Ultimately Hard Absolute Defence: Shield of Shukaku

This defensive technique is formed by Gaara to create a toy-like replica of Shukaku wearing a wide-brimmed rural hat, that is roughly thrice the size of Gaara. Because the replica is formed under extreme pressure and is built of the strongest minerals Gaara could derive from the earth, it

is virtually indestructible, having yet to be penetrated by any force. As the name of the technique implies, this is Gaara's strongest defence.

□ Uzumaki Formation

Naruto creates twelve shadow clones, each armed with akunai, forming a defensive circle, with Naruto in the middle, all being prepared for the enemy to strike.

□ Uzumaki Naruto Combo

Using the Shadow Clone Technique Naruto divides himself in five. As they yell "U-ZU-MA-KI," the four clones kick the enemy into the air. Then, while the enemy is floating in mid-air, the final body assaults it with a rotating heel drop. The name of the technique is directly lifted off Sasuke Uchiha's Lion Combo, however it can be said to be a Naruto-original ninjutsu. A skilful mix between ninjutsu and taijutsu, it's an ingenious killing method.

□ Uzumaki Naruto Two Thousand Combo

Using Multiple Shadow Clone Technique Naruto creates 999 clones. To start with, the opponent is kicked high into the air, while yelling "U-ZU-MA-KI". The thousand bodies then pummel the opponent with both their left and right fists equaling two thousand punches. Finally, it's finished with a final simultaneous blow from both a left and right hand.

V

□ Vacuum Sword

The user swings their blade and a gust of wind is released in the arc that it was swung in. The technique is strong enough to stop projectiles that are thrown at the user.

□ Vanishing Facial Copy Technique

This technique was developed for spying with grisly effects. The user applies their hand onto the subject's face, stealing its features and making it their own. Since what is stolen is the face itself, the disguise achieved through facial features alteration won't reveal the tiniest flaw. The victims of this technique are reduced to faceless corpses. The user can even change their voice to sound like that of the victims, making a very convincing copy. However, with enough force, the face can wrinkle and tear to the point of the user's actual face being shown underneath. The face can be peeled off at any point.

□ Vanishing Smoke Prison Technique

While fighting an enemy and wanting to flee from battle or hide, Kigiri can produce an extremely thick smokescreen which immediately makes the opponent cough and blinds them, it also covers up the scent of the user and his allies. He may then attack at free will.

□ Vibrating Sound Drill

This technique can be used as a blanket term for the majority of Dosu's jutsu. The Melody Arm, a porous metal device located on his arm, is used to amplify the sound waves from arm movements to attack his opponent. By generating enough sound, Dosu can use his chakra to redirect the waves in midair to his intended target. By damaging the victim's inner ear, the victim is rendered off-balance and nauseous. In the first instance of this, Rock Lee is rendered physically sick by the attack.

As seen in Dosu's fight with Chōji Akimichi, the sound drill can also be directed through water weight to similar effect. Therefore the greater fat index an opponent has, the more they are affected by this; Chōji, using his Multi-Size Technique at the time, was instantly defeated.

□ Violent Snake Germination

After using the Summoning: Dual-Headed Snakes, snakes emerge from the summoned snakes mouths in order of two's and from those ones others are summoned through the mouths in a continuous order in an attempt to capture their enemy. As the snakes continue to multiply, they become smaller and smaller the farther they are from the epicentre of this technique.

W

□ Water Clone Technique

The Water Clone Technique is similar to the Shadow Clone Technique except it creates clones out of water that have one-tenth of the original person's power.[2] Like other solid clone techniques, the clones can be used to perform tasks the user is unable or unwilling to do for themselves. The range of the clone is limited however, as it can not travel very far from the original body without losing control. Like other clone techniques, if the water clones are injured enough they will revert back to normal water.

□ Water Gathering Gorgon

This technique will summon a large amount of water that will then be used to strike at the opponent in several versatile ways. Shizuku has been known to transform it into a dragon with a gaping mouth to attack. The water used will be stationary till it is sent offensively toward the opponent. However, Shizuku has been shown to be able to perform this technique only with the help of Yomi's Strengthening Prescription: Chakra Injection, suggesting that this is an advanced elemental ninjutsu.

□ Water Needle Technique

By using her Gentle Fist chakra control, Hinata can condense nearby water and shape them into needles to launch at a target.

□ Water Prison Shark Dance Technique

After using the Water Release: Great Exploding Water Colliding Wave and fusing with Samehada, Kisame Hoshigaki acts as the centre of the resultant giant dome of water. Once this technique has been activated, the dome alters its position in order to reflect the direction of his movements, making it difficult for his target to escape as long as he continues his pursuit. This technique provides Kisame a tremendous field advantage, as his fused form grants him the ability to breathe and freely move underwater, while his target continues to drown as they attempt to futilely escape the large body of water. This technique is extremely effective in one on one fights, but the user would probably not be able to contain two enemies fleeing in opposite directions.

□ Water Prison Technique

This technique is used to trap a victim inside a virtually inescapable sphere of water. The only downside to this technique is that the user must keep at least one arm inside the sphere at all times in order for the victim to remain imprisoned. This technique requires a sufficient amount of water, which can be provided by expelling it from one's mouth.[2] Despite the fact that the prison is made up entirely out of water, it is stronger than steel as stated by Zabuza Momochi. Once trapped the target is unable to move while within it due to the heaviness of the water. Because of the density of the water it can be used, to a limited extent, for defensive purposes if performed on oneself.[2]

Water clones can be used in preparation for the technique, which block an opponent's attack and trap the attacker in the prison using the clone's own water.[3] Neji Hyūga was able to use his ability to release chakra from all of his tenketsu simultaneously to disrupt the flow of chakra and break the prison. It can also be stored in scrolls as traps.[4]

□ Water Release Genjutsu: Mystic Fog Prison

After Kandachi performs the necessary hand seals, the Conch King opens its shell and release a mist that puts the opponent under a genjutsu. In the genjutsu, the Conch King licks the opponent until they're frozen which results in the opponent being overcome with fear and in a matter of time and goes into a mental breakdown. The power of the genjutsu was greatly increased by the trees' magnetic forces surrounding the swamp they were in.

□ Water Release: A Thousand Feeding Sharks

This jutsu creates a flammable black mist that forms a small cloud. The user can then move the cloud above their target and disperse it, covering the target in flammable oil. This jutsu was first used to burn downdate Morino's boat, after it was lit with fire.

□ Water Release: Black Rain Technique

This jutsu creates a flammable black mist that forms a small cloud. The user can then move the cloud above their target and disperse it, covering the target in flammable oil. This jutsu was first used to burn down Idate Morino's boat, after it was lit with fire.

□ Water Release: Demon Fish Wave Crash

After using his Hydrification Technique to merge with a water source, Suigetsu can form a giant wave that looks like a demon-like fish. Suigetsu can use this form to battle larger opponents, or he can use it to shield allies from attack. Though it was strong enough to push back an Eight-Tailed Killer B, it was not strong enough to withstand a Tailed Beast Ball, though Suigetsu was rendered unconscious, in a jelly-like state.

□ Water Release: Exploding Water Colliding Wave

The user spits out a great volume of water from their mouth, swallowing up and crushing the enemy with the advancing surge. The user can ride the wave, allowing them to move at high speed, and attack the enemy, now swept off their feet, without fear of counter-attacks. The amount of water created is proportional to the amount of chakra used; when used with Kisame's enormous chakra, even a dry wasteland can become a small ocean. Afterwards, the excess water can be used for additional Water Release techniques. In the anime, Nagato performed this using Deva Path by punching the ground with water gushing out instead of spitting it out of his mouth.

□ Water Release: Five Feeding Sharks

The user puts his hand on the surface of a body of water and from the tips of five fingers, chakra is released into the water, changing it into the form of five ferocious sharks. The sharks circle the target with high speed, creating a raging stream that takes away their prey's freedom of movement and their sharp teeth tear into the enemy with each consecutive attack. In the anime, these sharks can regenerate from surrounding water, making them difficult to destroy.

□ Water Release: Great Exploding Water Colliding Wave

A stronger version of the Water Release: Exploding Water Colliding Wave. With it, the user spits out a large amount of water, covering an entire area with crushing, unavoidable waves. The water then forms into a giant orb, instead of letting it flow freely like the original.

□ Water Release: Great Shark Bullet Technique

A stronger version of the Water Release: Water Shark Bullet Technique. The user creates a gigantic shark out of water, and thrusts both hands forward, sending it to attack the opponent. This technique differs from the original in that it is able to absorb the chakra from an opponent's technique, and in turn, use that chakra to grow larger and more powerful.

□ Water Release: Great Water Arm

By putting the Hydrification Technique into practical use, the muscles of the arm are temporarily enlarged and strengthened. Moisture is gathered from the whole body and compressed into the entire arm, like an instant pump-up. However, because it is essential to properly control the moisture balance inside the body, this technique's degree of difficulty is very high. The technique gives the user superhuman strength, capable of breaking through both rock walls and steel doors.

□ Water Release: Great Waterfall Technique

This technique extends water over a large scale, surges and rises up to several dozen meters high. Then it streams down to the ground in one big cascade, much like a gigantic waterfall. In doing so, it resembles a huge wave, with tremendous power that can hollow out the ground. What remains after that technique's utilization is reminiscent of no less than the aftermath of a natural disaster. This is a considerably advanced ninjutsu, and activating this technique requires a fair amount of chakra.

☐ Water Release: Gunshot

The user kneads chakra, and converts it into water, and then spits it out in the form of condensed balls. The high-speed water ball attack possesses just as much power to kill as an actual gunshot. While this is a water release technique, it can still be employed someplace where no water is available, which is a great advantage. It is also possible to increase the power of destruction of the spheres themselves by building up the chakra inside of them. The number of bullets is determined while kneading chakra. By taking advantage of gravity, the bullets can brutally increase in power. With a user the size of Gamabunta, the bullets can actually be more like cannonballs, making them much deadlier.

☐ Water Release: Hidden in Water Technique

The user blends in with water to be undetected by the enemy, similar to the Earth Release: Hiding in Rock Technique. It was shown that this technique is usable even in water as shallow as a puddle, as seen when the Demon Brothers used it to ambush Tazuna and his bodyguards.

☐ Water Release: Huge Explosion Technique

This technique allows the user to create a torrent of water. Besides that, the user will be turned into water and lead his or her opponent into drowning.

☐ Water Release: Ice Darts Technique

The user shoots numerous darts of ice from their mouth at high speeds which can shatter rock.

☐ Water Release: Large Projectile

When in Kaima Form, the user is able to attack with a giant blast of water by spitting it as a strong stream from their mouth.

☐ Water Release: Rising Water Slicer

This jutsu will create a fast jet of water running through the ground that is powerful enough to slice through solid rock. It appears to be a high level ninjutsu since it can be used only under the influence of the Strengthening Prescription: Chakra Injection. However, it can easily be avoided by jumping upwards.

☐ Water Release: Snake's Mouth

This technique allows the user to generate a spinning column of water which will take the form of a snake with a gaping jaw. This snake can twist and follow its targets and swallow them. After it has swallowed them, it turns into a river that carries the enemy away.

☐ Water Release: Stormy Blockade

This technique allows the user to summon a massive amount of water from the sky, crashing it into the opponent. If needed, the user can cancel the technique in an instant.

☐ Water Release: Syrup Capture Field

The user spits out high-viscosity, chakra infused water, aimed at a surface of wide scope. This is a stream of sticky liquid which can be used to form an adhesive trap that can inhibit a person's mobility. One can effectively reduce their enemy's area of activity with this technique, and has the effect of being able to take complete control over the battlefield. The normal scope of this technique is normally just a few metres, but if prepared, it is also possible to make an entire pond of starch syrup. Being caught in the technique can be avoided by channelling chakra to one's feet allowing one to walk upon it uninhibited, beforehand.

☐ Water Release: Tearing Torrent

This technique creates water that spirals in the user's hand which fires at a high speed towards the enemy. The overall amount of water formed is large enough to help extinguish even large-scale fire release techniques.[1] In the anime, it was also shown to be able to be conjured from the surrounding area in the form of a torrential wave.[2]

☐ Water Release: Violent Bubble Wave

The user spits out a large volume of bubbles which covers the ground and reduces friction, considerably limiting the opponents' movements. The bubbles are spit out with violent force that is capable of washing away most attacks, such as oil and fire. This technique can also be used as an effective smokescreen.

☐ Water Release: Violent Water Wave

Water gushes out from the mouth like a waterfall and washes away the enemy. One can freely control the power of this technique with the amount chakra one releases. Having many variations, this is a basic Water Release technique.

☐ Water Release: Water Beast

The user manipulates water and transforms it into a giant wolf-like beast. The beast can launch powerful streams of water from its mouth, or sweep the area with its claws to let a powerful torrent of water to wash away the enemies.

When Kakashi used this technique against Shabadaba's guards at his palace, he manipulated the water at the fountain, which was yellow. He managed to keep the water beast active for a long time, and combined it with his Sharingan to keep track of his enemies, which tired him out at the end.

☐ Water Release: Water Dragon Bullet Technique

This technique shapes a large amount of water into a giant, powerful dragon, which hits the opponent with formidable might, dealing physical damage. The ideal place to use it is near a body of water, but if the user's skill allows it, it is possible to use it even in a place where there is none. The amount of water used will be in proportion with the user's skill.

☐ Water Release: Water Dragon Whip

This technique creates an orb of water from which many sharp whips of water emerge that can be directed towards and impale a target or multiple targets. The whips can also change direction in mid-trajectory, bending to seek out the targets. This is a high level elemental ninjutsu as it seemingly required great amplification to use.

☐ Water Release: Water Drowning Technique

This technique gathers a large amount of water to form a large spiralling stream of water. It can be guided to strike a target in a number of angles. This technique was used by two unknown Konoha shinobi to put out a fire at the Academy.

☐ Water Release: Water Encampment Wall

This defensive technique creates a wall of water around the user. Enemy attacks are completely intercepted by a fence of water blown out from the mouth, and is raised from below with tremendous might. The water is blown out in the form of a circle around the user, and it makes for a defence without openings. It is also possible for the user to control the amount of water and duration at will. The wall's strength and resistance change following the quantity of chakra poured down into the water, so a skilful shinobi will be able to build a sturdy one. Furthermore, because the field of vision is maintained even while defending one can easily go on to the next move, which is a great advantage. The wall can also be formed from a pre-existing water source. Tobirama Senju was able to produce one without a pre-existing water source, which was a testament to his skill and one of the reasons why he was selected as Hokage. In the manga the hand seal sequence for this technique ends in the same seal that activates the Byakugan, though Tobirama only needs one to use this technique. Furthermore, the anime creates a completely original and far more elaborate set of hand seals when Tobirama uses it in the form of having the right hand cupping the left hand with a thumbs-up.

☐ Water Release: Water Fang Bullet

A technique that deals physical damage to the enemy with a liquid mass brought forth from underwater. Its power to kill and maim is augmented by adding a spinning motion to the

compactly pressured water. During fights on water, taking advantage of its characteristic ability to attack from anywhere in a 360 degrees radius, in conjunction with other techniques for distraction, confusion and so forth, this technique has an extensive array of applications.

□ Water Release: Water Gun

This technique is demonstrated as being both a technique on its own and as a two-way collaboration technique between Gamariki and Jiraiya. Using this technique, Gamariki can blast off a wave of high speed water from his mouth with extreme precision and force. When combined with another person's chakra, this technique becomes a two-way collaboration water technique that can slice the target into multiple fine-carved pieces. After Gamatatsu learns this technique, he is able to combine it with Naruto's wind-natured chakra to create the Wind Release: Toad Gun technique.

□ Water Release: Water Hardened Drill

The user makes the water under the enemy explode, launching them into the air. Then the user jumps above the enemy and creates a large water drill around his arm, striking the enemy with it and creating a large water explosion.

□ Water Release: Water Shark Bullet Technique

The user shapes water into the form of a large shark, and thrusts their hand forward sending it towards the opponent.[2][3] The shark moves at high-speeds and creates a powerful impact. The user can also ride inside the water shark to increase their swimming speed.[3]

□ Water Release: Water Shockwave

This technique allows the user to make a spiralling vortex of water. The vortex then proceeds to explode from the top in the form of a wave. The user can also control the direction the wave goes with hand movements.

□ Water Release: Water Sky Convergence

This technique enables the user to control water and moisture much like Gaara controls his sand. It can be used to block most incoming attacks, bind or drown opponents, and shape the water into various attacks, allowing the user in conjunction with the Summoning Technique to allow water-based summonings to fight in areas that it normally need water to move around by either trapping the target in the same water or manoeuvring the water to allow the summon to chase the target. It is able to extract and utilise groundwater, and as is very effective most areas, but useless in rocky areas.

□ Water Release: Water Trumpet

The user launches a large jet of water from their mouth through their hand. This gives the appearance of playing a trumpet, hence the name.

□ Water Release: Water Wave Palm

The user emits a continuous jet of water from their hand to strike the enemy and disrupt their attack. Due to the nature of water, this technique works especially well against smoke-based attacks.

□ Water Release: Water Whip

The user creates a whip made of water that can wrap around the opponent. The user can also channel lightning chakra to shock anyone wrapped in it. This technique seems to be known by the Kirigakure hunter-nin.

□ Water Release: Waterfall Basin Technique

This is a technique which creates a waterfall by developing spring water in a place without water veins and manipulating the resulting water current to form a wave. This is a very convenient technique as it can be used for training or relaxation. On the other hand, because it changes the environment on a large scale, it also has the effect of hiding one's location from the enemy by

confusing them. The width of the water source, waterfall, and basin can be expanded, as long as the user continues to send chakra in.

□ Water Shield Shot

With Nurari's skill with his suit, he can extract this strange liquid from his suit and throw it at his opponent to trap them, incapacitate them, or to pin them down. He can also extract it to form a membrane to stop incoming projectile attacks.

□ Water Surface Walking Practice

This training method is used to gain better chakra control. To do this, the user has to be emitting a constant stream of chakra from the bottom of their feet and using the repellent force to walk across the water's surface. This technique is more difficult to master than the Tree Climbing Practice, because the amount of chakra that needs to be emitted changes constantly. It has also been shown that one can use their chakra to "skate" across the water surface, like an ice skater, instead of just walking or running. And, as noted by Jiraiya during *Naruto: Shippūden* Episode 14, the more one trains this technique the more they reach a state where they stand on water without even noticing it or basically even trying.

□ Weapon Summon: Demon Club

Tenten summons a staff tipped with a spiked club at both ends that is the size of a human.

□ Weapon Summon: Legend Staff

Tenten summons a long staff. This staff can split into three parts separated by metal chains and can be used offensively or defensively.

□ Weapon Summon: Spears from the Ground

Tenten places her hand on the ground and summons many spears to come out of it in a short circle around her. This technique can be used as a defence or to stab opponents.

□ Welcoming Approach: Thousand-Armed Murder

This is the ultimate technique of the Fire Temple that is taught only to its ninja monks, and requires the special Gift of the Hermit Group chakra. The technique is activated when the user takes a specific stance with their left hand making a half-ram and then extending their right hand down with his palm parallel to the ground. Once the stance is taken, the spirit of the Thousand-Armed Kannon is summoned to defend the user, or attack their enemies. The spirit is normally calm, angelic and looks peaceful. However, whenever the user gets angry, the spirit turns red and transforms into a demonic-looking creature. Kannon then attacks the user's target with its 1000 spirit fists. The size and power of the spirit is dependent upon the skill of the user.

□ Whac-A-Mole Technique

By using Earth Release: Hiding Like a Mole Technique to move around the battlefield, the user pops up in front of their target before whacking them with a stick. Unlike its parent technique, however, this technique is used to quickly attack multiple opponents in succession.

□ White Secret Technique: Ten Puppet Collection of Chikamatsu

These ten puppets were created by the inventor of the Puppet Technique, Monzaemon Chikamatsu. They later came into Chiyo's possession. To use the puppets, Chiyo first released them from their carrying scroll and then controlled each with a chakra string connected to one of her ten fingers. This ability to control ten puppets at once earned Chiyo great fame. They all wear white cloaks with high collars.

Puppets Edit

The crest of Monzaemon Chikamatsu.

These puppets are very powerful, as Sasori claimed that there were rumours that Chiyo had taken down an entire castle with them.[2] With this puppet collection it is literally possible to use "one puppet with each finger", each of them boasting a great amount of power. However, using all of their secret mechanisms demands extremely high class expertise and skill. The Chikamatsu

Collection has terrifying prowess in taijutsu, ninjutsu, projectile weapons, and so on. Furthermore, as they can change their numbers by combining, the number of abilities they can show becomes even greater. They were capable of countering Sasori's Red Secret Technique: Performance of a Hundred Puppets, due in great part to their ability to work together. However, as their numbers decrease, they become less dangerous, unlike Sasori's puppets, which became more dangerous, even when their numbers decrease. Due to this, Sasori was able to overwhelm Chiyo in the end.

1. This puppet somewhat resembled an "oni" (demon). Although it possessed no weapons, its striking power was immense. This puppet primarily used its large fists as a means to fend off attackers. It always kept closer to Chiyo in case it was needed as defence.

2. This puppet in the anime was able to extend its arms to form a sort of cage to trap opponents, where it would then launch small bombs from its mouth. Since the explosion was accurate and very small, it dealt a great amount of damage to enemies whilst not damaging the cage. This puppet was also proficient at taijutsu.

3. This puppet had one eye, and was capable of releasing an orb from its mouth used for the Sealing Technique: Lion Closing Roar.

4. This puppet had spiky hair, and held the mark of "Buddha" (仏, Butsu) in its mouth which activated Three Jewels Suction Crushing technique when used in conjunction with puppets #6 and #8. The Three Jewels Suction Crushing technique uses puppets #4, #6, and #8 to form a pyramid with a small space at the centre. Prior to activation, Chiyo and the three puppets would form a seal that would then open a powerful vacuum that would suck in anything in front of the technique. However, the vacuum was prone to overloading, thus leaving the three puppets vulnerable.

5. A red puppet that works together with puppet #9. It is able to lift its face to reveal a spinning orb with four chakra blades. Since these blades are made of chakra and spin rapidly, even a scrape can prove deadly.

6. This puppet held a "Dharma" (法, Hō) seal in its mouth, and worked with puppets #4 and #8 to activate Three Jewels Suction Crushing technique.

7. This puppet resembled a girl with red hair tied into buns. It wielded two large swords that were capable of cleaving through enemies with ease, although the sheer size of the weapons reduced the puppet's dexterity. Puppet #7 was the main attacker, and could fend off even the strongest of enemies at an alarming rate.

8. This puppet held the "Sangha" (僧, Sō) seal, and worked in conjunction with puppets #4 and #6 to activate Three Jewels Suction Crushing.

9. A puppet with long black hair. It works in conjunction with puppet #5. Puppet #9 is able to extend its hand via a chain link before connecting with puppet #5 to hurl it around, thus being able to slice mid-ranged to close-ranged targets quickly and effectively. However, if #9 were to be destroyed, #5 would become vulnerable.

10. A bald puppet with large holes in its skull. This puppet's hidden weapons are the long extending cords coiled in its skull that can pierce numerous enemies at a time. Since the range is very long, it can pierce distant targets without even getting close. Also, it is able to latch onto opponents with its cords and then crumble them slowly. Puppet #10 can also use its hands and legs to fight, but lacks physical power.

White Snake Possession

Orochimaru transfers his consciousness into a small white snake where it slithers into a person's body and enabling Orochimaru to gain control of their body and mind. Similar to the Yamanaka clan technique, Mind Body Switch Technique where the user's original body is left defenceless after taking control of someone's body.

Wide Healing

The user is able to heal three characters at a time, or only the fourth, substitute character. It is a basic healing move and is known by almost all medical ninjas.

Wild Beast Fang

Kiba and Akamaru combine into a giant two pointed drill that runs through the enemy, launching them into the air where Kiba strikes the enemy with one of the drill points and running through them, throwing them aside.

□ Wild Body Strike

The user concentrates their chakra into one point in their body. They use that point of their body to strike their opponent, causing severe damage. A chance of confusion also might be effected on their opponent because of the damage they have taken.

□ Wild Lion's Mane Technique

This technique uses chakra to temporarily enhance the head's metabolism and manipulate the hair that grows longer as a result of it. There is also chakra flowing through the lengthened hair, making its hardness comparable to that of steel wire. By thickly bundling the hair, its strength is further increased, also increasing its destructive power. Its name may come from the fact that, as seen just before striking Pain, it takes the shape of what resembles a lion's mouth

□ Wind Counter

Using the Soaring Short Swords, the user of this technique can easily cancel another Wind Release technique and redirect it to its user in the form of a hurricane.

□ Wind Cutter Technique

This technique requires the Soaring Short Swords, and allows the user to divide and neutralise a Wind Release technique, making it harmless. The user can even redirect the opponent's attack to them.

□ Wind Flower Kick

Ino slides on chakra imbued with flower petals towards the opponent, then knees him or her into mid air, while surrounded by flower petals. She then strikes the enemy with a powerful, chakra-charged kick.

□ Wind Kunai Blade

The user exhales wind-infused chakra onto a weapon in order to increase its sharpness, range and lethality. For example, the user can infuse a kunai to resemble a makeshift scimitar or infuse shuriken to increase their range and cutting power.

□ Wind Release Stream

By blowing air from their mouth, the user is able to change direction while in mid-air at high speeds. In the anime, it was shown it can also be used to blow up a dust cloud, concealing one's location and movements.

□ Wind Release: Divine Wind

The user releases a gust of wind that forms several small tornadoes. Combined with Fire Release: Running Fire that forms a circle on ground level, this creates a massive flaming hurricane.

□ Wind Release: Drilling Air Bullet

To use this technique, Shukaku will first take a deep breath, and then pound its stomach to apply external pressure, the power of which it uses to shoot a highly compressed air ball from its mouth. The expelled air ball is mighty enough to hollow out the ground, and level an entire forest. Because of the large quantity of chakra kneaded into it, it explodes the moment it reaches its target, dealing an enormous amount of damage, as well as levelling anything in its path.

□ Wind Release: Dust Cloud Technique

This technique creates a stream of high-velocity wind containing dust particles, capable of decimating anything caught in it in only a matter of moments. The completed technique is directed through vertically overlapped hands that are placed in front of the user's mouth after

forming the necessary hand seal. This technique was powerful enough to destroy one of Kakuzu's masked hearts in an instant.

□ Wind Release: Godly Wind from the Mountains

This technique creates a vortex of wind to blast at a target. It can be used in a combo with Fire Release: Running Fire and Earth Release: Earth Corridor to release a massive inferno at the opponents while they are trapped within the confined space of the earth.

□ Wind Release: Great Breakthrough

This is a relatively simple technique that creates a sudden gust of wind, but its scale varies greatly depending on the user. If used by a superior shinobi, it has enough destructive power to knock down a large tree. The wind from the squall can blow away all things in the user's line of sight. A variation of the technique involves a smaller blast of wind which gets ignited with flame. Gaara, while in his partial transformation, can infuse this technique with sand and chakra to greatly increase the damage potential.

□ Wind Release: Great Task of the Dragon

Temari swings her fan to the sky, causing a giant tornado to descend upon a target. This technique can be set up as a feint as it has a delayed activation. The technique alters weather conditions temporarily and attacks from the sky rather than from the person. The storm clouds that create the attack dissipate immediately after the tornado begins while the tornado continues in a highly concentrated state.

□ Wind Release: Infinite Sand Cloud Great Breakthrough

A technique used by Gaara in his miniature Shukaku form. He first inhales air with the mouths on his face and all over his body, and blows it out along with a chakra-coated sand cloud. This powerful squall covers a large angle in a stream sufficient to knock the trees down and damage them with the sand. This technique is extremely efficient even against multiple enemies.

□ Wind Release: Petal Dust Dance

This technique allows the user to summon a cyclone of petals to attack their opponent. The user can remain in one spot for the use of the technique, because he or she can direct it anywhere they desire. Therefore, the user can increase the direction and power of the technique to the maximum as a last resort.

□ Wind Release: Pressure Damage

A powerful wind technique which is released by Kakuzu's wind-element mask. A tornado-like mass is compressed until it has a very high density and is then released. The wind pressure is raised to its highest limit, and once the technique hits the target, the resulting blast sweeps everyone off their feet.

If the technique is used by someone who has mastered wind nature transformation, the blast can hit a vast range, inflicting massive damage on both the target and their surroundings.

This technique can be combined with the Fire Release: Intelligent Hard Work, to increase the flame's potency in a great scale, causing a massive fire-storm.

□ Wind Release: Rasengan

The Wind Release: Rasengan is an original technique created by Naruto Uzumaki, expanding on the original concept for the Rasengan: mixing one's chakra element with the Rasengan, emphasising the combination of the highest forms of Shape Transformation and Nature Transformation. This task proved too difficult to complete for Kakashi Hatake and the creator of the Rasengan, Minato Namikaze, before his death. Yamato noted that adding one's chakra element with the Rasengan takes an incredible amount of skill, or rather natural talent or instinct. Naruto mixed his wind element with the Rasengan during his training, maintaining its original stability and increasing its power, far beyond that of his ordinary Rasengan. An example of the power that element manipulation adds to the Rasengan is shown when it was tested against Kakashi's standard Rasengan. The fact that it was only partially completed, but still be able to

easily overpower Kakashi's Rasengan and damage his hand demonstrates just how far the Rasengan had been pushed when combined with elemental chakra.

To create it, Naruto needs the aid of two shadow clones and, in total, five hands to create it (his hand to release and spin the chakra, one clone to form the shell to maintain the sphere shape, and the other to mix the wind-natured chakra). This technique looks fairly similar to an ordinary Rasengan, except it has four small white blade-like protrusions surrounding it, making it look like a miniature fūma shuriken. The concept of a completed Wind Release: Rasengan would be the rotation and power of the Rasengan, and Naruto's wind-natured chakra condensed into a stable sphere.

□ Wind Release: Rasenshuriken

The Wind Release: Rasenshuriken was created by Naruto Uzumaki after he mastered the Wind Release: Rasengan. By manipulating the wind chakra of the Wind Release: Rasengan, Naruto was able to create four large points, making the Rasengan appear as a giant fūma shuriken, with the Rasengan in the centre remaining a perfect sphere. The technique gives off a loud bell-like screech after being formed. In order to perform it, Naruto requires the aid of two shadow clones; he provides the chakra, one clone is responsible for the shape transformation, and the other provides the nature transformation.

The Rasenshuriken's effect.

The Rasenshuriken creates countless microscopic wind-blades that damage the body on a cellular level. It produces so many individual strikes that even Kakashi Hatake is unable to count them all with his Sharingan.[2] The wind blades sever nerve channels in the body, leaving the target unable to move after being struck. They also attack the chakra circulatory system, which cannot be repaired by any form of medical ninjutsu. Depending on the severity of the damage, the user may not be able to perform a technique ever again. Because the Rasenshuriken does cellular damage to Naruto's arm when he first uses the technique without throwing it, Tsunade labelled it a kinjutsu and likens the technique's effects to poison.[3]

In addition to having the Rasenshuriken damage his arm, Naruto had difficulty maintaining the Rasenshuriken's stability when he first used it. It was prone to dissipating before Naruto could reach his target, requiring that he use it as a melee weapon and force it into the opponent, just as he does with the usual Rasengan.

A thrown, expanded Rasenshuriken.

Naruto later perfects the Rasenshuriken with Sage Mode. This allows him to throw it at his opponents and removes the threat of damaging himself with the technique. Another improvement is that the shuriken now expands after it has been thrown, compensating for imprecise aim or fleeing opponents by widening the area of effect. However, he can throw the Rasenshuriken quickly enough that this is rarely necessary. When thrown, the Rasenshuriken becomes Naruto's quickest and strongest attack,[4] able to cross the entire Chibaku Tensei crater, which was the size of a small mountain range, in a single second. When it exploded, it took up a large part of that same area.[5]

The wind sphere created on impact.

When Naruto first uses the Rasenshuriken against Kakuzu, Kakuzu is caught in a vortex of wind blades. Other than the damage done to his cells, Kakuzu's body is left intact after being struck. After Naruto learns to throw the Rasenshuriken, the damage is greatly increased; not only is it capable of cutting through rocky mountains, but when Pain's Human Path is struck by it, most of its body is disintegrated, leaving only the top of its head.[6] Even though it can now be thrown, it can still be thrust into the opponent.

The Rasenshuriken requires a great deal of chakra to perform, leaving Naruto very fatigued after using it with only his own chakra. While in Sage Mode, however, he can use it twice in addition to other Rasengan variants. He must then re-enter Sage Mode before using the technique again.

Naruto manipulating the direction of the Rasenshuriken.

Naruto can also create and throw this technique in Nine-Tails Chakra Mode; in this form, he can use the extra chakra arms in place of Shadow Clones to create the Rasenshuriken. He can also form a smaller version of it, developed during his training with Killer B. Using his chakra arms, he

can guide the Rasenshuriken towards the enemy, allowing him to redirect it back at them, should the initial attack fail.

□ Wind Release: Rotating Shuriken

This technique will infuse wind-based chakra into bladed weapons. The user can then manipulate the blades in a spinning manner to attack the target.

□ Wind Release: Slashing Tornado

A stronger version of the original Wind Release: Great Slashing Tornado technique. Temari creates two localized tornadoes by flapping her Giant Folding Fan. The first tornado ensnares the opponent in it and the second tornado combines with the first to create one giant tornado that slashes the opponent to death with razor sharp wind pinions

□ Wind Release: Spiralling Wind Ball

This technique allows the user to breathe wind-infused chakra into the palm of their hand, shaping it into a small, whirlwind-like ball. Then the user will shoot it at their opponent. This technique seems to be very fast and powerful, as it is capable of smashing through thick rock. They can be launched in rapid succession.

□ Wind Release: Toad Gun

The Wind Release: Toad Gun technique is a two-way collaboration jutsu, a synchronized jutsu between Naruto and Gamatatsu. It is a wind-upgraded version of the Water Release: Water Pistol technique. To set up for this technique, Naruto stands behind or atop Gamatatsu, moulding his wind chakra, while Gamatatsu moulds his own chakra and keeps water in his mouth. When ready, Naruto signals Gamatatsu to exhale all of the water through his mouth, combined with the wind chakra that Naruto channelled into Gamatatsu. This technique creates a powerful and fast stream of water, which eventually spreads to cover a much larger area, but maintaining a powerful striking force due to the wind chakra. The attack was strong enough to break through Guren's Crystal Release: Jade Crystal Labyrinth Technique.

□ Wind Release: Toad Oil Bullet

The Wind Release: Toad Oil Bullet technique is a two-way synchronized elemental combination collaboration jutsu between Naruto and Gamatatsu. It is a wind-natured upgrade of the Toad Oil Bullet technique, similar in practice to the Water Release: Water Gun. It was ad-libbed from Naruto's and Gamatatsu's Wind Release: Toad Gun technique, using Toad Oil instead of water. To set up for this technique, Naruto stands behind or atop Gamatatsu, moulding his wind chakra, while Gamatatsu moulds his own chakra holding the oil in his mouth. When the attack is set up and ready, Naruto will signal for Gamatatsu to expel the oil through his mouth, combined with the wind chakra that Naruto channels into Gamatatsu, creating a powerful and fast stream of toad oil, which spreads to cover a much larger area but maintaining a powerful striking force due to the wind chakra.

This jutsu sets up for Gamakichi's Fire Release: Flame Bullet technique, which combine to produce the Wind Release: Toad Oil Flame Bullet technique.

□ Wind Release: Toad Oil Flame Bullet

The Wind Release: Toad Oil Flame Bullet jutsu is a three-way synchronised collaboration technique between Naruto, Gamatatsu, and Gamakichi. It is an expansion on the Wind Release: Toad Oil Bullet technique. After Naruto enhances Gamatatsu's Toad Oil Bullet with his wind-natured chakra, Gamakichi steps in and uses his Fire Release: Flame Bullet technique to ignite the oil. The wind not only improves the oil's coverage and distance, but also adds power to the flame. Using this technique they were able to knock out the Three-Tails.

□ Wind Release: Twister Shot

The user seemingly releases a stream of wind infused chakra from their mouth that takes on the form of a twister to attack the enemy. An unnamed Konoha shinobi used this against Pain's Preta Path, though it was absorbed by Blocking Technique Absorption Seal.[1]

□ Wind Release: Vacuum Great Sphere

A stronger version of the Wind Release: Vacuum Spheretechnique, where the user instead chooses to compress the entirety of the previously inhaled breath into a single large, crushing sphere of wind chakra that they then proceed to expel from their mouth.

□ Wind Release: Vacuum Serial Waves

The user takes a deep breath and exhales several blades of wind at different angles, by rapidly moving their head in various directions. The power of this technique can be dramatically enhanced when utilised in conjunction with the effects of extreme suction, such as that generated by the Baku, where the augmented attack proved effective enough to even slice through the defences of a complete Susanoo.

□ Wind Release: Vacuum Sphere

The user takes a deep breath and then exhales several small blasts of wind chakra in such a manner that they are dispersed over an expansive range, enough to make it difficult to avoid them entirely without taking any damage. Due to the properties of this technique, the expelled blasts are capable of piercing into and potentially through an opponent's flesh when they collide, in a similar manner to how bullets function.

□ Wind Release: Vacuum Wave

The user takes a deep breath and spins while exhaling, compressing the released air into a solitary blade of wind that covers a substantial area around the user, due to their circular motion. The resulting sharpened blast is large enough to slice through multiple targets located a significant distance from the user, causing grievous injuries to those hit.

□ Wind Release: Verdant Mountain's Violent Wind

By using wind-based chakra, the user can infuse their bladed weapons with it from a distance and manipulate them.

□ Wind Release: Violent Wind Palm

A simple technique that when the users hands are clapped together, wind is compressed and transformed into a powerful gale. This technique, when used as an isolated attack has the power to easily knock over a human. Though the true value comes from using it together with projectile weapons like shuriken or kunai. Their speed, power, and ability to wound or even kill are all increased several times.

□ Wind Release: Wind Cutter

This technique creates a blade of wind which will cut through the enemy with ease. Unlike most other wind techniques it does not seem to require blowing out the wind.

□ Wind Spiders Technique

Jigumo can summon his wind spiders, enabling him to spin trails, which can be used to shoot his opponent with webs at high speeds (as shown in Casualty Puppet), trap opponents inside a room crawling with spiders and webs, or to make a windmill of webs. This technique was used to track down team Jiraiya by spinning a silver trail. This can be useful with a ventriloquism technique.

□ Wire Cage

This technique will use metal strings to form a powerful protective dome. This dome can repel most basic taijutsu attacks. The user can reshape the wire within the dome as needed, changing it from a defensive structure to a binding string with ease.

□ Wood Clone Technique

A clone that is created by altering the user's own cells with chakra. It has more endurance than the normal shadow clones and doesn't disappear when hit by the enemies' attacks. Moreover, since it has the ability to merge with plants and trees, it is also great for reconnaissance missions.

They have the ability to travel far distances from the user and are able to communicate with the original. The clones can be as simple in function as a wooden dummy for use in the Body Replacement Technique.[3] The basic concept of the Shadow Clone Technique also applies to the Wood Clone Technique. However, the chakra-composed shadow clone and the cell-based wood clone are completely distinct techniques. By directly touching the wood clone with his hand, the user can absorb the information it gathered and changes the shape of the clone.[4] The clone is made up of the user's own cells, transformed into vegetation. Because of this, when it is changed into a seed and ingested into the body or left on a target, it can be used as a transmission device of sorts. The user can use these to track their target as the seeds respond to their chakra only.[5] This and all other uses make this technique extremely convenient.

□ Wood Release Secret Technique: Nativity of a World of Trees

A technique developed by Hashirama Senju, founder of Konohagakure. The user forces trees to grow on any surface, easily creating a dense forest anywhere they choose. A small plant can grow into a forest in an instant.[2] By generating chakra, the user manoeuvres it as they see fit for attack and defence; and furthermore, this omnipotent technique even allows them to capture the enemy at the same time. With their tremendous life force, the trees can pierce through earthen walls, and extend their branches at their prey in an instant. Even stating Konohagakure wouldn't have been established without this technique wouldn't be an exaggeration.

□ Wood Release: Binding Nest

This technique lets the user summon a tree around their opponent to bind them. This technique is relatively powerful and holds opponents much more gracefully, with less of a strain on the user, because the user sinks them into the ground. Afterwards, the user can enclose the opponent so that their body implodes.

□ Wood Release: Dense Woodland Wall

The user creates countless wooden branches that grow at high speed from the ground. The branches interlace to form a wide, net-like wall with an impressive defensive power.

□ Wood Release: Four Pillars House Technique

By sending chakra into the ground, the roots of the plants are converted into raw materials. This technique allows for a building to be constructed, by forcing accelerated growth. Just like with the Four-Pillar Prison Technique, the size and shape of the building are taken from the user's imagination or memories. By placing tags around the house, the user creates a barrier, making it impossible for the enemy to detect it and allowing the user to "camp" in peace.

□ Wood Release: Four Pillars Prison Technique

The user converts chakra into timber under the ground and makes it grow rapidly, while forming it into a wooden prison. The size of the prison is based on the user's imagination. From an insect cage to a great prison, one can make it into whatever they want by regulating the amount of chakra used. The timber itself is treated with a chakra coating, making its destruction extremely difficult. During war, it has the great ability to detain prisoners, but it can also be used as a disciplinary measure for quarrelling subordinates.

□ Wood Release: Great Forest Technique

A technique that changes one's own arm into big trees. Using chakra, the tissues are transformed into trees at the cellular level. Then, by activating the trees, stimulating them to grow rapidly, they lengthen at high speed and fork into many branches. It is possible to capture the enemy with these branches and at the same time, if one changes the ends into sharp stakes, turn them into countless, sharp, spear-like piercing weapons. Yamato also used this technique to infiltrate Orochimaru's hideout. After finding a small crack in the wall, the wood squeezed into the hole and grew into a square shape which increase the size of the hole so that he and his team could pass through.[2]

□ Wood Release: Impaling Roots

Hashirama grows four roots from the ground and impales the opponent with the roots.

□ Wood Release: Smashing Mallet

Yamato impales the opponent with Wood Release: Great Forest Technique and hammers the wooden with a giant wooden mallet that crushes the opponent to bits.

□ Wood Release: Smothering Binding Technique

This technique is similar to the Wood Release: Great Forest Technique, as it also transforms the user's arm into several wood tendrils which can be used to capture and restrain an enemy. It can be made large enough to capture a giant squid.

□ Wood Release: Transformation

This technique is just like any other Transformation Technique. Yamato performs the necessary hand seals, then wood emerges and covers his entire body and a puff of smoke or chakra covers up the transformation. Once the technique is done, the transformation is complete. It acts more like a costume than a transformation, as Yamato is able to leave it behind if necessary.

□ Wood Release: Wood Locking Wall

An extremely versatile move, this technique uses chakra to activate the roots in the ground and, using the user of the technique as a reference point, makes wooden pillars appear from left and right. The wooden pillars join together in a dome-shape with the user at the centre. This process can be used to catch the enemy in a double sided attack. Also, in case one confronts the enemy at a short distance, the enemy can be locked up inside the dome, setting the situation for a one-on-one fight. This dome can also be collapsed or burnt with the enemy inside to inflict damage. Furthermore, it functions as an easy shelter against the enemy's long-distance attacks, like shuriken and kunai.

□ Wood Release: Wood Pillar Slam

Yamato makes a pillar of wood come out of the ground and hit the opponent, knocking them backwards. A clone then flips over the pillar and slams his leg into the opponent when they are on the ground.

□ Wood Release: Wood Projectiles

Yamato shoots three to four sharp stakes of wood at the opponent.

□ Wood Release: Wood Spikes Ring

The user creates a semi-circle of wood around a captured target, and then forms spikes within the ring, pointing at the said target, preventing them from making any sudden movements.

□ Wood Release: Wood Tendrils

Hashirama uses this technique to make some thick tendrils of wood surround him. This can be used to defend against close range attacks or to strike an opponent when they are near.

□ Wooden Men Possession Turnover Manipulation Technique

This technique forces two opponents to fight each other through wooden training dummies, with the intent of tricking them into fighting each other until all but one of them is defeated. The only way to break the technique is to have fast and strong taijutsu, by utilising speed so extreme that the wooden training dummies are unable to keep up and thus break apart, effectively breaking the technique. If the victims are familiar enough with one another they will be able to tell who their opponent is. They can also communicate through non-verbal means such as Morse code.

□ Wooden Puppet Manipulation Technique

The Wooden Puppet Manipulation Technique allows the user to control wooden training dummies by their own will.

Y

☐ Yamanaka Clan Telepathy

This technique allows the user to telepathically communicate with other people. The user can also transfer this ability to another person by touching their forehead. The user can communicate with multiple people at once and the targets can also communicate with one another while the technique is in effect.

☐ Yellow Flash Rasengan

Minato kicks the opponent in the air, throws his Flying Thunder God Kunai, repeats the pattern and uses Rasengan on the opponent when on the ground.

☐ Yellow Flash Speed Burst

Minato dashes toward his enemy with such high speed that he looks like a blur and hits them as he passes them. Then, he stops behind them and slashes them on the back with a kunai.

☐ Yellow Flash Super Spiral

Minato dashes toward his enemy and kicks them on the knee. He then slides behind them and kicks the same knee again in such a way that they fly into the air.

☐ Yin Healing Wound Destruction

A medical ninjutsu where one anticipates the spot the enemy will attack and pre-emptively applies medical treatment to it, reducing damage to a minimum. The user concentrates chakra to that area and begins the cell recreation process even before the targeted area becomes damaged. Using opponent's facial expression and movements, the technique's speed and power, the user analyses everything in an instant and accurately deduces where the attack will land. Even more than accurately predicting the attack or instantly gauging the situation, a great resilience is necessary, so one might say this technique is exclusive to Kabuto.

Kabuto claims that this technique is the reason that Orochimaru values him so highly: he can keep using test subjects for much longer than is normally feasible. The technique will continue to heal damage until the user runs out of chakra, leaving the possibility that the damage will not be completely mended when the technique ends.

☐ Yin Seal: Release

The Yin Seal: Release is a powerful sealing technique used by Tsunade. Over a period of time, Tsunade will focus and build up chakra in the seal mark on her forehead. The release command will disperse the seal and allow the stored chakra to pump back into her body. She has used this stored chakra to perform the Creation Rebirth technique on herself and healed a vast amount of people through Katsuyu.

☐ Yosaku Cut

strikes the opponent with a lateral blow of his large axe.

☐ Young Spirited Embrace of Youth

embrace them, fracturing their back, doing liberal damage.

☐ Youth Leaf Barrage

uses the Eight Gates and delivers a barrage of punches and kicks and delivers one final kick to the opponent.

Z

☐ Zeus

The technique consists of striking the foe into the air with a Lightning Release infused uppercut palm attack