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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 futher 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 insite, input and gain any assistance in writing this game. Please send your comments to [imbriart@aol.com](mailto:imbriart@aol.com). Thank you.

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## Chapter 1: Rule Changes and Additions

### **Added Attribute**

Unlike in most d20 games in this there is a seventh. Comeliness, this score is your characters outward look. A character with high scores is likely to be the one to draw the most attention by Npc's in both good and bad ways this score also reflects your reputation score. A low score will cause npc's to hate you more.

### **Reputation Score**

This score is used in the actual role-playing part of the game a person with a high Rep score is noticed and gathers the attention of NPC's better than one with a low Rep. The Rep score is in three parts the first is the overall score. Starting characters have just their comeliness bonus as their score unless they have a feat, defect, or story element that alters this score. The other two scores is how your reputation score breaks down among the public opinion. Bad, they have done things that have gotten them targeted for problems in the past. Good they are known for having done something good for others. Nether score is good or bad for characters as long as they don't ask for things in game from individuals. Note to GM some rep scores are set for only given areas or villages. Some times however with higher reputations the stories of their acts may precede them.

### **HP Gain**

Instead of the difficult mathematical system behind Hp gain of Spandex Hero's and the slow paced Hp gain of D20. A player goes up in HP based on their total loss by 10% at the end of each mission. The Hp lost by other player characters can only be counted when it is done either by accident or as part of the story line. Players hitting each other just to gain HP will not gain Hp and it is suggested by the Gm to revoke all HP gain for any player caught trying this. Starting HP is 10 + con Bonus.

### **Feats and Enhancement Bonus**

From 3<sup>rd</sup> level and every 3 level afterwards, at 4<sup>th</sup> level and every 4 levels afterwards the player gets 1 point to place anywhere in their stats. See Abilities and Feats section for more on what Feats do for 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 Below 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. Power points are used to buy Abilities, Powers, Feats, Skill Points, Feats, techniques, Advantages, and used as Power burn (see power Points Spending section in this chapter.

Experience need to level	Ninja Chi Per level
1	0
2	10
3	20
4	30
5	40
6	55
7	70
8	85
9	100
10	115
11	135
12	155
13	175

14	195	390
15	215	420
16	240	450
17	265	480
18	290	510
19	315	540
20	340	570

### Skill Points

In addition to the 50% on four at the start of the game the player can spend 1 Power Point for 10 skill points and also the Ability mod of the skill also affects the roll. Skill points are done by percentage and each game season that a skill is used it raises by 2%. Skills get max out in points at 90% of learning / buying. The Attribute Bonus and certain feats add to the score raising passed the 90% barrier. When asked to roll a skill you roll 2d10 and try to get under your skills score. The lower below this score the better you did, however passing your skill number does not mean you succeeded at pulling off what is requested of you as your trying to get a better success rate than the DC is set for.

### Chi Points

Unlike in SPH rules each Ability and Power cost your character points per day these points regenerate every game day so the player has to be careful of resorting solely on their powers to save them. Chi points cost is decide by the Gm and can be bought down to no less then 1 point cost (there is no 0 cost point moves unless otherwise approved by the GM) Ninja Classes give 30 Chi per level, Martial Artist gives 10 chi per level none of the other classes grants chi.

### Defects and Advantages

Players can gain up to 4 points in defects at the creation of their character. The points however do not include the defects given by the class of the character. Advantages can be also gained at creation but cost the player a point per level of advantage. Advantages give the player a bonus to non-combat situations that don't cost chi points. Both are chosen through the interaction of the GM and the player. It is used to bring more depth to the player characters. Some story-based characters such as members of families and such gain advantages for free.

### Injury Rules

Naruto is actually more sever than other games on injury to characters than your standard RPG's down time for medical visits are important and urged as the constant fighting can make or break a character. The Injury taken is seen in the chart below. This is based on damage taken in one attack. Players also will have to spend time in medical facilities if they are brought back in the round they fall to -10.

Damage x Con Score	Type of Injury that can occur	Down Time to Heal
Less than Con score	Cut or bruise	No medical attention needed
Less than x2 Con	Wound, small fracture	Some attention 3 days max
X2 to x3 Con	Open wound, large fracture, internal bleeding	Medical attention 1 ½ weeks max
X3 to x4	Broken bones, Damaged Organ, Cracked Rib	Medical attention 3 weeks max
X4 to x5	Brain Damage, Deep Wound, Vital Organ injured	2 months Medical attention
X5 and above	Lost limb, Destroyed Organ	DC 30 Fort Save versus death

## **Spending Power Points**

**Abilities** – abilities cost 2 power points for the first time purchase then if that ability can be leveled it costs the number of power points equal to the next level

**Powers** – Powers can only be bought by those of Bloodline, Clan or Possessed Class. They can use the power points to gain a new power so long as they haven't passed their limit of powers they can have. Each power cost 2 for the creation and the cost to level up powers are equal to the level of the power.

**Stat Increase** – The start of the game is the only time power points can be used to by stat increases. It cost 2 points for the first then double that for the next and so on. The stat increase raises the stat by 2 change the Base Mod by 1.

**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.

**Defects** – Although these don't take power points for each ranked Defect you gain a power point to use Defects gain later or through the class in the game do not do this however Max Rank 3. Max Starting Total Defects Ranks 7

**Advantages** – Purchasable at any time the point cost is 1 power point per rank Max rank 3

**Skill Points** – Purchasable at any time the cost being 1 power point grants the player 10 extra skill points to be placed where ever they wish

**Feats** – The player starts with one feat at the beginning of the game but can also at any time spend 2 power points and gain a feat (so long as the meet the feats requirements)

**Combos** – The true way to fight in the game. For 2 power points the player can link any power, ability, or technique to perform a more powerful attack

**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

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

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

**Angel of Mercy:** Player spends a point to Bring another dead player back from the dead to stabilized -10

## Chapter 2: Player Classes

### Ninja Classes

#### **Possessed Ninja**

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 gain 10 chi per 5 DC of possession



**Example Character** in Naruto with Possessed Soul: Naruto

**Defects:** Chi Struggle (level based on possession), Marked 2, Control DC (level based on possession)

**Chi Struggle:** It gives the player a DC +5 per level in using their chi with anything other than the powers their possession grants them.

**Marked 2:** The soul inside them will from time to time cause fear with people and may even bring forth someone who is hunting his or her character.

**Control DC:** 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.

**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 Possessed Powers List for complete GM Approved Powers List



#### **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.

#### **Bloodline / Clan**

Those with bloodline abilities prevent themselves from gaining possessed souls. They gain unique abilities

that is 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 opponent 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.

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

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

Clan Characters gain an additional feat based on the clan they are a part of

***Example Character in Naruto with Bloodline, Sasuke***

***Example Character in Naruto with Clan, Choji***

***Defects:*** Heritage 3, Marked 1

Heritage 3 – 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 1 – Your abilities when identified link your heritage to you

***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.

## **Normal Ninja**

The basic character nothing special about their powers or abilities. Due to the direct disadvantage the player of a normal ninja is free to work in all areas of powers and abilities with out gaining defects. Also normal ninja's gain a +7 points to each level instead of the normal +5 for Possessed, Bloodline, and Clan ninja. Also they gain one free Technique Rank C




***Example Character in Naruto, Sakura***

Normal Ninja can gain abilities form the ability list and techniques from the list of "C" class techniques

## Ninja (Level progression This is the same for all three types)

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

## Other Player Classes

	<b>Naruto's Game Hint</b>
	Multi-classing in this game is not only helpful but opens up new ways to game play. The other classes are also good for low level villains.

## Pirate

Masters of the Sea, Lost souls

Pirates are a rare breed on land but when it comes to the sea there is none better. The pirate is a hearty bunch that can take allot of damage. Pirates gain a +5 to HP Gain, +1 Damage Reduction for every 3<sup>rd</sup> level, Lastly they gain Special Feat "Navigator" allowing them a 20 % Bonus to Track, and Survival. The Pirate can gain powers through curses, learn Abilities and if they take ninja class levels can use some techniques. They also gain a Bonus Feat every 5 levels. Power Points gain +3

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



## Bandit

Wandering Thugs of the countryside, to master thieves.

Bandits are masters of skill, Speed and Luck.

Bandits gain a +1 to DEX each 3<sup>rd</sup> level and gain skill points a +5 per use. As well as the Bandit ability of Lucky, which allows the player to gain an AC bonus versus one target The player rolls the dice given at level and add that number to their AC. Bandits also can learn abilities but must take some ninja levels to gain techniques, They can also gain powers through curses. Power Points Gain +2

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	0	0	2	2	Lucky AC 1d 6
02	1	0	3	3	
03	1	1	3	3	+1 Dex, +5 Skill Points
04	2	1	4	4	Lucky AC 1d 8
05	2	1	4	4	
06	3	2	5	5	+1 Dex, +5 Skill Points
07	3	2	5	5	Lucky AC 1d10
08	4	2	6	6	
09	4	3	6	6	+1 Dex, +5 Skill Points
10	5	3	7	7	Lucky AC 2 d 6
11	5	3	7	7	
12	6 / 1	4	8	8	+1 Dex, +5 Skill Points
13	6 / 1	4	8	8	Lucky AC 2 d 8
14	7 / 2	4	9	9	
15	7 / 2	5	9	9	+1 Dex, +5 Skill Points
16	8 / 3	5	10	10	Lucky AC 2 d 10
17	8 / 3	5	10	10	
18	9 / 4	6	11	11	+1 Dex, +5 Skill Points
19	9 / 4	6	11	11	Lucky AC 2 d 12
20	10 / 5	6	12	12	

## Trainer

Master of allies as Fighters the Trainer does not actually use his / her points on themselves much. Instead they use their abilities on their allies. Every 3<sup>rd</sup> level the trainer gains a +1 to INT which is used to train more creatures, The trainer gains a creature equal to their level that has the ability to access all powers (Possessed, Bloodline, and Clan) however they are unable to spend their time with much focus on Techniques, this means if the player takes ninja classes they will take double the time to learn new techniques. They freely can gain abilities as normal. Power Points Gain +2

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	0	0	2	2	Animal Companion 15 points
02	0	0	3	3	
03	1	1	3	3	+1 Int, +5 points for Animal Companion
04	1	1	4	4	
05	1	1	4	4	+5 points for Animal Companion
06	2	2	5	5	+1 Int
07	2	2	5	5	+5 points for Animal Companion
08	2	2	6	6	
09	3	3	6	6	+1 Int, +5 points for Animal Companion
10	3	3	7	7	
11	3	3	7	7	+5 points for Animal Companion
12	4	4	8	8	+1 Int
13	4	4	8	8	+5 points for Animal Companion
14	4	4	9	9	
15	5	5	9	9	+1 Int, +5 points for Animal Companion
16	5	5	10	10	
17	5	5	10	10	+5 points for Animal Companion
18	6	6	11	11	+1 Int
19	6	6	11	11	+5 points for Animal Companion
20	6	6	12	12	

## Wanderer

Master of the ways of travel. Wanderers have many skilled areas and travel for many reasons for their travels. The Wanderer gains a +1 to WIS every third level and a bonus 10 points in skills per level. They also gain a 10% bonus in the following, Heal, Survival, Spot, Listen, Craft (Any), Ride, Swim, Knowledge Geography, Navigation, and Urban Lore. Wanderers also can learn abilities but must take some ninja levels to gain techniques, they can also gain powers through curses. They also gain a bonus feat every fifth level. Power Points + 3

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

## Martial Artist

Masters of Fighting Hand to Hand. Martial Artists spend their lives learn the secrets to using the human body as a weapon. Unlike the Other classes Martial Artists gain Chi at equal to the EXP points per level. Plus they add both their DEX and STR in attacks. Martial Artists however do not carry weapons or armor into battle and are given a negative for using untrained weapons. The Martial Artists gains a +1 to STR every third level and can use their chi to boost their AC to equal their STR mod per round. Martial Artists also can learn abilities but must take some ninja levels to gain techniques, they can also gain powers through curses. Every 5 levels the Martial Artist gains a new feat if they meet the requirements or not. Power Points Gain +2

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	1	0	2	2	Chi Armor, Unarmed Bonus Dex Bonus + Str Bonus
02	2	0	3	3	
03	3	1	3	3	+1 Str
04	4	1	4	4	
05	5	1	4	4	Flying Kick Feat
06	6 / 1	2	5	5	+1 Str
07	7 / 2	2	5	5	
08	8 / 3	2	6	6	
09	9 / 4	3	6	6	+1 Str
10	10 / 5	3	7	7	Throw Anything
11	11 / 6 / 1	3	7	7	
12	12 / 7 / 2	4	8	8	+1 Str
13	13 / 8 / 3	4	8	8	
14	14 / 9 / 4	4	9	9	
15	15 / 10 / 5	5	9	9	+1 Str, Prone Attack
16	16 / 11 / 6 / 1	5	10	10	
17	17 / 12 / 7 / 2	5	10	10	
18	18 / 13 / 8 / 3	6	11	11	+1 Str
19	19 / 14 / 9 / 4	6	11	11	
20	20 / 15 / 10 / 5	6	12	12	Powered Critical

## Chapter 3: Advance Player Classes

Chunin and Jonin are merely titles and grant the player bonuses but they still level based on the Ninja class.

### Chunin

Second Rank of ninja, Leads groups of equal power, in charge of training people in becoming ninja, able to get access to techniques up to rank B. +1 power point per level, Gain Chunin vest +2 Ac.  
(Requires, passing Chunin exam)

### Jonin

Highest rank of Ninja that can be achieved without special permission. In charge of training Genin, Running Ninja groups of lower level ninja and able to access all techniques. Grants the Player an additional +1 power point per level, they also have access to almost all techniques (Requires, Chunin, pass Trails of Jonin)



### ANBU

The police force among the ninja, they maintain the law and are often used as scouts, the highest fatality rate in the past was with the ANBU forces. The ninja must meet the approval of the Kage to become an ANBU. (Requires, Jonin, and passing Anbu trails, Approval Of Village Kage)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	1	0	1	1	
02	2	1	2	2	
03	3	1	2	2	
04	4	1	3	3	
05	5	2	3	3	
06	6 / 1	2	4	4	
07	7 / 2	2	4	4	
08	8 / 3	3	5	5	
09	9 / 4	3	5	5	
10	10 / 5	3	6	6	

### Sword Master

Master of the Blade. (requires, Weapon Focus Swords, Weapon Specialization Swords, + 8 Base Attack)

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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

## Hermit

Master of several Ninja Techniques as well as lost dark arts. (Hermits gain a boost of chi per level. Chi is x5 instead of the x3 that ninja's gain) (requires, Mastering of at least 5 B rank Techniques)

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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

## Weapon Master

Master of several weapon arts. (requires, at least 6 levels, Weapon Focus in at least 5 weapons)

**Empower Weapon:** Based on the type of weapon (one weapon per each time gained) +1 to hit, +1d6 damage

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Hunter of the Damned

Experts at hunting the unliving world. (Requires, at least 6 levels, The Ability fight constructs and other undead characters)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	1	0	1	1	
02	2	1	2	2	
03	3	1	2	2	
04	4	1	3	3	
05	5	2	3	3	
06	6 / 1	2	4	4	
07	7 / 2	2	4	4	
08	8 / 3	3	5	5	
09	9 / 4	3	5	5	
10	10 / 5	3	6	6	



## Martial Arts Master

Masters of martial arts. They learn the secret fight techniques of the world and are able to empower their attacks with chi. (Martial Arts Master gain chi like that of a Ninja. Every Second Level they can gain a Taijutsu technique (requires, Two regular attacks, Training from a Martial Arts Master. Level 8)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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

## Pirate Captain

(requires, at least 6 levels in Pirate, Own a ship, GM approval for Leadership Feat)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Traveler of Roads

(requires, at least 6 levels in Wanderer, Knowledge total of 250% )

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Veterinarian

(requires, Handle animal 80%, Healing Ability, Knowledge Medicine 50%, Level 6)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Lupus-Nin

(requires, Ability to shape change, base attack of 8)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	



## Kamari

(requires, must be pre approved by GM. Gained Curse Mark, Lived through stage 1 Transform)

People who have become the ones to take part in an experiment that altered them to beyond human limits.

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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

## Master Thief

(requires, at least 6 levels in Bandit, 80% Slight of Hand or Open Lock)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Performer

(requires, at least 6 levels, Requires 80% in Perform. Must Train under Performer)

A performer uses their art of performance to cause their targets to make will saves versus their performance or the target will suffer from the performer's special attacks

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Dark Arts Master

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.

(requires, GM Approval, Ninja Techniques 80%, Spell Craft 80% Level 8)

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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

## Bounty Hunter

Hunters of wanted men.

(requires, at least 6 levels, Have spent time in Hunting, Approval of Law Enforcement Group)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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	

## Assassin

Masters of the art of Death. 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.

(requires, at least 6 levels, Have the approval of one of the Five key villages Kage)

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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



## Med-nin

Masters of the Medical arts. (Requirements: Must have taken training by other medical ninja, Have a Healing ability, level 6) They gain healing abilities as well as other medical based skills and techniques. Medical Ninja have the ability to make their Chi into a edged Scalpel. Scalpel does 1d6, ignores Damage Reduction

**Charka Scalpel:** Make a weapon out pure chi

**Medical Vision:** See the extent of wounds, at Expert Level the Player can See known targets HP score

**Healing Bonus:** Raises the level of a healing ability

**Chi Healing:** Exchange Chi for HP in targets

**Heart Beat:** Lock on the Heartbeat of known Target

**Medical Library:** Knowledge in all areas needed for med

**Hands of God:** 1 per day can lay on hands to heal any damage (except: death)

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	0	0	1	1	Medical Vision Common, Chakra Scalpel
02	0	1	2	2	Healing Bonus +1 Level, Chi Healing
03	1	1	2	2	Medical Vision Novice
04	1	1	3	3	Extra Chakra Scalpel, Healing bonus +2
05	1	2	3	3	Medical Vision Pro
06	2	2	4	4	Healing bonus +3
07	2	2	4	4	Heart Beat, Extra Scalpel
08	2	3	5	5	Medical Vision Expert, Heal bonus +4
09	3	3	5	5	Medical Library
10	3	3	6	6	Hands of God

## Hunter Nin

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 trained to handle prisoners, Must be sponsored by one of the Five main Villages, Kage Level 6)

**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

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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 <sup>nd</sup> Favored Village
05	2	3	2	2	Wilderness Survivor
06	3	4	2	2	Bear Hug
07	3	4	2	2	3 <sup>rd</sup> Favored Village
08	4	5	3	3	Chi Trail
09	4	5	3	3	Sleeper hold
10	5	6	3	3	4 <sup>th</sup> Favored Village

## Master Of Nature

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)

**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

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

## Tactician

Masters of strategy in combat the one that have a good idea and plan in battle are the ones that will win the battle.

(requires, Leadership, lvl 6, 60 % Knowledge Tactics, 40% Knowledge military Science)

**Battle Plan:** This ability once activated grants a +1 to hit for the player and his teammates

**Hold The Line:** The mere when active presence of the player grants a +5 bonus on all will saves

**Inspire Courage:** The Player grants a +2 to all saves (doesn't stack with hold the line) and +5 to skill checks

**Grand Inspiration:** This allows the player to grant a +4 to hit to all his allies this stacks with Battle Plan

**Planned Strike:** The player grants the power of greater damage to his teammates. +2d6 when activated.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	0	0	1	1	Battle Plan
02	1	1	2	2	
03	1	1	2	2	Hold The Line
04	2	1	3	3	
05	2	2	3	3	Inspire Courage
06	3	2	4	4	
07	3	2	4	4	Grand Inspiration
08	4	3	5	5	
09	4	3	5	5	Planned Strike
10	5	3	6	6	

## Ryounin

Master Cooking Ninja. 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)

**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



Level	Base Attack	Fortitude Save	Reflex Save	Will Save	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

## Chapter 4: Abilities and Feats

### **Abilities**

Abilities are trained moves that improve stats or skills as a long-term basis. Some of these require chi use and others require no chi at all. Several Abilities are required to use certain techniques. If the ability can be stacked and has a chi use then the chi cost goes up per the level of the stacking of the ability

#### ***Tree Climbing***

Requires 1 chi to use allows the player auto success on climb checks

#### ***Water Walking***

Requires 4 chi per 50 ft of depth of water, allows player to walk on calm or light flowing water

#### ***Jumping***

Requires no chi, Boosts the height of jumping skill by 10 ft per level

#### ***Cat Grace Boost***

4 chi per minute, Boosts DEX up by +2 points per Level

#### ***Remove Curse (temp)***

10 chi per use, Nullifies a curse for a minute

#### ***Shadow Control***

4 chi per minute, allows one to manipulate ones own shadow into weird shapes and bindings, DC 10 Will + 1 per level

#### ***Mind Possession***

4 chi per use, Allows the user to invade a mind, DC 10 Will +1 per level

#### ***Speed Boost***

4 chi per minute, Boosts Speed by 30 ft per level

#### ***Strength Boost***

4 chi per minute, Boosts STR by +2 per level

#### ***Animal Friendship***

No chi cost, befriend any creature with a Charm of DC 10 +1 per level

#### ***Appearance***

4 chi per use, creates a aura of fear, DC 10 will +1 per level

#### ***Art Of Distraction***

2 chi per use, DC 10 will + 1 per level, Confuses target

#### ***Aura of Command***

4 chi per use, DC 10 will +1 per level, command a person to do an action

#### ***Battle Mind***

No chi cost, once per battle the player gains a second action, +1 action per level, Limit one use per round

#### ***Danger Sense***

No Chi cost acts as a warning system, player can't be caught flat-footed

#### ***Divination***

No chi, allows player to locate item within 10 miles, -1 mile per level

#### ***Focus Damage***

No chi, adds +1 to damage per level, Limit +5 per weapon

#### ***Enlarge Damage***

No chi, Increases area of damage by 10 per level, Limit 100ft per attack

#### ***Ignore Pain***

No chi, allows player to ignore the negative effect of a injury

#### ***Incredible luck***



No chi, Gives the player a chance per game to re-roll, +1 re-roll per level

### ***Inspire***

No chi, Gives a Bonus to allies, +1 per level

### ***Jury Rig***

No chi, Create useful items out of junk, +10 % Craft Skills per level

### ***Mechanical Mind***

No chi, Gain an understanding of how a machine works, +10% identify per level

### ***Medical Mind***

No chi, Gain an understanding of medical problems, +10% Medical per level

### ***Memory***

No chi, Allows the player to recall hind memories, 1- common, 2- hidden, 3-secert

### ***Read Chi***

4 chi per use, Allows player to see chi auras

### ***Read HP***

4 chi per use, Allows player to see Life auras

### ***Quick Wits***

No chi, Allows player to gain hints to puzzles, 1 – basic, 2- simple, 3-difficult, 4- hard, 5- solved

### ***Sneak Attack***

No chi, extra damage when sneak attack can be made, 1d6 per level

### ***Steady Hand***

No chi, gain a bonus on to hit with thrown weapons, +1 per level

### ***Vanish***

2 chi per use, Allows player to fall back from a battle by 30 ft as a free action

### ***Deep strike***

No chi, cuts through damage reduction, +1 per level

### ***Wire Manipulation***

4 chi per use, uses the ability to control thin wires and move them about, 1 wire per level

### ***Battle Ready***

No chi, Gains the ability to go earlier in battle, +1 initiative per level

### ***Pin Point Accuracy***

No chi, gains a better to hit on ranged weapons, + 1 per level, Limit +5 per weapon

### ***Wound Master***

No chi, weapon attacks do greater damage, + 1 per level, Limit +5 per weapon

### ***Blade Master***

No chi, Gains a better to hit with melee weapons, +1 per level, Limit +5 Per weapon

### ***Mud Blast***

4 chi per use, strike target with dirt for blinding attack, DC 15 +1 per level

### ***Needle Missile***

2-chi use, Thrown weapon does greater damage and to hit, +1 per level, Limit +5 per weapon

### ***Big Bang***

No chi, a powerful explosion that also damages the player by ½ damage, 1d10 per level, Limit 5d10

### ***Masters of Digging***

4 chi per minute, allows player to move 20ft per round underground, +10 movement per level

### ***Slime Slide***

4 chi per use, Creates a Slick Slime around Player forcing others to make a DC reflex, Dc 10 + 1 per level

### ***Queen's Guardian***

No chi, Two weapons are required one acts as a secondary defense and gains attack vs. attacker, +1 AC per level , Limit +5 per round

### ***Change Color***

4 chi use, Changes the color of things, 1-basic color 2-bright colors, 3-any color

### ***Barrier***

4 chi per use, Creates a personal shield, +1 AC per level

**Charmer**

No chi, charms target to you, 10 DC will +1 per level

**Mental Shock**

No chi, Causes stunning, 10 DC will +1 per level

**Fast Ball Special**

No chi, adds extra damage to thrown weapons, +1 per level, limit +5 Per weapon

**Damage Reduction**

No chi, Absorbs damage taken, +1 per level

**Crunch Numbers**

No chi, gives bonuses to hit to team, +1 per level

**Protective**

No chi, give bonuses to Ac to team, +1 per level

**Strong Leadership**

No chi, give bonuses to Dex and Str to team, +1 per level

**Magic Shield**

4 chi per min, Grants an area an AC bonus, +1 per level

**Sutra Stunner**

2-chi use, Stuns target with a Sutra Scroll, DC 15 will +1 per level

**Bear Hug**

No chi, Allows player to do damage in grapple even if they don't dominate it

**Northern Lights**

4-chi use, area effecting Daze attack, DC 10 will +1 per level

**Dodge Moves**

No chi, Gain an Ac bonus versus single target, +2 Ac per level

**See opening**

No chi, Gain an to hit bonus to single target, +2 per level

**Weapon Field**

4 chi per use, Allows player to attack an 30 ft area around them, Level up to increase damage

**Match Point**

10 chi per use, A way to quickly copy a technique of another player, Limit 1 technique per Purchase of match point. The technique last for +1 min per level

**Con Drain**

4 chi per use, Drains temporarily target of CON Stat, 1 point per level

**STR Drain**

4 chi per use, Drains temporarily target of STR stat, 1 point per level

**DEX Drain**

4 chi per use, Drains temporarily target of DEX stat, 1 point per level

**INT Drain**

4 chi per use, Drains temporarily target of INT stat, 1 point per level

**WIS Drain**

4 chi per use, Drains temporarily target of WIS stat, 1 point per level

**CHA Drain**

4 chi per use, Drains temporarily target of CHA stat, 1 point per level

**Hidden Weapon**

No chi, Allows player to hide 10 medium sized weapons on person, +10 per level

**Accuracy**



*4 chi per use, makes a Normal attack into a touch attack*

**Chi Stop**

10 chi per use, Temporarily cuts off the flow of chi, 1 minute

**Second Sight**

2 chi per minute, Allows the Player to see hidden things

**Ghost Touch**

4 chi per use, gains a chance to fight incorporeal creatures on fair ground

**Flurry Of Blows**

No chi, Gain an extra attack at -2 to hit

**Drunken Dodge**

No chi, Player rolls a die each attack on them and adds that to their AC, die increases per level

**Tiller of the Land**

4 chi per use, A healing touch, Heal die increases per level

**Stunning Fist**

2 chi per use, Attack makes the target roll a DC fort or be stunned for 1d4 rounds, DC 10 +1 per level

**Damage Shield**

2 chi per use, Creates a shield that reduces damage to allies, Damage reduce +1 per level

**Hive Mind**

2 chi per use, Allow player to not be flanked and prevents Sneak Attack

**Gun Master**

No chi, Gain a better to hit when using firearms, +1 per level, Limit +5

**Added Damage**

No chi, Adds an extra form of damage to ones weapon, added damage increases per die per level, Limit 2d6 per weapon

**Trap Sense**

No chi, Allows player to easily find traps, +10% Find Traps / Search per level

**Info Gather**

No chi, Allows the player to gain a better gather info skill, +10 % Gather Info per level

**Wig Out**

5 chi per use, Causes an area effect of chaos, 10 ft per level

**Flashy Fighting**

No chi, Players gain bonus money based on a performance roll, +10 performance per level

**Cheap Shot**

The player distracts the target to make their attack do greater damage, The target gets a Will save versus the player does extra 1d10 damage, DC10 Will save goes up 1 per level

## **Feats**

The following is a listing of new feats and changes in approved feats based on the D 20 rules.

## *New Feats*

Beautiful	+2 to Bluff, Diplomacy, Gather Info, +2 to Reputation Score
Cute	+2 to Bluff, Diplomacy, Hide, Taunt
Fast Learner	Cuts the learning time down on Techniques
Power Focus	Lowers the Chi cost of a use of power in half
Technique Focus	Makes it easier to use techniques, Lowers Chi cost in half
Light Sleeper	Can't be caught prone while sleeping
Tough Love	Gain Hp at 20% loss instead of standard 10%
Charka Heritage	Allows player to gain +30 chi no matter which class they have
One Handed Jutsu	Doubles the cost of the Technique, but allows the uses of an attack while using a technique
Iron Stomach	Grants the player the ability to eat bad or even poisoned food, Also grants a save to being poisoned in any other way. + 10 to Save Versus Poison
Empowered Soul	+1 Power point per level can't be stacked, Character has days that they are weaker on these days they have a DC 15 Chi struggle
Code	+1 to all rolls made within the code (ex: Code Of Honor, Code of Justice)
Loyal	+2 to all saves, must declare and maintain loyal to another character
Evasion	(not a class ability) Requires Dex 13, Dodge and Mobility

## *Approved Feats*

Alertness	Studious	Trustworthy	Improved Disarm
Armor Proficiency	Rapid Reload	Renown	Stealthy
Blind Fight	Die Hard	Medical Expert	Nimble
Combat Reflexes	Heroic Surge	Low Profile	Meticulous
Dodge	Frightful Presence	Focused	Guide
Mobility	Deceptive	Educated	Dead Aim
Spring Attack	Cautious	Confident	Creative
Point Blank	Athletic	Attentive	Builder
Far Shot	Cumbrous Will	Acrobatic	Animal Affinity
Precise Shot	Cumbrous Dodge	Cumbrous Fortitude	Cumbrous Reflexes
Rapid Shot	Bash	Battle Language	Trick Shot
Shot on the Run	Throw Anything	Sharp-Shooting	Close Shot
Power Attack	Prone Attack	Power Critical	Ranged Sunder
Cleave	Judge Opponent	Monkey Grip	Ranged Disarm
Improved Bull Rush	Endurance	Karmic Strike	Flying Kick
Sunder	Concealment	Leap Attack	Flick of the Wrist
Great Cleave	Skill Focus	Toughness	Dash
Quick Draw	Track	Lighting Reflexes	Arterial Strike
Run	Shield Proficiency	Trample	Steady Hand
Improved Unarmed Strike	Leadership (can only be gotten by becoming a Chunin)	Mounted Archery	Weapon Focus
Improved Initiative	Martial Weapon Proficiency	Mounted Combat	Ride-by-Attack
Improved Critical	Deflect Arrows	Iron Will	Spirited Charge
Greater Fortitude	Whirl Wind Attack	Two Weapon Fighting	Improved Two Weapon Fighting
Expertise	Improved Trip	Stunning Fist	Weapon Finesse
Endurance	Skill Specialty	Low Profile	High Profile



## Chapter 5: Powers

### Powers

Powers are chi-based abilities that can be used with techniques and abilities, as well as on their own. The chi use at first is high but can be bought down at the cost of power points the chi use is originally. Powers get bought up to do greater damage. The Powers are created with the combined concept between GM and player.

### Possessed Powers

#### ***Rage***

Both Dex boosted and Con Boosted

#### ***Berserk Fury***

Both Dex Boosted and gain a better to Hit

#### ***Blood Lust***

Strength is boosted as well as to hit

#### ***Dimensional Portal***

The ability to create a safe heaven in an alternate dimension

#### ***Elasticity***

Super stretch body

#### ***Elemental Touch***

Adds Elemental damage to attacks

#### ***Extra Arms***

Extra arms

#### ***Flight***

Gain the ability to fly

#### ***Force Fields***

Grants a Shield bonus

#### ***Fast Healing***

Heals every round

#### ***Harden Skin Armor***

+ to AC

#### ***Insubstantial***

The ability to gain a ghostly body

#### ***Invisibility***

To go unseen

#### ***Levitate***

To float above the ground

#### ***Mind Shield***

To block mental attacks

#### ***Natural Weapons***

Making claws, tusks, sharp teeth, ect.

#### ***Phasing***

The power to move through objects

#### ***Possession***

The power to take over another person

#### ***Shape Change***

The ability to change ones physical Shape



### ***Teleport***

Extra movement actions

### ***Sonic Scream***

The ability to do damage with noise

### ***Weapon Blizzard***

The Ability to create an area of attack



#### **Naruto's Game Hint**

Possessed Powers can be used both to create techniques or in a raw form. Consult with your Gm the chi cost of raw use of these powers. Starting Characters get up to 2 powers and three techniques derived from these powers.

### **Bloodline Powers**

#### ***Demon Eyes***

The power to shield other spot based powers

#### ***Body Manipulation (Inner Body)***

The power to alter body parts internally

#### ***Byakugan***

The power to see chakra and use ones chakra to attack

#### ***Rebirth***

The ability to be brought back to life form near death

#### ***Activate Curse***

The power to cause a curse to become active

#### ***Chi Drain***

The power to drain a targets chi

#### ***Chi Restore***

The power to regain chi quicker than normal

#### ***Chi Blast***

The power to attack with chi

#### ***Curse***

The power to create a curse

#### ***Electronic Counter Measure***

The power to attack with EMP

#### ***Glide***

The power to glide from distances

#### ***Illusion***

The power to create illusions

#### ***Immunization***

The power to become unaffected by certain things

#### ***Meld***

The power to combine things

#### ***Metamorphosis***

The power to alter people or things



**Mimic**

The power to copy attacks and moves temporarily

**Mind Blast**

Mental Attacks

**Mind Control**

Control and manipulate minds

**Paralysis touch**

Cause targets to be stunned

**Precognition**

The power to see an attack coming

**Read Aura**

The power to read Chi, and emotions

**Regeneration**

Regenerate wounds / injuries (Not HP)

**Shockwave**

Cause a massive blast along the ground

**Size Change**

Change ones size

**Sixth Sense**

The power to see the unseen

**Telekinesis**

The power to move things with the mind

**Telepathy**

The power to read minds

**Plant Control**

The control and manipulation of plants

**Physical Copy**

The Power to copy a target's Physicals Stats

**Elemental Control**

The control and manipulation of the elements

**Naruto's Game Hint**

Bloodline powers work by creating techniques based on the power of the bloodline. Starting Characters get up to 2 powers and three techniques derived from these powers

**Clan Powers*****Body Manipulation (Exterior Body)***

The power to enlarge or alter body part on the exterior

***Swarm***

The control and manipulation of insects

***Speak With Insects***

The ability to speak with insects

***Animal Form***

To alter body to that of an animal like form

***Speak With Animals***

The ability to speak with animals

***Animal Partner***

The ability to have and control an animal

***Life Support***

The ability to maintain the life of an individual

**Heightened Senses**

Enhance senses of Sight, Sound, Taste, Touch, and Smell

**Environmental Control**

The control and manipulation of the atmosphere around the player

**HP Drain**

The power to drain hp

**HP Restore**

The power to restore Hp

**Speed**

Faster Movement

**Cat Grace**

Improved DEX

**Strength**

Improved STR

**Mental Stun**

The power to stun a target through mental power

**Mind Bolt**

The power to attack with the mind

**Divide and conquer**

The power to gain a clone when hit

**Natural Survivor**

The power to Boost ones AC to a single target

**Golem Control**

Control and manipulation over non-living object



**Naruto's Game Hint**


Clan powers work by creating techniques based on the power much the same way a bloodline is. Starting Characters get up to 2 powers and three techniques derived from these powers

## Chapter 6: Defects

(Speak with your GM on what effect a Defect plays on your character and how often it hinders the player)

Cursed	You have been given some power at a great price
Marked	You have a mark that makes you easily spotted
Attack Restriction	You must go thru certain actions before attacking
Awkward	Your clumsy and have a hard time doing things
Ageism	You are much older or much younger than your peers
Easily Distracted	Your mind wanders easily
Girl / Guy Magnet	You attract a crowds of girls / guys
Inept Combat	When it comes to combat you just don't quite get it – 1 to Base Attack Bonus per level
Not So Fast	Your sluggish in nature –2 DEX per level
Not So Strong	Your weak in strength –2 STR per level
Not So Tough	Your prone for disease and have a weak CON score – 2 CON per level
One Arm	You only have one working arm
Owned	You are ether hire help or an actual slave
Debt	You owe money to people
Physically Unappealing	Your physically ugly, -2 comeliness score per level
Phobia	You have a great fear of something
Mental Disorder	You have a mental problem
Dependent Family	Your family depends on you and you depend on them to live
Recurring Nightmares	You are constantly bothered in your sleep by nightmares
Red Tape	Your no stranger to paperwork cause you seem to always be in it
Haunted	You see the dead walk among us
Sensory Impairment	One of your senses is ether weak or useless
Significant Other	You have a person that requires your protection
Skeleton In the Closet	You have a secret that would be devastating to you if it got out publicly
Special Requirement	You have something that must be done in order to perform attacks
Unique Character Defect	A weird defect that does not fit in one of the others mentioned
Unskilled	There are some skills you will never get the hang of + 20% to the Skill Dc
Wanted	You have a record and are wanted for possible crimes
Awkward Size	Your size isn't quite normal
Bane	You have a weakness for certain things
Cannot Talk	You can't speak
Diminutive	Your attacks are weaken by some reason
Involuntary Physical Change	You change form unwillingly through some means, The usefulness of this form varies the level
One-Way Transformation	You are forced into a form that is alien to you and you have no way of going back
Dark Past	You have a Dark secret
Restricted Ground Movement	You can't move along certain terrain as well as others
Nemesis	Somewhere along your past you have made enemies
Volatile	You tend to have trouble holding back your attacks

Vulnerability	You have a vital weak point
Limited Endurance	You get exhausted easily
Noisy	The quiet makes you uneasy so you tend to make noise to break the silence

	<b>Naruto's Game Hint</b>
	Defects add a role-playing element to the game. For each defect point taken the player can gain a power-points (Excluding defects given by class) Limit 7 points of defects at character creation.

Advantages these allow the players to have some skills and bonuses that aid them in the role-playing aspect of the game. They cost the player at the start of game the points gained in defect go first to these than any extra cost player points. Each advantage can be leveled up to three. Advantages can be rewarded by the GM later in game at no cost to the player.

Advantages	
Ally	You have a good friend that when possible will come to your aid
Contact	You know people that know things +4 Gather Info
Family Wealth	Your family has a lot of money you can use a line of credit
Family Name	Your family name is well known and well respected +4 Rep Bonus
Fast Healer	You heal wounds a little better than others, all hospital stay are ½
Black Hole Stomach	You can go on eating with out getting full, eat x5 that of normal
Family of Specialists	Your family is skilled in a type of technique, DC is higher to avoid
Acute Senses	You have a better chance at sensing things, +4 Spot / Listen
Natural Survivor	Your more at home in nature, + 4 Survival
Acrobatic	Your trained in acrobatics, +4 Tumble, +4 Jump
Quick Wit	Your smarter then most and it shows, +4 to all Knowledge Skills
Mechanic Mind	You have a mind towards building and using machines, +4 Knowledge Machine
Artistic	Your good at performing and crafts, +4 to perform, +4 Craft
Double Jointed	Your body can dislodge joints at will, +4 to Escape Artist
Athletic	Your better at sport based activities, +4 to Swim and Climb
Likeable	People like you just because +4 Reputation score
Eidetic Memory	Your memory is better then others, You can recall many things important

Medical Issues and Defects	These defects can not be bought but can be given to a player in game.
Dark Seal	Increase in all abilities, 90% death rate if seal progresses to 2 <sup>nd</sup> stage
Blocked Chi Flow	Difficulty of using part or all of ones chi, no current cure, Taijutsu moves can still be used but Genjutsu and Ninjutsu is difficult to impossible to use
Chakra Poisoning	Radiation causes an increase in chi use but will slowly kill, no current cure
Chakra Sealing	A seal placed on the body stops the use of chi
Chi Hole Destruction	The permanent sealing of ones pores that release chakra, surgery can restore the chi holes
Chakra Burnout	The over exertion of ones Chakra, rest is the best cure
Severed Chi Flow	Chi is still and doesn't move within ones body, weeks rest needed
Chakra Leakage	Constantly losing chakra without control, few cures available
Body Burnout	This problem is caused by using soldier pills, or other body mod devices to often, The body is weakened and can support itself, Rest needed

## Chapter 7: Skills

Skills in Naruto RPG are run much differently than in your standard D20 system. The player rolls 2d10 to figure out their success ratio. This ratio in opposed rolls either beats or loses to a set DC. When not opposed it creates a DC for future use (i.e., craft checks in creating something that can later be sold.) The following is a list of the skills used in the game. How they are used and possible bonuses that they give.

Because of how they play out the skills are separated into three categories. Combat, these skills are often used within combat and are often the main focus of Ninja and other combative classes. Knowledge, these skills make up what your character may know about certain fields of study. Basic, these skills make up the more unique areas that individuals study.

### Combat Skills



**Acrobatics** – The skill in performing flips and landing properly from great falls  
**Balance** – The skill in keeping ones balance  
**Climb** – The skill in climbing trees, walls, cliffs  
**Concentration** – The skill in staying focused and not messing up techniques when attacked  
**Demolitions** – The skill in placing and making of explosives (+5 Disable Device)  
**Disable Device** – The skill in disabling explosives and other devices be it mechanical in nature  
**Disguise** –The skill in hiding within plain sight (+5 to Hide)  
**Drive** – The skill in operating some vehicles  
**Escape Artist** – the skill in which one uses to free one self  
**Hide** – The skill used to hide one self out of plain sight  
**Jump** – The skill used in jumping distances and heights  
**Listen** – The skill used to detect this by audio means (+5 Spot)  
**Martial Arts** – Skill in performing basic forms of Martial arts (each 30% in this skill grants a +1 to attack unarmed)  
**Medical** – The skill used to detect and determine the damage done to an individual  
**Move Silently** – the skill of moving with out making noise (+ 5 to Hide)  
**Pilot** – the skill used to operate ships and aircraft

**Power lifting** – the skill used to lift large and heavy objects (+10 to intimidate)

**Ride** – The skill used in riding objects like horses or other creatures as well as bicycles

**Sleight of Hand** – The art of making ones hands move quicker than the eye (+5 Gamble)

**Spot** – The skill used to detect individuals through visual means (+5 to Listen)

**Tumble** – The skill used in flips and dodges

### Knowledge Skills

**Arcane** – Knowledge of dark arts (+5 Spell craft)

**Area** – Knowledge of a certain designated area

**Biochemical** – Knowledge of Bio weapons and effects

**Biological Science** – Knowledge of animal and human body (+10 Medical)  
**Electronics** – Knowledge of the working of electronic devices (+10 Disable Device)  
**Foreign Culture** – Knowledge of Foreign Ideals and History  
**Geography** – Knowledge of How to get from point a to point b on land (+5 Navigation)  
**History** – Knowledge of historical information  
**Law** – Knowledge of Legal information  
**Mechanics** – Knowledge of the working machines (+10 Disable Device)  
**Military Science** – Knowledge of weaponry and Tactical Moves  
**Nature** – Knowledge of things found in nature  
**Occult** – Knowledge of dark history and Myths  
**Poisons** – Knowledge of poisons and their uses  
**Police Science** – Knowledge of sciences such as autopsies, Crime Scene and Investigative (+5 Investigate)  
**Religion** – Knowledge of the history and myths involved in religions  
**Spell craft** – The ability to identify spells and techniques in use  
**Streetwise** – Knowledge of how to survive and get around on the streets

### *Basic Skills*

**Animal Empathy** – A skill that bring a better understanding with animals (every 30 % grants a free point in Talk with animals Ability)  
**Appraise** – The ability to guess the value of the item they use the skill on  
**Bluff** – Telling a lie  
**Computer Use** – The ability of using a computer (+5 Disable Device)  
**Decipher Script** - the ability to read coded messages  
**Diplomacy** – The ability to speak with and influence others (each 30% grants a +1 to Reputation)  
**Gamble** – the skill in playing against other in games of chance (every 30% grants +1 to Reputation)  
**Intimidate** – The skill in using your presence to frighten people (every 30% grants +1 to Reputation)  
**Investigate** – The skill use to search for basic clues and information (+5 to search)  
**Navigate** – The skill used to go from point a to point b safely on the seas or in the sky  
**Open Lock** – the skill used in opening locks  
**Perform** – the skill used in performing some sort of dance or other performance art  
**Pick Pocket** – the skill of stealing with out being caught (+5 Sleight of Hand)  
**Profession** – The skill in a given trade or business  
**Read Lips** – The skill in reading lips without hearing the words  
**Repair** – The skill in fixing broken devices (+5 knowledge Mechanics)  
**Research** – The skill in looking for information  
**Search** – The skill in looking for things  
**Seduction** – The skill in bringing someone to your side (every 30% grant a +1 to Reputation)  
**Sense Motive** – The skill in sensing if someone is lying to you  
**Speak Languages** – The skill in understanding and using other languages  
**Swim** – The skill in the character has in swimming.



## Chapter 8: Weapons, Items, Shopping, and Money System

### Weapons:

#### Simple

Shuriken – 1d6 Ranged attack can be thrown 50'

Kunai Knife – 1d6 can be thrown 50', Kunai also can hold tags to do extra damage and can be used as a melee weapon

Blast Tag – 1d10 Explosive Damage area of 10' radius

Flash bomb – Creates a blinding light at DC 15

Smoke Bomb – Creates “Darkness” see D&D PH for rules

#### Martial

Wire – Does 1d8 Sub dual also can be used as trip wire for traps

Bo ken – 1d8 \* can designate damage to sub dual instead of normal damage at any time

Tonfa – 1d6 \* can designate damage to sub dual instead of normal damage at any time

Sai – 1d6 \* DC roll can disarm opposed weapons

#### Exotic

Bladed Brass Knuckles – 1d6/ 1d4

Fan – 1d6 Wind Damage (Wind Damage hits on a Ranged Touch)

Sonic Blasters – 1d10 Sonic Damage (Sonic Damage hits on a Ranged Touch)

Zanbatu – 2d12 (requires Monkey Grip feat, must be over 5'5" in height to wield)\*\*

Sickle and Chain- 1d6 Sickle, 1d4 chain

Flame Pipe - a lightweight flamethrower hits in a, 30 ft cone 1d6 fire damage 4 uses per pipe

\*\* - using this weapon performs an overkill attack. Over kill is a single attack made by this weapon hits a 180 degree area and not a single target. This allows the player to hit up to 4 other people (friendly targets are included can't be avoided) The player rolls a to hit and hits each target that beats the targets AC. This also causes the use of a second attack useless as the momentum of the weapon takes an action to be repositioned to make the second attack. (Once the player gains a 3<sup>rd</sup> attack they then can make a second attack with this weapon)

#### Armor

AC Bonus but drops any Defense Bonus if any Armor is best found in the more northern areas of the world, The best Armor is individually crafted at Snow Village

Chunin Vest – a simple flak vest that grants a +2 Ac bonus must acquire Chunin to be allowed to wear

Padded Breast – a simple coat that cushions the body from small impacts +1 AC bonus

Buckler – small shield locked on ones arm +2 AC

Breast Plate – a Metal plate placed to stop many bladed weapons +4 Ac

Leather Jacket – a light weight protective jacket +2 Ac

Leather Breast – Thicker and made to take more damage than the jacket +3 Ac

Full Plate – Heavy Armor that hinders movement, move 20ft max, +8 Ac

Reed Armor – a Medium strong armor made of reeds, move 40ft max, +6 Ac

Samurai Armor – A Medium Armor that is made for easy movement,



move 50 ft max, +5 Ac

### Items:

Food Item – Heals a little HP based on rarity or how well it's cooked  
Soldier Pills – Grants Resistance to Hunger and Sleep for 24 hours  
Chakra Pills – Restores 30 chi per pill  
Blood Clotting Pill – Burns fat of the body to clot blood flow and stabilize the person  
Power Bar- grants 5hp per bar  
Ration Pack – grants 5hp per pack  
Ramen Pack – Grants 8 Hp per pack  
Herbal remedies  
Restoration Potion

Exports – Used for trades or other means

More items available through D&D Players Guide and other game systems. Consult with your Gm for their effects

### Shopping:

Some Shops require a search check (these shops tend to be rare or moving shops) In these shops you'll find rare items they can be good or bad depending on the GM and what kind of deals are also up to the GM These shops location should move about so the DC is constantly changing from each game.

### **Money**

Each mission grants a set amount of money to the player plus they can also gain money buys setting up a business, taking from defeated ninjas, or by other ways.  
Money System is:

Ryo – equal to one US Dollar

Line of Credit – Those with clans or important families tend to be able to buy things on lines of credit They will however have to pay back their family after a sizeable debt is made.

Checkbook – If a player doesn't have enough money they can use a check to for a cost no higher then twice the items cost. However at a later date the player must pay the full amount +30% of the cost to a unknown source.

### **Rent**

Not all players have this bill but those that live on their own do an average rent is 600 Ryo a month. Some times if the player is the member of a family or clan this bill is not in play unless the player took the Red Tape Defect.

### **Part Time Jobs**

In order to pay the bills the character might have to take side work for money. It would be a good idea for the GM to play out this business venture of the player. Even if they don't have to pay bills they can take on a part time job. (example: Ino works part time at her families Flower Shop)

## Chapter 9: Techniques



### Naruto's Game Hint

Linking Techniques and powers / Abilities. The cost may be two power-points and double the chi cost but this creates a more powerful technique.

## Techniques

Techniques are chi based attacks that can't be bought down. The more powerful the technique the more chi used in the attack. Some techniques require other techniques, clan or bloodline powers to perform.

Techniques can be combined, by expending a full round, and using the chi cost of all the techniques. Also certain Techniques can only be achieved by learning from other Villages.

*Ab* - requires an ability  
*Bl* - requires Bloodline Power  
*C* - requires Clan Power  
*Te* - requires another Technique  
*Ha* - Requires hand symbols

*Le* - Leaf Village Technique  
*Cl* - Cloud Village Technique  
*Mi* - Mist Village Technique  
*Ra* - Rain Village Technique  
*Gr* - Grass Village Technique  
*Ro* - Rock Village Technique  
*So* - Sound Village Technique  
*Wi* - Sand Village Technique  
*Sn* - Snow Village Technique  
*St* - Star Village Technique  
*Fl* - Flower Village Technique  
*Un* - Universal Technique

*Gen* - Genjutsu technique  
*Tai* - Taijutsu technique  
*Nin* - Ninjutsu technique  
*For* - Forbidden technique



### The Schools of Justu

**Genjutsu** - the art of illusion the used to trick, harm and even kill in some rare cases. Genjutsu can often be countered by rolling a will save. The DC for the technique is the user's level +10 + Users Wisdom Score (not Modifier) + any special abilities, Feats or powers, that grant them a Higher Dc for this attack.

**Taijutsu** - the art of physical combat the school mainly teaches ways in order to harm a target, but rarer forms allow the one to heal a person with psychical attacks at points on the body. The only defense to a Taijutsu is a high Ac or a well laid plan.

**Ninjutsu** - The skilled use of both physical and illusionary techniques that defy reality allowing the person to perform superhuman acts

**Bloodlines** - The use of combining one or more of the three basic schools along with powers acquired by heritage or lineage

**Forbinderen** – The darkest and most cruel techniques it is considered unhonorable for one to use such techniques and is often looked on as crime against nature.

## **D- Class**

Learning D-class Techniques. Once the player has been shown or has a scroll of the given technique it take a time amount equal to 2 weeks game time to learn a technique at a straight DC 20. The Dc for learning this technique goes down by 1 for each day after the two weeks.

### **Body substitute skill (*Kawarimi no jutsu*)**

*(Un, Gen)* It's implied in the name. The user switches his or her body with a plant, animal or anything for that matter. This is used to escape dangerous situations such as many sharp projectiles being flung at the person. Sometimes you can damage your opponent with this attack even. Starting at 4 chi cost that can be bought down. The player gives up ether a movement action or standard action in the fight to create a clone that when the character is hit the character will ignore the hit and all damage and is moved to a new location on the map. The more points spent in this technique grant the player more times per battle that this move can be pulled off.

### **Clone skill (*Bunshin no jutsu*)**

*(Un, Gen)* Everyone is required to know this. Requirement to Graduate as a Genin. This is a basic jutsu. It creates illusions of the caster, in other words: clones. These are basic clones that aren't real. If they are hit by something, they automatically disappear. The player creates a illusion of themselves DC 15 Spot. If failed the attacker will attack the clone and not the real one. Chi Cost 2 per clone.

### **Shadow Copy Technique (*Kage Mane no Jutsu*)**

*(Un, Gen)* The Kage Mane gives the user the ability to control the enemy's movement by connecting his own shadow to the target's shadow. The opponent is then forced to move exactly like the user. To get the opponent in his shadow, the user is able to change his shadows shape and extend it. This technique was originally meant to delay the enemy. DC 15 Reflex to escape the binding. If failed then the target must do as the player makes them till they release them or till they defeat a DC 25 Will. Chi cost 4 per minute.

### **Lion Combo (*Shishi Rendan*)**

*(Le, Tai)* A series of powerful punches and kicks, finished by knocking the opponent into the ground. Created after Sasuke witnessed Rock Lee's Initial Lotus with his Sharingan. +1d4 attacks each attack does 1d8 damage. Chi cost 2 per successful attacks

### **Harem skill (*Harem no jutsu*)**

*(Le, Te x2, Gen)* This technique is another of Naruto's comical creations. It basically involves the use of sexy no jutsu and kage bunshin no jutsu combined. Instead of just the one beautiful naked girl, there's a whole group or just more of them. Hence the name Harem. This jutsu is more effective than the sexy no jutsu since 'this causes more nosebleeds'. Does a DC 25 Stun to male characters. Requires Kage Bunshin and Sexy Technique. Chi cost 6 per round.

### **Pain of a Thousand Years (*Sennen Goroshi*)**

*(Le, Tai)* A technique where the user sneaks up behind his opponent, and performs a very powerful asspoke. 1d10 damage. 1 chi per use

### **Transformation skill (*Henge no jutsu*)**

*(Un, Gen)* A basic shin obi skill. Transforms the user into another different appearance. Whether they transform into another person or turn into a material thing such as a shuriken, doesn't matter. 2 chi per minute.

### **Hidden Mist Skill (*Kirigakure no Jutsu*)**

(*Mi, Gen*) A highly effective cover technique. Blankets an area in a thick fog, confusing the senses of the enemy. 90ft Blinding fog prevents any spot without the aid of powers or Techniques. 4 chi per minute

### **Hidden Snake Hands (*Senai Jashuu*)**

(*So, Le, Nin*) A summoning jutsu that brings snakes into the sleeve of the user, which can move out and attack/grapple anything they want to. +2 to Grapple, Hands do 1d4 added damage. 4 chi per use.

### **Mind Body Switch Skill (*Shintenshin no Jutsu*)**

(*UN, Nin*) Allows the user to send its spirit energy into another body, and control them. The spirit energy travels slowly, and if it misses, it takes a good amount of time to return to the body. Any damage done to the target while the jutsu is in effect, is also done to the users body. Primarily used for spying, and lasts about 5 minutes. Play needs target to hold still for one round. Target needs to pass a DC 20 Will. If the save is failed the Player controls the target, but takes ¼ of what target takes in damage as well. Chi cost 4 per use.

### **Sand Clone (*Suna bunshin no jutsu*)**

(*Wi, Nin*) Creates clones of the caster of the jutsu from sand. This is capable of attacking. However, when it is attacked and hit, it doesn't disappear. This makes it one of the most powerful and advanced types of the bunshin. But it's useless as a decoy because it takes on the appearance and color of sand. Clone has 60 HP Max of 2 clones ½ originals attack ability. 10 Chi per clone per round they are active.

### **Tile Shuriken (*Kawara Shuriken*)**

(*Un, Ha, Nin*) Tiles near the user are transformed into usable shuriken, and are directed toward the target. 1d10 attacks, 1d4 damage. 4 chi per round.

### **Water clone (*Mizu bunshin no jutsu*)**

(*Ra, Nin*) Creates clones composed of water. When hit, it automatically dissolves and returns back into shapeless water. This one is capable of attacking. The clone has 1/10 of the power of the original. It can only be controlled while still in a certain radius of the user. Hp 40 Mimics Movements and attacks of original. 6 chi per clone, per round they are active

### **High Volume Shuriken Firing ( *Shihou Hapou Shuriken no Maki*)**

(*Le, Te, Tai*) Technique created by Naruto which follows Kage Bunshin no Jutsu. The Clones throw shuriken from all directions, creating a devastating attack. Attack is based on touch AC. Chi cost 1 per use. Requires Kage Bunshin

### **Iron Fist Style (*Gouken*)**

(*Le, Tai*) The hand-to-hand combat style which tries to break the enemy's bone and create external wounds. It uses strength alone and causes damage to the outer body. It's an offensive-type of fighting which Lee and Gai specializes in. Changes Normal damage to Hardness Damage and lets it work on people. Chi cost 4 per use.

### **Leaf Spinning Wind (*Konoha Senpū*)**

(*Le, Tai*) Used in Rock Lee's combo fighting style, a powerful spinning kick aimed to knock the opponent upwards. Similar to Leaf Violent Wind, but more powerful. 2d6 upward kick, chi cost 2

### **Match Kick**

(*Le, Tai*) A high speed kick that hits the opponent in multiple places in an instant. 1d3 hits, 1d12 damage. Chi cost 10

### **Match Punch (*Taren Ken*)**

(*Le, Tai*) A TaiJutsu attack at such a high speed it seems there is a thousand punches coming at the opponent. The speed is so fast that it is impossible to tell where they direction of the main punch is coming from.

1d4 hits, 1d8 damage. Chi cost 10

### **Rising Impact Palm (*Shou-Geki-Shou*)**

(*Le, Tai*) A powerful attack which involves focusing a lot of power into a upper cutting attack using ones palm. This attack has enough power to even through the heaviest opponents in the air. 2d6 Uppercut. Chi cost 6

### **Sand Shuriken (*Suna Shuriken*)**

(*Wi, Nin*) Wraps a thrown shuriken in sand, making it more powerful. Adds 1d6 damage to each shuriken. Chi cost 2 per shuriken.

### **Shadow Leaf Dance (*Kage Buyou*)**

(*Le, Tai*) A technique that first sends the opponent airborne while the user attaches to the opponent's shadow, leaving the opponent vulnerable to stronger attacks. Acts much like Shadow Clone only it involves an attack that launches its target off their feet first. 1d8 damage, DC 15 Reflex to escape the binding. If failed then the target must do as the player makes them till they release them or till they defeat a DC 15 Will. Chi cost 10

### **Shadow Shuriken (*Kage Shuriken no Jutsu*)**

(*Le, Ab, Gen*) A technique which places a second shuriken in the shadow of a first (thrown) shuriken, confusing the enemy. Creates an illusionary shuriken allowing a sneak attack to be added to the damage without flanking or bluffing target. Chi cost 8. Requires: Sneak Attack Ability

### **Tackle Charge (*Tokken*)**

(*Ro, Sn, Tai*) Basically a strong charge, using ones backside and shoulders to apply an immense amount of pressure against an object or a person. 1d10 DC 15 Stun. Chi Cost 6

### **Dispel (*Kai*)**

(*Un, Ha, Gen*) A jutsu that destroys/cancels out an illusionary jutsu attempted on the user. Grants +15 will save against illusions. Chi cost 10.

### **Mist Clone Skill (*Oboro Bunshin no Jutsu*)**

(*Mi, Gen*) The clones created by this technique are not real. They might have weapons with them and those aren't real either. When a clone is hit, it turns into a gooey substance which can either retake it's original form or just fade away. This technique is used in collaboration with people in the background. The clone will act like it throws a kunai knife, when in actuality, the user of the skill will throw a REAL kunai knife. Clones have 30 hp each. Chi cost 8 per clone per round they are active.

### **Sexy skill (*Orioke no jutsu (sexy no jutsu)*)**

(*Le, Gen*) One of Naruto's own original techniques. Basically it's henge no jutsu, but the user would transform into a beautiful naked woman. This technique causes nosebleeds but sometimes it doesn't have any affect on the opponent (perverts). But most people (mainly adult males of course) are affected. Even the 3rd Hokage was defeated by it. DC 15 will stun to male characters. Chi cost 2 per use.

### **Bug clone skill (*Kikai bunshin no jutsu*)**

(*Le, Ro, C, Nin*) Basically the kikai (or destruction bugs) turn into a complete and exact replica of the Aburame user. Chi 4 cost per round active. [The low cost and no Hp is based off the fact that a kikai or other bug users are sacrificing their Hp on performing this technique]

### **Meat Tank (*Nikudan Sensha*)**

(*Le, C, Nin*) Used after Multi Size no Jutsu. This sends the enlarged body into a powerful ball capable of tearing the opponent apart, but it uses up a lot of calories. 2d10 damage, move at half movement, chi cost 10 per round.

### **Slicing Blade (*Fuuma Ninkan, Zanbatou*)**

(*Un, C, Tai*) In using a large blade the strength and dexterity damage is added to the blade. Chi cost 1 per use.

### **Projection Technique (*Utsusemi No Jutsu*)**

(*So, Le, Cl, Mi, Wi, Ro, Ha, Gen*) Allows the player to throw their voice in different directions causing confusion to the attacker. Chi cost 2.

### **Windmill Cloud (*Ninpou, Kazagumo*)**

(*So, Cl, Ra, C, Ha, Gen*) This technique is a seeking jutsu that helps one find a target as long as the target has been marked in the past with an item or bug. Chi cost 2

### **Sobering Punch**

(*Un, Tai*) A full on punch with the full body of the player strength behind the punch, 2d10, and chi cost 10

### **Hail Fall**

(*Sn, Ha, Nin*) Causes several small chunks of ice hitting the target, 1d4 attacks, 30 ft radius, and 1d4 damage Chi cost 6

### **Wind Gust**

(*Wi, Nin*) area attack 90 ft 1d8 DC 15 Trip Chi cost 6

### **Dead Hands**

(*Ra, Tai*) 2d8 Cold touch Chi cost 8

### **Ice Cutter**

(*Sn, Nin*) 2d8 Ranged Beam Chi cost 8

### **Shadow Dogs**

(*Mi, Ha, Nin*) 1d8 bite, 20 hp, 1d3 dogs Chi cost 10 per dog

### **Bada Boom Triad**

(*Le, Gen*) Stunning attack no DC 1d6 rounds needs at least 2 teammates with this technique to perform Chi cost 6

### **Pretty Control**

(*Un, Tai*) 1d3 guys, 1d6 dam, 20 Hp, Chi Cost 10 per guy

### **Calculate**

(*Un, Tai*) 2d6 Thrown Calculator, Chi cost 6

### **Blade Buster**

(*Un, Tai*) 1d6 blade, 1d10 explosive, Chi cost 4



**Blab**

(So, Gen) Will DC 20 to sleep for 1d4 rounds, Chi cost 10

**Around The World**

(Un, Tai) Spinning attack does 2d8, chi cost 6

**Para-Touch**

(Un, Tai) Stunning attack DC 15 1d4 rounds, chi cost 6

**Mud Armor**

(Ra, Nin) +2 Ac, chi cost 6 per round active

**Mud Pie**

(Ra, Nin) a thrown ball of mud, 1d8 damage, 15 DC Will, Blinding, chi cost 6

**Grass Blades**

(Gr, Nin) 1d3 hits, 1d6 damage chi cost 4 per hit

**Burst fire**

(Un, Nin) 3d10 area chi cost 15

**Mind Bolt**

(Cl, Gen) ranged attack 1d8 ignores armor, chi cost 8

**Psychic Blade**

(Cl, Gen) 1d10 Ignores armor, chi cost 8

**Telekinetic Punch**

(Cl, Gen) 1d10 15 DC will or be stunned for one round chi cost 6

**Psychic Slam**

(Cl, Gen) 2d10, cuts through damage reduction Chi cost 10 per use

**Psychic Shield**

(Cl, Gen) +4 Ac chi cost 4 per use

**Psychic Flight**

(Cl, Gen) Fly 90Ft 10 chi per round

**Snow Blind**

(Sn, Nin) 1d6 rounds of blinding area of 90 ft chi cost 6 per round

**Frost Breath**

(Sn, Nin) 1d6 damage 1d4 stun fort save of 15 to not be stunned 6-chi cost

**Ice cycle Blades**

(Sn, Nin) 1d3 attacks 1d8 damage 8-chi cost



**Snow Flake Stars**

*(Sn, Nin)* 1d4 attacks, 1d6 damage 8 chi cost

**Sonic Punch**

*(So, Tai)* 1d8 ignores armor, 4 chi per use

**Finn Blade Strike**

*(Mi, Tai)* hidden Weapon adds 1d8 damage to each hit 6-chi cost per round

**Shark Finn Strike**

*(Mi)* illusion attack for sneak attack damage +2d6 10-chi cost per use

**Octigrab**

*(Mi, Tai)* + 4 per arm Grapple 4 chi cost per round

**Eel Skin**

*(Mi, Ha, Nin)* -10 to grapple checks, Moves at Double speed 6 chi cost per round

**Magnetic Walk**

*(Un, Ha, Nin)* works much like the tree climbing ability in anchoring the feet to any metallic surface. 2 chi per round

**Mirror Mirror**

*(Un, Gen)* Acts like Replacement Technique can be done 8 per round 20 chi per round

**Glass Daggers**

*(Un, Tai)* Glass thrown daggers do 2d8 8 chi per use

**Metal Tendrils**

*(Un, Ha, Tai)* 3d6 10 chi per use

**Heat Weapon**

*(Un, Nin)* ranged touch, heats weapons to do 2d6 round 8 chi per round

**Heat Body**

*(Un, Ha, Nin)* melee attacks do 2d6, grappling does 2d8 10 chi per round

**Float**

*(Un, Ha, Nin)* floats above ground, ground attacks are ineffective 8 chi per round

**Demon Strike**

*(Un, Tai)* 2d10 6 chi per use

**Quicker than the Eye**

*(Un, Tai)* need a 60 % successful spot to see blades release 2 chi per use

**Shatter Weapon**

*(Un, Tai)* +5 to sunder weapon 4 chi per use



### Naruto's Game Hint

D – class techniques are easily found in different villages. Mostly available on scrolls purchases can be made with ninja from certain villages or may even be located in some stores through out the world.

## C - Class

Learning C-class Techniques. Once the player has been shown or has a scroll of the given technique it take a time amount equal to 1 Month game time to learn a technique at a straight DC 20. The Dc for learning this technique goes down by 1 for every 3 days after the month.

### **Rasengan (Rasengan) Stage 1**

*(Le, Nin)* The user swirls the air in there hand into a sphere, and mold it with Chakra. They then attack the opponent with it, which will usually cause them to go flying backwards, spinning around. Sometimes the attack will burn the opponent where they are hit by it.

Stage one is the first part of one of the most powerful moves. The chi cost is 8 points per turn and can be used to sunder weapons with a bonus of +8 Damage to any sunder attempt. It also can act as a small shield granting a +2 AC Bonus. Touch Attack

### **Shadow Strangulation Technique (Ninpou, Kage Kubi Shibari no jutsu)**

*(Le, Te, Ha, Gen)* A technique which uses the Shadow Bind skill and uses the shadow to create shadow like hands which can grasp and choke the enemy to death. Chi cost 6.

## **Summoning**

*(Un, Ha, Nin)* The Users signs a blood contract with the animal summoning, then with the correct seals they can summon the animal. There are many kinds of creatures that can be summoned, Snakes, Toads, Slugs, Monkeys, Dogs, Turtles, Spiders. Chi cost 4 + 1 hit point to release, 4 chi to maintain per round

### **For the Player:**

The player will be asked to search for an animal or creature that they wish to summon. They must actively give the animal or creature things and such to please the creature. Once the creature is pleased the Player can make a contract with the creature to be able to summon it at any given time in battle a player will expend one Hp to summon. The player can effect their roll on the summon chart by expending 4 chi per points to effect their roll in a way they want. Each summon will grant a power, ability, or fight for the one who summoned them for as many rounds the play can expend a chi loss of 4 chi per turn. This chi cost cannot be bought down like abilities.

### **For the GM:**

Once the Player has gained a creature roll on a d6 (or d3 if you have one)

D6 1 - Angry, 2 - Upset, 3 - Uncaring, 4 - Mild, 5 - Happy, 6 – Pleased

Once 5 or 6 are rolled and a boss is summoned a contract can be made. The player cannot choose a second creature so it might be a good idea to listen to what they like before giving them the contract. For Fun the emotions above can be used when ever the summoned is used after the contract is made to see what mood the creature is in when called to help fight.

Die roll	Rank of Summon	What Summon does	Summon Hit Points
1 - 10	Legendary Warrior	3d8 damage per turn	HP: 80
11 - 20	Great Fighter	2d8 damage per turn	HP: 40
21 - 40	Warrior	1d8 damage per turn	HP: 20
41 - 60	Creature (no real power)	Heal Player + d8	HP: 10
61 - 70	Child of the Boss	Minor Ability	HP: 20
71 - 80	Follower of the Boss	Minor Power	HP: 40
81 - 90	Subordinate of the Boss	Major Ability	HP: 80
91 -100	The Boss	(Major Power)	HP: 160

### Contracts with summons

If the player is given the chance to sign a contract with a summoned creature, (only can be done with bosses) they are granted an ability or power or bonus. Below is a listing of summons and their granted power to those that gain the right to a contract. A summon is weaker and / or upset in an opposite element area. The areas they are weak are as follows

Summon Element	Area of Strength	Area of Weakness
Air	Grassland	Caverns
Water	Any Water	Volcanic
Fire	Woods	Water
Earth	Plains	Hot Springs
Air, Water	Ocean	Woods
Air, Fire	Volcanic	Ocean
Air, Earth	Mountains	Grassland
Water, Fire	Hot Springs	Ocean
Water, Earth	Caverns	Plains
Fire, Earth	Desert	Any Water

Summon	Summon Contract Bonus Power or ability	Summon Element
Frog	+10 chi per level	Fire, Water
Slug	Healing touch 1d8	Fire
Snake	Snake Bite 1d8 attack	Earth
Weasel	Wind Cutter 1d8 attack once per day	Air, Earth
Dog	+ 10 % to all Listen and Spot Checks	Earth, Fire
Cat	+4 Reflex	Fire
Bird	Danger Sense Ability	Air
Horse	+ 10 movement	Air, Fire
Turtle	+ 4 AC	Earth, Fire
Wolf	1d6 bite, + 5 Spot and Listen	Fire, Earth
Boar	+ 5 HP per level	Earth, Water
Raccoon	+ 20 % Hide	Earth, Air
Skunk	Cone of Stink, DC 15 Fort	Earth, Air
Shark	Gapping Jaws 1d8 attack once per day	Water
Whale	+ 20 % Swim	Water
Dolphin	+ 10 % Swim, 1d6 bash attack	Water, Air
Salamander	Quick Escape Ability	Fire, Water
Monkey	Monkey Staff 1d12 once per day	Earth
Bat	Glide 20ft Good	Air
Rat	1d4 bite, DC 15 Fort disease	Earth, Fire
Sheep	Healing Touch 1d 6 once per day	Earth
Cow	1d 8 gore attack (requires a horn otherwise it's a bash)	Earth
Dragon	Fire Breath 1d10 once per day	Fire
Bee	Swarm Attack 1d10 once per day	Fire, Air

Beetle	Strength Boost +10 once per day	Fire, Air
Rabbit	Speed Boost +10 once per day	Earth
Tiger	Pounce attack 1d 8	Fire
Hawk	Claw 1d6, +10 % spot	Air
Duck	1d4 echo wave once per day, +10% swim	Air, Water
Armadillo	1d 8 roll attack once per day, + 2 AC	Earth
Hedgehog	Hidden Spines 1d8 once per day	Earth, Fire
Badger	Rage once per day	Earth
Squirrel	+20 % Climb, 1d6 bite	Earth, Air
Bear	+5 to grapple	Earth, Water
Living Plant	Control Plants once per day, Talk to plants	Earth, Water
Drawing	Mimic Technique double chi cost	All
Deer	+20 % jump, 1d8 smash	Earth
Peacock	Daze Dc 20 Will once per day	Fire, Air
Lizard	+ 20% Climb, 1d6 acid spit once per day	Earth, Water
Centipede	DC 20Fort poison cloud once per day	Earth
Chicken	Dust Storm DC 20 Reflex vs. Blinding once per day	Earth, Air
Fox	Fox Fire 1d 10 Flame Toss once per day	Fire
Crow	Once you hit 0 roll 1d8 to regain Hp once per day	Air, Earth
Ghost	Ghost Touch Ability	Water, Earth
Giant	Double Size once per day	Earth, Air
Weapon	None	None
Water Elemental	+ 10 AC against water Attacks	Water
Earth Elemental	+ 10 AC against Earth Attacks	Earth
Fire Elemental	+ 10 AC against Fire Attacks	Fire
Air Elemental	+ 10 AC against Air Attacks	Air

### **Initial Lotus (*Omote Renge*)**

(*Le, Tai*) A taijutsu technique performed by opening the first chakra gate, the open gate. It unfastens the control of the brain, and enables a person to use his muscles at their limits. Because of that the user is granted phenomenal high speed and power. But since it requires a lot of stamina it puts an unimaginable strain on the muscles. Omote Renge is launched by a kick to the jaw and putting the opponent in the air. Using bandages to hold the opponent, they are then spinned into the ground with extreme force. +5 STR and DEX Chi cost 6.

### **Beast Human Clone (*Juujin bunshin*)**

(*Un, C, Ha, Nin*) Basically the animal turns into an exact replica of the human and it also works vice-versa. Clone mimics attack and to hit. Clone HP: 60, Chi cost 10 per round.

### **Dance of the Crescent moon (*Mikazuki no mai*)**

(*Un, Te, Ha, Tai*) A sword technique, which creates two clones that attack simultaneously to confuse the opponent. Sword attacks daze target with DC 15 Will, 1d4 attacks made with swords Chi cost 4 per use

### **Desert Avalanche (*Bakuryu Ryusa*)**

(*Wi, C, Ha, Bl*) This technique focuses chakra into the sand thus bringing a huge mass of sand creating an avalanche of sand, which completely engulfs the enemy, suffocating them and drowning them in sand. Chi cost 8 per use. Sand does a slam attack of 3d10

### **Desert Rain (*Suna Shigure*)**

(*Wi, C, Ha, Bl*) Desert rain is another way of creating the Sabaku Sousou, it gathers sound in the air, which then targets in on the opponent from all the angles. This can also be used as just another attack by hardening and then going through the enemy chi cost 8 per use. 1d8 attacks of piecing damage 1d8

### **Dust Wind (*Ninpou Fuusajin*)**

(*Wi, Tai*) A jutsu that uses Tamari's fan to blow a huge gust wind which gathers sand on objects in the path. The technique can also send dirt into the opponent's eyes to blind them temporarily. Chi cost 2 per use DC 20 Reflex save versus trip, 2d6 slam attack

### **Earth Barrier Raging Wave**

(*Ro, Tai*) A jutsu in which the user shoots a specific amount of chakra at a specific direction under the ground to destroy the land an opponent is currently standing on and blow them back with debris of rock and sand. Chi cost 16 per use quake attack Reflex Dc15 trip 2d12 damage

### **Earth Wall Land Flip (*Doton Doruki Gaeshi*)**

(*Ro, Tai*) A technique where a user hits the ground and flips the ground to create a wall to defend from an attack. Chi cost 20 per use Area crush attack of 3d10

### **Evil Sealing Method (*Fuuja Houin*)**

(*Un, Ha, Nin*) Negates the effects of the curse seal, making it much weaker. If the subject cannot contain their emotions, the seal becomes active again. Chi cost 40 per use. Grants a bonus to hold back the effects of a cursed seal. Can be broken by Will DC 20

### **Fire Blowing (*Gamayo Emudan*)**

(*Un, Ha, Nin*) This is a Combination technique. Gamabunta squirts oil from his mouth, and Jiraiya Shoots flames from his mouth at the Oil, which creates a sort of wave of Fire. Chi cost 8 per use, 3d6 fire cone 50 ft

### **Phoenix Fire (*Katon Housenka no Jutsu*)**

(*Le, Ha, Nin*) A technique where the user blows multiple fire balls from his mouth. It can also be combined with throwing weapons, which creates weapons engulfed in flames. This move adds fire damage to any thrown weapon. Chi cost is 4 chi per weapon. Adds 1d6 fire damage to weapon.

### **Dragon Fire Technique (*Katon Ryuuka no Jutsu*)**

(*Le, C, Ha, Nin*) A powerful technique which will surround the user by flames. Out of those flames comes a very powerful beam of fire. Chi cost 8 per use, 2d6 cone 90ft

### **Mud Cannonball (*Dango Dotonidoryo*)**

(*Ro, Ha, Tai*) An earth elemental attack in which the user uses chakra to grasp a huge amount of land mass, and then forms it into a huge boulder and then hurls it at the enemy., Chi cost 18 per use, Dc 15 Reflex to avoid damage 4d10 slam

### **Spider Bind (*Ninpou; Kumoshi Bari*)**

(*Ra, Bl, Ha*) Creates a large web, similar to a spiders, that traps an opponent. The web is enforced by chakra, and is extremely hard to break. Chi Cost 6 per round, DC 15 Reflex to avoid, DC 25 STR to break.



### **Ninja Law Spider Chain (*Ninpou Kumo Shibari*)**

(*Ra, Bl, Ha*) Another web type attack in which Kidoumaru spurts out a web of chakra which binds the enemy to a surface and keeps them there. Another web type attack, in which Kidoumaru spurts out a web of chakra, which then binds the enemy to a surface, and keeps them there. DC 20 Reflex DC 20 Str to Break, Chi cost 6 per use.

### **Ninja Law Spider Web Opening (*Soukai Kumo Ninpou*)**

(*Ra, Bl, Ha*) An attack from Kidoumaru, in which he uses chakra and makes a huge web to stop and catch those who are after him. After this the opponents are vulnerable from any type of jutsu and attack. Chi cost 10 per use DC 15 Reflex to avoid, Dc 20 STR to break

### **Puppet Skill (*Kugutsu no Jutsu*)**

(*Wi, Nin*) Uses a doll as a weapon for combat. The doll is controlled by thin, almost invisible strings that chakra flows down. The chakra brings the doll 'to life', and can be used to switch places with the user, attack, or hide itself as another person. Chi cost 10 per round. Puppet Hardness points 50, Damage 1d10. Puppets are constructs and thus can not be sneak attacked or crited

### **Raining Needles (*Jouro Senban*)**

(*Ra, Ha, Tai*) A barrage of needles that are sent flying at the opponent from a hidden place inside an umbrella. The needles are then controlled using Chakra and directed at the enemy. 1d8 attacks, 1d6 damage 30 ft area, Chi cost is 8 per use

### **Shadow Shuriken Clone Skill (*Shuriken Kage Bunshin no Jutsu*)**

(*Le, Gen*) A technique that multiplies a thrown object into many exact replicas of the original - that all do real damage. +2d6 attacks, damage based off of item, chi cost is 2 per cloned item.

### **Shield of Sand (*Suna no Tate*)**

(*Wi, Bl*) A sand demon jutsu. A large amount of sand, stored within the gourd, will automatically move and protect Gaara from any harm by becoming a solid wall. Gaara is unable to control this reaction. The drawback, is the sand wall is not extremely fast, and will have a hard time keeping up to faster enemies.+4 Ac, chi cost is 6 per round

### **Sphere of Sand**

(*Wi, Bl*) A large wall of sand completely covers Gaara in a sphere shape. Also used when Gaara is transforming into his sand demon state. Grants full cover, Hardness Points of 50. Chi cost 10 per round

### **Spider Cohesive Bacteria (*Kumo Nekin*)**

(*Ra, Bl*) A web attack in which Kidoumaru spits a web out and forms it into a spike of sorts to stab through the enemy. Chi cost 2, 2d6 damage.

### **Spiked Meat Tank (*Nikudan Hari Sensha*)**

(*Le, C, Nin*) A technique in which the user goes into the Meat Tank technique and then raps Kunai Knives on a special wire and wraps it around their body. The attack then uses high speed to crush and impale the opponent until they get killed. Chi cost 12 per round, 2d6 crushing damage & 2d6 Blade damage

### **Water Wave (*Suiton, Suishouha*)**

(*Mi, Ha, Gen*) A jutsu which creates water out of no where and then thrashes it all over the place drowning the opponent and slamming them into solid surfaces. The attack requires a high amount of chakra to be performed. Chi cost 20 per use, does 4d10 slam attack

### **Water Barrier Wall (*Suiton Suijinheki*)**

(*Mi, Ha, Nin*) Creates a blast of water from the mouth, usually used to block fire type attacks., Chi cost 10, 1d10 slam attack, can be used to put out fire blasts of equal or lesser.

### **Wind Blade (*Kaze no Yaiba*)**

(*Wi, So, Nin*) Creates a blade of wind, that is impossible to block. Requires no tool to perform. 2d8, chi cost 4 per use

### **Boulder Strike (*Gan Geki*)**

(*Ro, Ha, Tai*) A strong attack which can be used by Jiroubou when he has reached his super multi size jutsu stage. Just a strong punch just with a bigger body. Chi cost 8 per round, 3d6 punch

### **Inner Decapitation Skill (*Doton Shinjuu Zanshuu no Jutsu*)**

(*Un, Tai*) The user hides beneath the ground, and reaches up to grab their opponent. The opponent is then pulled under the ground, up to their chin, allowing the head to be subject to more powerful jutsu. DC 20 Fort immobilize, Chi cost 6.per use

### **Lotus (*Renge*)**

(*Le, Tai*) Renge, a series of high-speed hand-to-hand combat moves. Because of its high speed and power it requires a lot of stamina and it strains the muscles. A basic version of the first three gates opening granting the player a +5 Boost of STR, DEX, and CON. Chi cost is 10 per round.

### **Piercing Fang (*Gatsuuga*)**

(*Un, C, Nin*) A powerful taijutsu attack where the user spins towards the opponent with amazing speed, in an attempt to cut and scratch them with claws, fangs, etc. In most cases, performed by two or more people/animals at the same time. Chi cost 20 per round, 3d8 damage, Dc 20 Reflex to avoid

### **Uzumaki Naruto Combo (*Uzumaki Naruto Rendan*)**

(*Le, Te, Nin*) Naruto's version of Sasake's Shishi Rendan. It's used in combination with the Kage Bunshin no Jutsu. +1d4 attacks does 1d10 per attack , chi cost 10 Requires Kage Bunshin with at least 4 clones

### **Illusion Harmony**

(*Un, Ha, Gen*) A genjutsu attack in which the user makes the opponent be strapped down by many chains and makes them think they are melting and being ripped apart. 30 ft area. Chi cost 4.

### **Cursed Seal Skill (*Hyuuga*) (*Juin Jutsu (Hyuuga)*)**

(*Le, Bl, Ha, Tai*) A jutsu unique to the Hyuuga Clan. The seal is used upon the Hyuuga Clan's Branch house children at a very young age. It's an absolute fear of death that the Main House forces onto the Branch House. The cursed seal symbolizes a caged bird and marks those who are bound within an inescapable destiny. It can easily destroy a Branch family member's brain cells when activated. The seal will only disappear after he's death, sealing up the Byakugan ability. Its meaning refers to the fact that the Branch family only lives to protect the Head family and it does not allow the Branch family to go against the Head family. It's an efficient system to protect Hyuuga's Bloodline Limit, the Byakugan, forever. DC 25 Will to resist the effects of confusion, Chi cost 2.

### **Dance of the Camellia**

(*So, Bl, Nin*) Kimimarus attack in which he forms a bone like a sword and thrusts it into the enemy. 2d6 4 chi per use

### **Dance of the seedling Ferns (*Samarabi no mae*)**

*(So, Bl, Nin)* This attack is one in which the Kaguya clan forms bones into spikes and then bursting them out of their body making sure to impale their enemies with quick ease. They are also able to travel out in a huge area. The attack also allows the Kaguya clan to merge with the bones and travel to a specific bone and come out of that bone to create a surprise attack. +6 to ac 2 chi per min

### **Double Wolf Fang (*Garou Ga*)**

*(So, C, Nin)* A high-speed tornado attack in which Kiba and Akamaru attack the opponent by scratching and clawing at high speeds in which they cut their enemies into pieces. Chi Cost 15 per use, 2d8 damage

### **Finger Bullet (*Hessendan*)**

*(So, Bl, Nin)* A technique in which a Kaguya clan member shoots its finger tips like bullets at the opponent at high speeds. 4 attacks, 2d6 damage, 8 chi cost per use.

### **Hyuuga Style Taijutsu (Gentle Fist) (*Jyuuken*)**

*(Le, Bl, Tai)* Hyuuga's special jyuken-type hand-to-hand combat style, passed down from generation to generation. It causes damage by releasing chakra from the chakra hole in your hand, directly damaging the opponent's Inner Coils System. It's used in combination with the Byakugan since the inner coils system's tenketsus can't be seen without some kind of special eyes. Even the most subtle blow can prove to be devastating. 3d8 damage, chi cost 4 per hit.

### **Flying Water Needles (*HiJutsu, Sensatsu Suishou*)**

*(Mi, Ha, Nin)* A jutsu that freezes water into the shape of extremely sharp needles, which proceed to home in on the opponent. The needles crush the opponent in a sphere of needles, ripping their body apart. A user must be near water to perform this jutsu. 1d8 attacks, 2d10 damage

### **Lighting Blade**

*(Un, Nin)* 2d8 sword, 1d10 electrical damage, chi cost 10 per hit

### **Water Bullet**

*(Mi, Nin)* 1d6 attacks, 2d8 damage, chi cost 8 per use

### **Shocking Mist**

*(Mi, Ha, Gen)* 2d8 Area, chi cost 12 per use

### **Snake Bite Fist**

*(So, Tai)* 2d10 Touch Attack 4 chi per use

### **Puddle Teleport**

*(Ra, Gen)* Extra Movement Action up to 90 ft, chi cost 8 per round

### **Whirl Wind**

*(Wi, Ha, Nin)* 3d6 10 ft radius, chi cost 8 per use

### **Mummy Rot**

*(Ro, C, Nin)* 2d6, Fort DC 15 target gets -5 to phys stats till med attention is given, chi cost 6 per use

### **Polar Wind**

*(Sn, Ha, Nin)* Area attack 30 ft 2d6, chi cost 6 per use

### **Frost Burn**



*(Sn, Ha, Gen)* 2d8 ranged beam, chi cost 4 per round

### **Hail Storm**

*(Sn, Ha, Nin)* 2d8 Area effect 30 ft, chi cost 8 per use

### **Deep Freeze**

*(Sn, Ha, Gen)* stun chi cost 4 per round

### **Flame Blast**

*(Le, Ha, Nin)* 3d6 fire damage 30ft cone, chi cost 6 per use

### **Psycho Babble**

*(So, Gen)* 2d8 psychic damage, chi cost 10 per round

### **Sexy Looker**

*(Un, Gen)* to be stunned for 1d4, chi cost 4 per round

### **Shuriken Pinwheel**

*(Un, Tai)* 1d6, 2d6 damage, chi cost 4 per use

### **Toy Soldiers**

*(Un, Ha, Nin)* 1d10, 1d6 damage, chi cost 4 per soldier

### **Spinning Top**

*(Un, Tai)* 1d4, 1d10 damage, chi cost 2 per use

### **Walkin The Dog**

*(Un, Tai)* 1d6hits, 1d8 damage chi cost 4 per use

### **Fire Ant Army**

*(Ro, C, Ha, Nin)* 1d8, 2d6 fire damage, chi cost 6 per use

### **Natural Survivor**

*(Ro, C, Nin)* Regenerate +10 Hp per round, 10 chi cost per round

### **Divide and conquer**

*(Ro, C, Nin)* 1 copy per hit, uses up 10 chi a round

### **Vine Grapple**

*(Gr, Bl, Ha, Gen)* DC 20 Grappled with Ground, 25 STR check to break free chi cost 8 per round

### **Lighting Strike**

*(Un, Bl, Gen)* 3d8, chi cost 10 per use

### **Magnetic pull**

*(Un, Bl, Ha, Nin)* Magnetic Control over metal items DC15 Fort Save, chi cost 8 per round

### **Lighting Armor**

*(Un, Bl, Ha, Nin)* +2 AC, does 1d8 Electric damage to melee attacks, chi cost 6 per round



### **Winters Chill**

*(Sn, Ha, Nin)* 3d8 30ft cone, chi cost 10 per use

### **Nightmares**

*(Cl, So, Ha, Gen)* Cause illusions that damage person 1d12 per round 2 chi

### **Appearance Horror Gaze**

*(Cl, So, Gen)* Horror causes target to start running away, Chi cost of 4 per round

### **Slam Master**

*(Un, Tai)* Multifist attack 2d6 hits 1d8 damage, Chi cost 4 per hit

### **Thousand Eye Guardian**

*(Le, Ha, Nin)* Grants a auto success on Spot checks and a AC bonus , Chi cost 6 per round

### **Wrath Of the Bit Part Actors**

*(Un, Tai)* 2d6 attackers Hp:10, 1d4damage, chi cost 8 per attacker

### **Glass Field**

*(Un, Ha, Nin)* DC 25 Fort Versus Glass inhaled Glass does 1d6 a round till its removed, chi cost is 10 per round

### **Heat Room**

*(Un, Ha, Gen)* DC 20 exhaustion, chi cost 8 per round

### **Metal Spike Area**

*(Un, Ha, Gen)* 1d6, 90 ft area moving through area does damage, chi cost 12 per round

### **Zero G Area**

*(Un, Ha, Nin)* Area 200 ft area movement is halted, chi cost is 16 per round

### **Gravity Crush Area**

*(Un, Ha, Nin)* 4d10, Chi cost is 20 per use

### **Magnetic Control**

*(Un, Ha, Nin)* Uses items around as a weapon field, Damage based off of weapons, chi cost is 10 per round

### **Shadow Mist**

*(Un, Ha, Gen)* 600ft radius, Creates darkness, Chi cost is 16 per round

### **Gas Cloud**

*(Un, Ha, Nin)* 600 ft radius DC 25 Fort nausea, Chi cost is 10 per round

### **Darkness Blade**

*(Un, Nin)* 3d10, chi cost is 8 per use

### **Shadow Armor**

*(Un, Ha, Gen)* +12, chi cost is 10 per round



**Hurricane Gust**

(*Wi, Ha, Nin*) 3d10 Dc 20 trip, chi cost is 12 per use

**Cloud Cover**

(*Cl, Ha, Gen*) Cover 50 % miss chance, chi cost is 8 per round

**Ball Lighting**

(*Cl, Ha, Nin*) Lighting attack 4d10, chi cost is 20 per use

**Crystal Shards**

(*Ro, Nin*) 2d4 attacks, 2d8 damage, chi cost is 8 per hit

**Flicker Move**

(*Un, Gen*) 200 ft Movement teleport, chi cost is 12 per use

**Fire Burst**

(*Un, Ha, Nin*) 90 ft radius 3d10, chi cost is 10 per use

**Flame Sword**

(*Un, Nin*) 3d8, chi cost 4 per use

**Flame shuriken**

(*Un, Nin*) 2d6 attacks 2d10, chi cost is 10 per hit

**Fire Ball**

(*Un, Ha, Nin*) 30ft radius 2d10, chi cost 6 per use

**Flame Rain**

(*Un, Ha, Gen*) 2d8 hits 2d8 damage cannot be avoided with out Reflex Save DC 30 (take Half) and Evasion Feat, chi cost is 20, per round

**Shadow Puppet Control**

(*Un, Ha, Gen*) Control the minds of the weak. (limit number of targets equal your Wisdom score) Chi cost is 8 per round

**Crystal Armor**

(*Ro, Ha, Nin*) +10 Ac chi cost is 8 per round

**Reverb**

(*So, Nin*) 2d8 Sound Burst, chi cost is 6 per use

**Stunning Sound**

(*So, Gen*) DC 20 fort 100ft Area Radius, stuns for 1d6 rounds, chi cost is 8 per use

**Healers Touch**

(*Un, Nin*) heals 2d8, chi cost is 10 per round

**Shadow Displacement**

(*Un, Ha, Gen*) 50% miss chance, chi cost is 8 per round

## **Chakra Tendrils**

(*St, Ha, For*) Chakra striking tendril 60 ft reach hits touch AC does 3d10 chi cost is 20 per attack

## **Chakra Bonding**

(*St, Ha, For*) DC 25 reflex to avoid, a whip of chakra that grapples a target at a range of 60 ft Bonding can't be broken with strength only with other chi based attacks chi cost 20 per round

## **Flower Petal Storm**

(*Fl, Ha, Gen*) Flower petals fill the air blinding the attacker from the targets movements. Grants 50% cover. Chi cost 10 per round.

## **Flower Nectar of the Gods**

(*Fl, Nin*) The player uses this technique to create a vial of healing balm with 3 uses, 1d8 per use, Chi cost 12

## **Flower Hidden Blades**

(*Fl, Ha, Gen*) Flower petals fill the air and break apart revealing a small collection of shuriken, 2d6 attacks, 1d6 damage, chi cost is 4 per hit

## **B- Class**

Learning B-class Techniques. Once the player has been shown or has a scroll of the given technique it take a time amount equal to 2 months game time to learn a technique at a straight DC 20. The Dc for learning this technique goes down by 1 for each week after the two months.

## **Shadow clones (*Kage bunshin no jutsu*)**

(*Le, Nin*) Unlike the regular bunshin no jutsu, Kage bunshin creates real clones, not just illusions. The power and chakra of the user is evenly distributed among the clones depending how many there are. This makes it impossible to decipher which is the real body. This clone can also attack. If this clone receives a direct hit, it will disappear. This is treated as a forbidden jutsu but many advanced shin obi still know it. It is mainly a jonin level technique. Kage Bunshin allows a player to spend 4 chi per clone cost to form 1d 10 copies placed in this technique. It cost 4 chi each round after the creation of each clone. Each clone acts on the player's initiative and attacks separately from the player in attacks.

## **Heavenly Spin (*Hakke Shou Kaiten*)**

(*Le, Bl, Tai*) Another 'absolute defense'. At the exact moment when a blow is landed on the body, large amounts of chakra are expelled from the chakra holes around the body. With that force, the user's body spins like a top. The combined efforts of the released chakra and the spin, first deflect the attack, then throw the opponent backwards. Grants player a +20 AC, Chi cost 20 per round, Requires Byakugan

## **Lightning Edge (*Raikiri (Chidori)*)**

(*Le, Ha, Nin*) A secret move for assassination purposes. Its secret lies in the speed of the thrust, and the activation of the body to generate a large amount of Chakra. He then concentrates that large amount into the thrusting arm and rushes towards the opponent. This ability causes the body to speed up, and therefore making the attack more deadly. It emits a distinct chirping sound similar to a thousand birds (=Chidori) chirping. It's Kakashi's only original move, and it's said that he once cut through lightning with it, hence its alias: Lightning Edge. Since straight movement is easily countered by the opponent, it's used in combination with the Sharingan.

The Chidori is a powerful attack that uses 20 + chi per use, the + is for the player able to add more chi to the attack to do an additional point of damage. This move cannot be bought down in cost. Not as powerful as a full-blown Rasengan the Chidori does 8d6 + 1 point of damage per extra chi spent in the move. Due to the electric qualities of the attack the player attacks the Touch Ac of the target. (GM Note: Unless you have allowed a Sharingan player in game the Chidori is just normal attack and not a touch attack)

### **Rasengan (*Rasengan*) Stage 2**

(*Le, Te, Nin*) The user swirls the air in their hand into a sphere, and mold it with Chakra. They then attack the opponent with it, which will usually cause them to go flying backwards, spinning around. Sometimes the attack will burn the opponent where they are hit by it.

Rasengan stage 2 uses 16 chi (8 chi for stage 1, and 8 for stage 2) Stage 2 does the same things as stage 1, but adds the ability to launch a target 1 d 10 x 10 ft if a target hits a wall or other object they take 6d6 damage. Touch Attack

### **Acid of 1000 fangs (*Zeshi Nensan*)**

(*Ra, Bl, Nin*) The user spits acid from the mouth, which will melt anything that it hits. An acidic attack on a target does 1d10 the first round and continues to do 1d4 each round for at least the next 20 rounds or until they remove it with a great amount of water. Chi cost is 8 per use.

### **Air Slicing Blast (*Zankuuha*)**

(*So, Wi, Nin*) A device implanted in both arms of the user (usually from the palms) allows the control of super sonic sound waves and air pressure. The device allows the currents to be concentrated in one place, and creates large blasts of air shot from the palms. 4d6, Dc 20 Stun 1d4 rounds Chi cost 10.

### **Armor of Sand (*Suna no Yoroi*)**

(*Wi, Bl*) A thin layer of hard, protective sand that encloses around the entire body with the use of chakra. This technique uses up a lot of chakra. This sand armor can be shattered though. +6 AC chi cost 10 per round

### **First strike Puppet Theater (*Kuro Higikki Ippatsu Kurasuri Engeki*)**

(*Wi, Nin*) This is an extremely devastating technique in which the enemy is caught by a puppet, and inside is decapitated and killed. This is a 100% death technique and is much like Desert Funeral except this attack is done by puppets. The player must make a DC 15 reflex save versus Death. Chi cost 30 per use.

### **Body freeze skill (*Kanashibari no jutsu*)**

(*Un, Ha, Gen*) Used to immobilize enemies. Stops them and freezes them in their tracks. Target is paralyzed for 10 +1d6 rounds Chi cost is 6 per use.

### **Chakra Absorption (*Chakra Kyuuin no Jutsu*)**

(*Un, Bl, Nin*) This jutsu allows the user to absorb the opponent's chakra by putting his palm on the enemy. To activate this extraordinary ability the user has to concentrate a considerable amount of chakra into his hand, making a soft blue flame appear around it. The greatest disadvantage of this ability is that the user has to make contact in order to drain chakra.

### **Dead Soul Skill (*Shikon no Jutsu*)**

(*So, For*) A jutsu which causes a dead body's heart to beat for a few minutes. In this time, the user can move dead bodies, to act as targets or diversions.

### **Desert coffin (*Sabaku kyuu*)**

(*Wi, Bl, Ha*) This jutsu uses sand to wrap around the victim's body and render them immobile. It can also kill the person by suffocation.

### **Desert graveyard (*Sabaku SouSou*)**

(*Wi, Bl, Te, Ha*) This technique uses chakra to control sand and have it wrap around the victim's body. The sand then squeezes the victim's body and kills them instantly

### **Desert Requiem (*Sabaku Taisou*)**

(*Wi, Bl, Ha*) Following the Bakuryu Ryusa, it compacts the sand thus crushing the enemies in a huge amount of sand.

### **Double Snake Assassination (*Souja sousai no jutsu*)**

(*So, Ha, Gen*) This technique is a murder-suicide technique. Both the opponent and the user must die. This is also why it is treated as a forbidden jutsu.

### **Bringer of Darkness (*Kokuangyou no Jutsu*)**

(*Le, Ha, Gen*) Creates an illusion of complete darkness over the battlefield. It traps the opponent into absolute darkness, where they can see nothing but their own body. The person/people trapped inside the genjutsu cannot see the user if the user decides to attack, therefore defending one's self is extremely hard.

### **Earth Barrier Clay Prison (*Doroudomo Doten Kekka*)**

(*Ro, Bl, Ha, Nin*) A earth elemental ninjutsu attack in which the user pummels his hands into the ground and forms a dome around the enemy. The dome is a barrier which stops them from attacking but at the same time sucks up the enemies' chakra. Due to the area in which it spans it has some vulnerable spots which chakra flow is not flowing to, in which case the enemy can focus their attacks at this certain point to break through. It is a barrier which stops them from attacking but at the same time sucks up the enemies chakra. Due to the area in which it spans it has some vulnerable spots which chakra flow is not flowing to, in which case the enemy can focus their attacks at this certain point to break through.

### **Earth Rising Wall (*Doton Doryuuheki*)**

(*Ro, Le, Ha, Nin*) A jutsu which when performed, allows the user to spew mud from their mouth, which grows into a large wall or hard earthen material. This wall is able to block most other jutsus, and its extremely durable.

### **Fire Dragon Flame Blast (*Katon, Karyuu Endan*)**

(*Le, Ha, Nin*) A jutsu that sends a stream of fire towards the opponent, in the shape of a large dragon, from the users mouth.



### **Grand Fireball (*Katon Goukakyuu no Jutsu*)**

(*Le, C, Ha, Nin*) A technique where the user blows a large ball of fire from his mouth.

### **Sharingan-Controlled Triple Windmill Blades (*Sofuushasen no Tachi*)**

(*Le, Bl*) Performed while using the Sharingan. Uses thin strings attached to many shuriken, kunai, etc. that the throw wraps around the opponent and renders them immobile. The Sharingan is used to find vital points in the opponent's movement, and throw the kunai in the right location to trap them in strings. Usually followed up by another stronger jutsu.

### **Golden Spider Thread (*Kumo Nenkin*)**

(*Ra, Bl*) This is the thread of his webs. This is in his bodies system and runs through all over his body. He is able to use it for offence and of course Defense as well. When people break through and hit him he can use this as a way to defend his body much like the armor of sand which Gaara uses. It is a metal which instantly solidified and then blocks chakra once air touches it. This is the thread of his webs. This is in his bodies system and runs through all over his body. He is able to use it for offence and of course Defense as

well. When people break through and hit him he can use this as a way to defend his body much like the armor of sand which Gaara uses. It is a metal which instantly solidifies and then blocks chakra once air touches it.

### **Five Element Seal (*Goguoufuuin*)**

(*Le, So, Cl, Ro, Wi, Mi, Nin*) This jutsu is performed on Naruto, using an odd number seal against the Even numbered Kyuubi seal, causing it to loose effect. As a result, Naruto becomes unable to control his chakra, and cannot tap into the chakra of the Kyuubi.

### **Five Element Unsealer (*Gououkaiin*)**

(*Le, So, Cl, Ro, Wi, Mi, Nin*) This jutsu destroys the Five Part Seal attached to Naruto's stomach, allowing him to once again control his chakra, and tap into the chakra of the Kyuubi.

### **Toad Mouth Enclosure (*Ninpou Gamaguchi Shibari*)**

(*Le, Te, Nin*) A technique in which Jiraiya turns his surroundings into the inside of a toad's stomach. There is no way out or in unless the Divine Illumination ninjutsu is used inside the toad's stomach. The stomach can crush, grab, and also protect when controlled by Jiraiya. This technique has almost a 90 percent chance of death, just like Gaara's Desert Graveyard. Blocks all damage from the outside of the barrier. Chi cost 20 per round.

### **Poison Gas (*Doku Gasu*)**

(*Un, Ha, Nin*) The user breathes a large amount of Poison gas from there mouth, and anyone that breathes it in will be instantly Poisoned.

### **Rashoumon (*Rashoumon*)**

(*So, Nin*) A summoning technique which summons a ultimate defense to block ANY attack which heads its way. It looks like one huge temple with a huge gate embedded in it. It is capable of stopping even the strongest attacks known in ninjutsu.

### **Sickling Winds (*Ninpou Kamaitachi*)**

(*Wi, Tai*) This technique needs a fan to be performed. The user waves the fan to create the wind wave and than utilizes his/her own chakra to give the wind sharpness which can cut through most materials.

### **Supreme Absolute Defense Shield of Shukaku (*Saikou Zettai Bougyo Shukaku No Tate*)**

(*Wi, Bl*) A highly powerful defense technique in which Gaara summons a mini like sand sculpture of Shukaku which blocks any type of attack. Though this technique requires a lot of chakra it does make a very strong defense technique.

### **Tracking Fang Skill (*Doton Tsuiga no Jutsu*)**

(*Un, Te, Nin*) Summons a variety of Ninja Dogs, that burst from the ground and take hold of the opponent's body. The opponent becomes unable to move, and is then open for larger scale jutsu. These dogs can be summoned one at a time, and used for smaller jobs, such as was Pakkun. DC 20 Reflex, Chi cost 20 plus 1hit point. Makes target immobile.

### **Ultimate Air Slicing Blast (*Zankuu kyokuha*)**

(*Wi, So, Nin*) A device implanted in both arms of the user (usually from the palms) allows the control of super sonic sound waves an air pressure. The device allows the currents to be concentrated in one place, and creates large blasts of air shot from the palms. This is a more powerful blast than the Zankuha. 4d12, Dc 20 Stun 1d4 rounds Chi cost 20

### **Explosion Skill (*Suiton Daibakufu no Jutsu*)**

(*Mi, Nin*) Sends a large spinning pillar of water towards the opponent. Can only be performed when near a moderately large water source, and uses a large amount of chakra. It's a devastating jutsu.

### **Water Dragon Blast (*Suiton Suiryuudan no Jutsu*)**

(*Mi, Ha, Nin*) Creates a large dragon shape formed from a large amount of spinning water. The dragon form is sent towards your opponent for a powerful attack. This jutsu can only be performed when near a large body of water. 5d10 damage, Chi cost 30.

### **Water Prison Skill (*Suirou no Jutsu*)**

(*Mi, Ha, Nin*) Creates a large sphere of water, that holds the opponent inside it. The prison is difficult to escape, yet, the drawback is that the user must keep contact with the sphere to keep the prison working. DC 20 Reflex, Makes target immobile. Chi cost 20 to activate, 10 per round, the player can't move from the spot while they activate the Water Prison.

### **Secondary Lotus (*Omoe Renge*)**

(*Le, Te, R, Tai*) Like Initial Lotus, it is a technique where the user uses bandages to wrap around the enemy and then opening the Chakra gates spins the enemy at high speeds and then drops them into the ground. The difference between this Secondary and Initial is the speed is slightly faster in the spinning and the drop is much more powerful than Initial. This also puts a more extensive strain on the users body. Requires Initial Lotus. +10 STR, +10 DEX, Chi cost 20

### **Uzumaki Naruto 2000 Combo (*Uzumaki Naruto Nisen Rendan*)**

(*Le, Te, Nin*) Similar to the normal Uzumaki Naruto Rendan, it just uses a larger amount of clones, producing more damage. Also comes in the 'Yonsen Rendan', which refers to the number 4000, simply means : more clones. Kage Bunshin Required. Needs at least 10 clones. +1d10 attacks, 1d10 damage. Chi cost 20.

### **Dance of the Clematis (*Tessenka No Mai*)**

(*So, Bl*) This jutsu is one of the special 5 dances which Kimimaru knows. He focuses his chakra and rips out his spinal cord and hardens it to a degree which it can penetrate through anything. Kimimaru uses this just like a tail and can wrap it around his opponents and kill them and then pierces through their body

### **Dance Of the Pines**

(*So, Bl*) This is another one of the special 5 dances which Kimimaru knows, the attack is devastating to the opponent since he unleashes bone spikes all over his body which can stab through almost anything. This attacks can sprout all over his body and can also change direction and size by will.

### **Dance of the Willows**

(*So, Bl*) One of the attacks which involve the Blood Line limit technique of Meta-Murphy bones which only Kimimaru knows. This is one of the special 5 dances in which he pulls out a sword made out of one of his bones and attacks extremely fast. The technique is a fast thrust technique but at the same time can be used to fend off attack from all around him by unleashing a huge wave with his sword in a circular motion.

### **Divination Field, 64 Strikes (*Hakke Rokujuu Yonshou*)**

(*Le, Bl, Tai*) Using a highly advanced form of Byakugan, the user is able to see the chakra holes on a person's body. And by using Hyuuga's Taijutsu Style, he then closes all main chakra holes with quick blows, stopping the flow of chakra through one's body.



### **Divine Illumination Jutsu (*Amaterasu*)**

(Le, C, Ha, Gen) A strong jutsu which can brake through Ninpou and Gamaguchi Shibori, (Toad Mouth Enclosure.) This attack seems to be extremely strong, deadly and can only be put out with the Fuuin Jutsu Fuuka Houin (Sealing Jutsu Law of Fire Seal). Although it can destroy almost any surface with its flames, it causes a lot of strain on Itachi. This jutsu, thus far, was only used by Itachi when no alternative method was available.

### **Double Headed Wolf (*Sou-Tou-Rou*)**

(Un, C, Nin) The attack in which Kiba and Akamaru are both in the forum of a wolf which increases their power 10 fold. Their attacks are faster and harder and they are also impossible to stop when in this form though because this form is so strong it also requires a lot of chakra and after this renders the user useless and almost completely immobilized. This attack is usually a combo with the Garouga for maximum damage.

### **Partial Double Size Technique (*Buban Baika no jutsu*)**

(Le, C, Nin) A technique in which the user increases the size of a part of their body to increase the power and range of the attack with that individual part of their body.

### **Super Double Size Technique (*Chou Baika no jutsu*)**

(Le, C, Nin) A bloodline limit technique in which the user increases their body size by double the size to become a giant like figure with unparallel human strength.

### **Demonic Ice Mirror (*HiJutsu, Makyou Hyoushou*)**

(Mi, Sn, C, Ha, Gen) Using this special jutsu, the user creates a prison of mirrors made from ice around his opponent(s). The mirrors allow the user to transport between them at high speeds, or reflect themselves into all the mirrors. It is nearly impossible to see the user's movement between mirrors, so there is little danger of being hit. The speed of the user also makes it near impossible to dodge the attacks. From the user's point of view, the opponent(s) seems to be moving in slow motion. 2d10 mirrors, 1 hides real person. The only way to damage the player in the mirrors is to either catch him as he goes from mirror to mirror, DC 80 spot, or to destroy each mirror, Mirror hp 100. Chi cost 20 to activate, 4 per round.

### **Fire Element: Mist Dance Technique (*Katon Kasumi Enbuon Jutsu*)**

(Le, Mi, So, Ha, Nin) Fills the air with a light mist DC 15 Spot, That is later ignited in a huge flame 4d10.

### **Big Hell Technique (*Ninpou, Daijigoku No Jutsu*)**

(So, Gen) A massive ant lion pit is made and anyone caught inside is doomed to be buried alive.

### **Guardian Spines (*Hinpou Hari Jizou*)**

(Le, Nin) +6 AC, 2d6 Spines damage, Chi cost 10 per round

### **Boy toy Combo**

(Un, Tai) 5d10

### **Sakura Blossom**

(Un, Ab, Tai) 10 d 10 area effect blast 50 ft radius, Player takes half damage, Chi cost 20

### **Wind Dragon Blast**

(Wi, Ha, Nin) The Dragon of Wind Attack



### **Earth Dragon Blast**

*(Ro, Ha, Nin)* The Dragon of Earth Attack

### **Thunder Dragon Blast**

*(Cl, Ha, Nin)* The Dragon of Thunder Attack

### **Hallow Hunter**

*(Le, Tai)* 1d10 attacks, 1d10 damage

### **Explosive Flame**

*(Un, Ha, Nin)* 5d10 40 ft radius

### **Daizu's Cloud**

*(Cl, Ha, Gen)* 300 ft radius, DC 25 Fort To resists Stun, Chi Drain 2d6 round, Movement is dropped to 20 ft, Vision is dropped to 5ft shadowed

### **Fire Line**

*(Un, Ha, Nin)* 120 ft line 4d10

### **Devil Slash**

*(Un, Tai)* 4d10 a Taijutsu attack with a large blade that is sent down on its target through great speed

### **Dancing Devil Armor**

*(Un, Tai)* +14 AC

### **Shadow Move**

*(Un, Ha, Gen)* Teleport within 1 mile per use

### **Nightterror**

*(Un, Ha, Gen)* Cause illusions that damage person 1d12 per round 2 chi

### **Crystal Spikes**

*(Ro, Ha, Nin)* 1d4 x 100ft area of spikes 1d6

### **Crystal Shatter**

*(Ro, Ha, Nin)* 1d4 x 100ft explosive Area 1d10

### **Crystal Cage**

*(Ro, Ha, Nin)* DC 20 Reflex, Immobile

### **Swallow whole**

*(Un, Gen)* DC 15 Reflex verses Death in 1d4 rounds

### **Tear asunder**

*(Un, Ta)* 2d6 attacks, 1d10 damage

### **Blood Hunter**

*(Un, Gen)* +6 to attacks

**Sonic Boom**

*(So, Ha, Nin)* 4d10 area

**Tounge Lash**

*(Un, Nin)* 3d10

**Toad Swarm**

*(Un, Nin)* 1d10 toads, 2d6 damage

**Big Blast**

*(Un, Tai)* 4d10 30 ft area

**Fissure**

*(Ro, Ha, Nin)* 3d10 ground attack area 50 ft radius

**Chakra Beast**

*(St, Ha, For)* A giant beast made of chakra appears and attacks. It looks like a Weasel. 3 attacks at 3d10 chi cost 40 chi round

**Feathers of The Peacock**

*(St, Ha, For)* This technique of Star village is actually two fold. Chakra Barrier +20 Ac chi cost 20 per round, and Chakra slash 5d10 to Touch AC cost 20 per use.

**Flower Blade Storm**

*(Fl, Ha, Nin)*

**Rose Petal Armor**

*(Fl, Ha, Nin)*

**Rose Whip**

*(Fl, Nin)*

**Cloud of Thorns**

*(Fl, Ha, Gen)*

## A- Class

Learning A-class Techniques. Once the player has been shown or has a scroll of the given technique it take a time amount equal to 4 months game time to learn a technique at a straight DC 20. The Dc for learning this technique goes down by 1 for every 2 weeks after the four months.

### **Rasengan (Rasengan) Stage 3**

(Le, Te, Nin) The user swirls the air in there hand into a sphere, and mold it with Chakra. They then attack the opponent with it, which will usually cause them to go flying backwards, spinning around. Sometimes the attack will burn the opponent where they are hit by it. Rasengan stage 3 uses 24 chi and does 10 d 10 damage plus an extra d10 for each additional 10 chi spent in making the rasengan. Touch attack



### **Demonic Soul Seal (Fuujinjutsu Shiki Fuujin)**

(Le, Ha, For) A sealing jutsu. Summons Death himself, which joins with the actions of the user. The Death Lord reaches into a outline of a soul in front of him, which is actually the summoner. When the user grabs the enemy, Death extends his hand through the soul outline and comes out from the stomach of the summoner. Death's hand goes into the enemy's stomach where from it literally rips the soul out. After the soul is pulled back into the user, the user says "Fuuin" which means, "Seal" in English and this completes the seal of the soul in the user's body. This can be used until the user runs out of energy, and since it is a sealing jutsu, there is a price. The user pays the price with his life, which death devours. The souls of both the user and the target are kept in the belly of the summoning, and are enemies for all eternity. Apparently if the soul is not completely extracted from the body, Death can cut part of it and seal just the part, which he has grasped. Once used the Player character is killed and cannot be revived by any means. Due to this the cost is every last bit of chi and Hp the character has.

### **Primary Lotus (Ura Renge)**

(Le, Te, R, Tai, For) A forbidden jutsu performed by opening 3 chakra gates (releases the body's limits on muscle usage/chakra flow). It puts a lot of strain on the body and muscles and is nearly a suicidal attack. It goes beyond the speed and power of any other lotus technique. Continuous speed and high-powered attacks makes this devastating to any opponent. The power can increase even more by opening more chakra gates, but the result is immobility of the user, due to torn muscle fibers. Chi cost is 20 per round. The gates act as follows. Requires all other Lotus moves before. +15 STR, +15 DEX, +15 CON, player will be brought to 0 HP after the end of this technique. If they are already at 0 when the technique is over or if they are hurt below 0 then they are killed.

### **Desert Prison (Sabakurou)**

(Wi, Bl, Te, Ha) This attack is much like the desert coffin, except on a bigger scale. A very big scale in which Gaara uses a mass amount of sand to create a huge like Shukaku type of claw which then wraps around the opponents and then crushes them with extreme force. 120ft radius, 8d10 damage, Chi cost 20

### **Moving Land River (Doton, Doryuu Taiga)**

(Ro, Ra, Te, Ha, Nin) A earth elemental technique, which forms a mud land slide which then pushes the enemy back and then stops them from moving with the pressure of the out going mud direction. This technique is usually the beginning to the Earth Element, Dragon Missile attack

### **Fire Dragon Missile (*Karyuudan*)**

(*Le, Te, Ha, Nin*) A mixed elemental technique, which follows up the Earth Elemental, Dragon missile. The user then spits out a flame of fire to engulf the earth missiles to turn them into fire missiles and bombard the opponent.

### **Four Image Seal (*Shisou Fuuin*)**

(*Le, Te, Ha, For*) The seal that locked the Kyuubi inside Naruto's Stomach.

### **Four Man Purple Flame Array (*Shishienjin*)**

(*So, Ha, For*) A co-operation, 4 person jutsu, creates a large purple box shaped barrier used to surround people or battles. Anything that touches the barrier bursts into purple flame. Once Active the Shield is unbreakable, It cost each of the four 10 chi per round to hold up.

### **Genesis of Rebirth (*Ninpo Sozo Saise*)**

(*Le, Bl, For*) The user stores unused chakra. This chakra becomes compressed and sealed away in the body. When in need, the user can bring forth the stored chakra for whatever purpose he or she wants it for.

### **Immortality Skill (*Furou Fushi no Jutsu*)**

(*So, For*) A jutsu that grants the user the ability to project his soul into the world, anchoring the spirit. The user can then find a new body, take control of it, and once again become young. It is a reincarnation ability.

### **Impure World Resurrection (*Kyuchiyose Edo Tensei*)**

(*So, Ha, For*) A very high level and forbidden summoning skill. The user summons the bodies of the person/people he prefers in wooden boxes with their name on it. After the bodies are summoned the summoner must insert kunai knives into the summoned bodies. These knives nullify the summoned person's soul and give control of the soul to the summoner.

For this summoning human sacrifices must be made so that the soul of those whom were sacrificed can tie the summoned to this world. One person must be killed for one summoned person. Two for two and so on. Fully Heal Hp, and grants a ten-minute period of ignoring damage. After which the character is drained of all chi. requires the player to actively store chi for several game weeks.

### **Possession Skill (*Hyoui no Jutsu*)**

(*Le, Ha, For*) A jutsu that causes the unborn child to be possessed by a ghost or spirit. The mother in this process loses her life, as her body is used up as nourishment for the jutsu.

### **Drunken Fist Style (*Suiken Kempou*)**

(*Un, Tai*) This fighting style is extremely difficult to learn and master but in Rock Lee's case it is very natural. The style consist of high-speed unpredictable attacks on the opponent, the whole style is very laid back and the user is usually seems to be messing around. They can pretend to be walking away, sleeping, or just being idle. The attacks are very powerful and even the best Taijutsu master would have difficulty dealing with the unpredictability of the whole fighting style.

### **Cursed Seal Skill (Orochimaru) (*Juin Jutsu (Orochimaru)*)**

(*So, Ha, For*) A jutsu unique to Orochimaru. Small marks are formed on the neck, caused by a bite from Orochimaru. The victim is put through intense physical and mental torture, in which they usually fall unconscious. If the victim is strong enough to survive the 9/10 chance of death, they are infused with the 'power' of the cursed seal. Its power, is in fact a forbidden jutsu that becomes active during chakra usage. The mark on the neck grows and spreads across the victim's body, forcing chakra to come out and at the same, making the person stronger. They lose control of their body, becoming controlled by Orochimaru, or driven into madness.

### **Illusionary Underworld Moon (*Tsukiyomi*)**

*(Le, Bl, For, Gen)* A special technique that can only be used by the Uchiha clan who possess the Mange Sharingan. The technique creates an illusion, which can reflect on the past or just create an illusion where Itachi does to the target whatever he wants (ex. stick swords into the enemy's body over and over again). This technique is used to attack the opponent's mind and destroy his/her spirit. The events, which go on in the Tsukiyomi, are translated into 3 days (72 hours), while in reality only 3 seconds pass. 72 hours seems to be Itachi's limit with the illusion. This attack is another strain causer on the Itachi and if used more than once, it can tire him out.

### **Earth Dragon Missile (*Doton, Doryuudan*)**

*(Ro, Ra, Te, Ha, Nin)* A technique that follows up the Earth River Slide technique, a shape of a dragon is pulled out of the mud in which the dragon opens its mouth and then spits missiles made out of mud to hit the opponent. Karyuudan usually follows up this technique.

### **Power of Human Sacrifice (*Jinchuuriki*)**

*(Wi, Ha, Fob)* This is a jutsu in which a user seals a demon into a human woman before giving birth to a child. This technique kills the woman who bears the child and the child is embedded with the demon they sealed into the child.

### **Secret Tree Element Technique; Tree-World Construction (*Mokuton Hijutsu, Jukai Koutan*)**

*(Le, Gr, Ha, Gen)* A secret jutsu only the 1st knows about, it uses chakra to be converted into a source of life and enables the user to control plant life and create large plants to be used as a barrier. It's a jutsu only used by the 1st, the man who put an end to an era of wars and created Konoha.

### **Cocoon of Rebirth**

*(So, Bl, For)* A hidden Art of the Doton Clan, former Rice Country that Sound took over, Their strongest Family was a group of young girls born hideously ugly, Once in their life they Destroy their Ugly bodies and gain a far more beautiful one. The Player gains the following abilities. CHA + 8, DEX +8 (permanent no cost), Flight 90 ft Great (No cost), Stunning Aura DC 15 (2 chi), and a Chi Blast of 3d8 damage (4 chi), Defect: You lose all HP and live solely through Chi alone. Once all your chi is gone you die. Only those of the Rebirth Clan can use this technique.

### **Chakra Thread, Final Vengeance**

*(So, C, For)* Connecting the heart of one person to another using chakra strings forces allows the two to die together if they want to or not.

### **Dead Puppet Ninpo (*Ninpo Shisa Kugutsu*)**

*(So, For)* The jutsu of Orochimaru that combines deceased bodies with that of a living person creating a massive monster of living flesh. Each body has its own source of Chakra and Life, creating an army in one soldier.

### **Path of the Enlightened (*Fuuma, Ninpou, Jibaku Mandara*)**

*(So, C, Ha, For)* The Fuuma clan's ultimate Technique in which a chakra cage is formed around a target and slowly crushes the target.

### **Ephemeral Vengeance (*Kagerou Ninpou, Utakata*)**

*(So, Bl, For)* The Doton Clan's Ultimate Attack once the Cocoon of Rebirth is performed four wings of Chakra that allow them the power to fly can also do a massive Chakra blast that will reshape land upon impact and destroy almost anything in its way.

## Grand Burst

(Un, Ha, Tai) 6d10 single target, A single target gets hit directly by a massive forceful explosion. It can not be avoided by dodging only armor and Damage Reduction help.

## Wings Of the Peacock

(St, Ha, For, Nin) Allows the person to spread out one's chakra to fly upon the wind. 120 ft Perfect Flight Chi cost 20 per minute.



### Naruto's Game Hint

A – Class Techniques are the most guarded secrets. These aren't shared easily and are often held in the hands of the most powerful ninja, families, and politicians.

## S – Class

S-class techniques are legendary in nature and are not able to be taught only created thus No S-class techniques will be found here but players can create them by combining High level Techniques, Abilities, and /or Powers to pull off a technique that rivals the power of the gods. These techniques take months to gain and due to the players Natural alignment what the player wants to accomplish may not be possible. Natural alignment consists of one of the following.



Basic - Air, Fire, Water, Earth  
Rare – Lighting, Metal, Mist, Wood, Ice, Dust  
Legendary – Mind, Body, Spirit, Light, Dark

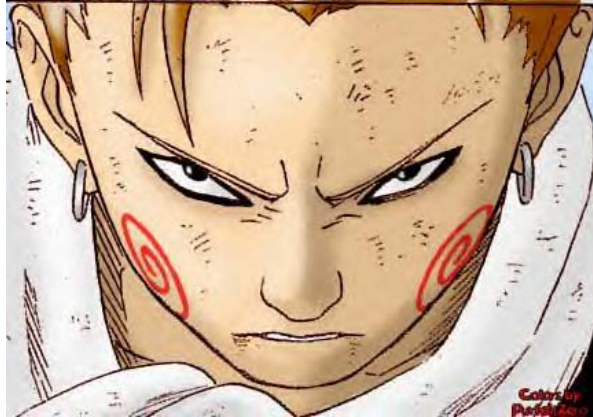
The player gains the ability to access this after level 10 and can use this power to empower their techniques and is half the reason behind the creation of S –class techniques.

Creating these techniques takes the idea that the player has and using their Natural alignment the technique has a 5 out of 100% chance of being created and the force of nature that is the characters alignment will add Damage and /or abilities to the technique. Once created the Chi cost is at least 1/3 of the players total charka pool.

## Chapter 10: Ninja Clans & Families

### *Clans*

- Inuzuka – Beast Masters
- Uchiha – Sharingan Clan
- Hyuuga – Byakugan Clan
- Akimechi - Body Size increase Clan
- Aburame - Beetle Control Clan
- Trubador - Physical Copy Clan
- Kodou – Perfect Transformation Clan
- Sand Manipulation Clan
- Wind Manipulation Clan
- Golem Clan
  - Bee Control Clan
  - Earth Manipulation Clan
  - Ant Control Clan
  - Worm Control Clan
  - Cockroach Control Clan
  - Music Charming Clan
  - Mimic Clan
- Fish Man Clan
- Spider Web Clan
- Demon Eyed Clan
- Orochimaru – Curse Seal Clan
- Kimimaru – Bone Manipulation
- Doton - Rebirth Clan
- Fuuma – Chakra Thread Clan



### *Families*

Unlike the clans families do not have techniques and powers that derive from their heritage instead they hold power in the world thru Money, Politics, or other means these also mean that some of these families may hold a dark secret, curse or even be funding the enemy.

Yukio  
Kamazuma  
Hadori  
Sohma



#### **Naruto's Game Hint**

A member of a powerful family can be as or even more powerful than normal ninja. Many family secrets hold hidden techniques.



## Chapter 11: World Hotspots and Hidden Villages



### Fire Country

#### *Hidden Village of the Leaf*

Located in the land of Fire, Hidden Leaf Village is the largest and most powerful of all Hidden Shin obi Villages. Due to its large population, its military presence is very powerful. 13 years ago, the Hidden Leaf Village was attacked by the Nine Tails Fox Demon (Kyuubi). Causing much



destruction and killing many of the village's shin obi. It was eventually defeated and sealed into the newborn child Uzumaki Naruto by the village's most powerful shin obi and leader, the 4th Hokage. The 4th Hokage died soon after the battle ended, because of the Ninjutsu he used. Sacrificing his life and fulfilling his duty as the village's Hokage. Since that time, power has returned to the 3rd Hokage who is later on killed by Orochimaru. Currently Leaf village is run by Tsunade the 5th Hokage.

**Export Goods:** Varsity

#### *Tanzaku City*

A Large city of some great history in the past of Fire Country. It once held a massive castle that towered the sky-line. But one day the castle was demolished by some unknown reason.

(See the meeting of Orochimaru and Tsunade , also the place that Naruto and Jiraiya catch up with her and ask her to be Hokage.)

#### *Otafuku City*

A city not too far from the city of Konoha. It is the here that many people stop before heading into the Village of Leaf. It is also a well-known spot for low life and scum to gather hiding their actions under the eye of Leaf village.

(It was in this city the Itachi Uchiha attacked Naruto for the first time)

#### *Kyokoku City*

A city built in a large crater. The city is well protected by the landscape but is also a home for a small group of Yakuza. (Mobsters) The people of this village are protected By Leaf village, but have little reason to ever call for their aid.

(It is here that Naruto started his training for use of the Rasengun.)

## ***Hero's Falls***

A place of note. This huge waterfall beholds the likeness of the First Hokage and is the sight of a great battle that once occurred on this land. Also called the Valley to the End.  
(The battle between Sasuke and Naruto occurred and ended here)

## **Wave Country**

### ***Hidden Village of the Mist***

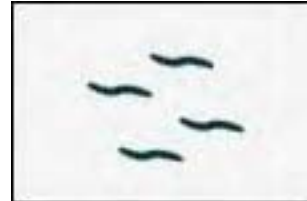
Not much is known about this village. Although it was commonly referred to by other villages as "Bloody Mist Village" for its rumored brutality. This is the village where Zabuza and Haku originated from before they



abandoned the land. The training customs of the village were revealed from Zabuza's childhood. The final exam to becoming a ninja is much different from the exam for the students in Leaf Village. In order for a Ninja Academy student to graduate and become a Genin (lower level ninja) in the Hidden Mist Village, he or she had to fight, with one of the same friends they trained with, to the death. But all of this had to be changed 10 years ago when one of that year's students killed over 100 peers without hesitation. This child was Zabuza. Because of this

the Village was forced to change the final exam for the graduating class. All of their Jutsu is based on water techniques.

**Export Goods:** Herbs, Tobacco, Fish



## **Lighting Country**

### ***Hidden Village of the Cloud***

Little is known about this village. When information becomes available, it will be supplied. However, at one time the Hidden Cloud Village attempted to attack and destroy Konoha, betraying a peace treaty. The Hidden Cloud's shin obi lost miserably. Cloud is home to one of the five Kage. Cloud village is located upon the mountaintops to the far north.

**Export Goods:** Armor, Iron, and Gunpowder



## **Earth Country**

### ***Hidden Village of the Rock***

Little Info is known other than the following.

Rock Village is the home of one of the five Kage.

It's also was part of the war that took place during Kakashi's early years.

It was because of a mission his team (lead by the eventual 4th Hokage) that one of Kakashi's teammates, Uchiha Obito died. (Uchiha on his death bed asked that his Sharingan be given to his friend Kakashi by their other team mate a medical nin named Rin)

Since that war Rock has been quiet over the years.

**Export Goods:** Gems, Gold, and Silver



## Wind Country

### *Hidden Village of the Sand*

Located in the Wind Country, the Hidden Sand Village is one of the top 5 greatest Shinobi countries. Kazekage is the leader of this village, and is also the one who trains Gaara of the Desert. The lord of the wind



country is making an attempt

To scale down the country's military

presence and has cut back on the Sand Village's budget.

Furthermore, he has commissioned tasks normally reserved for the country's own hidden village to the Hidden Leaf Village, raising speculation of an attempt to dissolve the Sand Village. To re-establish the Sand Village, Kazekage teams up with the Sound Village and plans to attack the Leaf Village, Konoha. (This attack is later foiled by the Shinobi of Konoha.) Kazekage is later on killed by Orochimaru. Currently Gaara is Kazekage. Sand has



returned to being allies with Leaf

**Export Goods:** Spices, Glass, Silk

### *Adonis*

A small city located north of the village of Sand this city is ruled by a dictator and has strict laws on its people. Mostly based on time.

**Export Goods:** grapes and wine

## Rice Country

Small ninja clans roam through the country and have been targeted by hidden villages to be taken captive. Although that total number of ninjas here was once high it now dwindles in low numbers as many have turned to lives of common bandits. Using their great skills to steal from rich clients with bodyguards.

**Export Goods:** Rice, Fish, and Bamboo

### *Hidden Village of the Sound*

The recently formed Hidden Sound Village, located in the Sound Country.

Ruled and created by Orochimaru, a very powerful and talented Missing-Nin

from the Hidden Leaf Village. Although

his true ambitions are unclear,

Orochimaru's goal is to one-day cause a

civil war. He later on leads an attack

with both the Hidden Sound and Hidden Sand Village on Konoha.

After the attack on Konoha Orochimaru attacked several times later.

Once he went after Tsunade (before she became Hokage) the second a

failed attempt to claim Sasuke's body as his own (He did however get

Sasuke to join him). And even more to come. Sound Village is hidden

in the mountains north of Fire country, and West of Rice Country



(where many of its recent ninjas were taken from)

**Export Goods:** Wood, Cattle, and Sheep

## Tea Country

Even with their lack of known hidden villages the villages are run by Yakuza Bosses that claim Property through athletic events. The Country builds and respects its number of Temples that line the coastline. It is numerous as they place temples along the sea. It is also here that you have your largest shipping harbor outside of the ones on the island country of Wave.

**Export Goods:** Tea, Fish

### *Tekarou*

A large town run by mob bosses, Fishing and Shipping are the towns major points of money

### *Tegarashi*

A temple by the ocean in Tea Country

## Bird Country

A poor yet peaceful Country of chicken ranchers and Bean farmers located in-between Wind, Rock and Rain areas this place has seen many wars but has no power in causing them.

**Export Goods:** Beans, Tofu, Chicken, other rare birds

## Fang Country

## Claw Country

## Snow Country

### *Hidden Village of the Snow*

The Ice country is currently working out the change in leadership since the grand return of the Princess to power. The area covered is covered in snow 9 months of the year due to its high altitude and northern position. Few other villages invade this country due to the climate weather. This causes their ninja to be fairly unskilled in fighting other ninja but their skills in survival are amazing. Early years of his time as a Chunin sent Kakashi to this land. (Taking the princess away from a life threaten situation.) Only later to have Naruto return this Princess (now Actress) to her rightful seat on the throne.

**Export Goods:** Mining Mineral, Wool

### *Hidden Village of the Rain*

Rain Village - Little is known about this village. When information becomes available, it will be supplied. The only thing we do know is that one Rain Team passed the first test in the Chunin Exam and entered the forest of death. The team was completely wiped out by Gaara's desert graveyard. The Second Time a rain ninja (Aio) acted as the bodyguard of the race in Tea Country where it was shown a past of Ibiki (the first Chunin Exam's Instructor) and Aio was traitor of Leaf village. A common Technique of Rain is the Needle Drop. Rain Village lays deep within a small rain forest.

**Export Goods:** Wood, Herbs, Crops, and Umbrellas



### *Hidden Village of the Grass*

Grass is a relatively new group of ninjas. They sort of blended the teachings of Fire and Wind Country, which they are placed



between on the map. Very little is known other than a few appearances they have had early on in the series.

**Export Goods:** Crops, Cattle, Sheep, and Pigs

### ***Hidden Village of the Waterfall***

Because this village has no Kage, they have something called the Hero Water to help them protect their village. It's some sort of holy water, which is extracted from the great tree (located in the Hidden Waterfall Village) every one hundred years. It is supposed to tenfold the user's chakra, and aids the 'heroes' in protecting their village in times of battle. But this water is a double-edged sword, although it increases one's



chakra, it also eats away your life-force at the same time. Only the young ones (most of the time younger means weaker, strength grows with experience) will be able to survive the effects of the water. For that reason, many of the village's shin obi have died not from battle, but from the water. And this holy water was sealed away. It's the village's leader's duty to protect the Hero Water at all cost. The village's leader is also called the Hero of the Hidden Falls, but the question remains: "Would you drink the Hero Water and throw away your life, just to save the village and be remembered as a hero?" Because this village is small and has very few (strong) shin obi, it's build behind a Waterfall - hence "The Hidden Waterfall Village-". Only its inhabitants know the

village's entrance.

**Export Goods:** There are no known exports of waterfall

## **Bear Country**

### ***Hidden Star Village***

Located within the Bear Country. Star Village is surrounded by poisonous gas ravens and has been the target for years of being seized by other countries for the chakra enhancing star. The star is actually a radioactive meteorite that causes chakra poisoning in those around it for prolonged time. It is however because of this star that the ninja of star village have short lifespan. Although not official the leader of the village is said to be a Kage and not just a village leader.

### ***Hidden Village of the Lighting***

Located somewhere along the Wind and Fire Borders the large city of Babel which is a major through fair and has been massing its own groups to protect themselves from future invaders. It is here and only here that the art of Gun smiting has take place. Also its deep history of maze like levels to the middle of the city of Babel causes the dwelling of some of the worst and most powerful scum on the planet.

**Export Goods:** Guns, Electronics

### ***Hidden Village of the Ocean***

A deep secret to many people in the world this village really does hold any real ninja's with the exception of rouge ninja that join up with Pirate groups. The city it self is made up of a collective of several ships and can easily be moved from location to location. Only true Pirate captains and Ocean Ninja know where it will be next.

**Export Goods:** Various Goods

## Nano COUNTRY

### *Hidden Village of the Flower*

A small hidden village north of Fire country their techniques are almost all well know though out the ninja villages. They are used as guardians and for security missions but do to their low numbers they would easily fall to another village if war was declared.

### *Zaza*

A city built up on stilts that for years, has become the Home of the infamous Mas Corrida or Mask Fights.  
**Export Goods:** Clothing, Masks, and Fighters

## Ocean Country

A small country of Fisherman that make a living by the small group of islands. A known pervious hideout of both the Sound Leader Orochimaru, and may a pirates. They have an agreement with Mist Village for protection.

**Export Goods:** Fish, Stolen Goods

### *Cursed Island*

A small island in Ocean Country that was once the base of Orochimaru's Karmari Research .

### *Modoroki Temple*

A holy shire to the gods placed on the northern part of the largest island.

### *Akatsuki Organization*

The Akatsuki Organization is a known terrorist group around the ninja world. The type of work they do is yet unknown, but the group is consisted of many Top Ranked Missing Nins. They first appear in the series trying to capture Naruto to obtain the powers of the Kyuubi. At one time Orochimaru was a member but he soon left to set his own plans in motion.



## How to identify the rank and stats of a ninja

**Genin** – Blue Headband

**Chunin** – Vest (note this only applies for chunking from Leaf, Sand, Rain, Waterfall, Mist, Lighting, Snow, and Ocean)

**Jonin** – Black Headband

**Kage** – White Hat (Note this is for formal affairs only)

**Village Chief** – White Headband (for villages that don't have a Kage)

**Genius Ninja** – Dark Blue Headband

**Master of Jutsu Style** – Red Headband

**VIP member of village** – Green Headband

**ANBU** – animal mask

**Hunter Nin** – Decorated Faceless Mask

## Chapter 12: World History

The world of Naruto is a vast one. Although the story follows and move about around one character in the manga and TV series, however in order to make a true RPG game out of the series the world has to be looked at with a broader brush, then just the one painted around Naruto himself. This following chapter of the rules focuses on the world History and explains what kind of world it is within the story.

### Rise of Demons

In the beginning of the world man was savagely making a living. Through chaotic means the people wandered about fighting over things such as land and food. No one really knows how but its strongly suggested that this early bloodshed release the first demonic forces and powers within the world. Unnoticed at first in time through generations born during this time people began to take notice of their own ability to tap into their own life force a perform techniques much in the same way the demons had used powers.

### War of Clans

As people began to discover their powers they formed small groups of Families sharing their techniques with each future generation. Some families grew quickly and their power expanded along with them. However the large size of some families also caused fighting among the ranks and file of its members Ultimately some families have spilt apart. (example: The Uchiha Clan separates from the Hyuuga Clan) The fighting families brought more chaos and bloodshed to the world. It is soon realized by five of the most powerful families that they need to protect their families and their land thus New Countries are formed and the Rise of the Five Kage begins.

### Rise of the Five Kage

The five largest families having created their countries take on a place of rule. At the same time to bring order to the world a set of common laws is set for the Countries. These laws are the laws of the common choice of warrior the clans hold the law of the ninja.



### War of Cloud vs. Leaf

### War of Rock vs. Leaf

### Orochimaru's Rise to Power

Hiding his dark arts practices from those around him Orochimaru had plotted to acquire the title of Hokage and use his knowledge to make the Leaf a village of super ninja. With this power he would control the world. The only successful test of this was his apprentice Anko whom he abandoned when the ANBU black ops discovered that he was up to something. The Hokage was altered and the Third Hokage went along with the Black Ops to capture him. But this mission was a failure. Over the years from the shadows of Rice Country Orochimaru recruited Rouge ninja and small wandering clans. In time he took over the small ninja village of Sound. He used his dark knowledge and great power to obtain power where ever he could.

### Tale of Naruto

I will not be writing on this part seeing as how this is the main focus of the series so if you haven't been reading or watching the series before becoming part of the game then I suggest you should.

### The Coming of Outside Forces

The next big threat to hit the land of Naruto is from outsiders. Much it was the way until the 19<sup>th</sup> century in Japan the rest of Naruto's world is unknown. But the wall is starting to crack and forces that use other abilities (Not Ninjutsu but other ways like it) have been making their way into the story. The best example

of this is the Second Movie. I will go further into the outside world in a upcoming rules expansion set called "Demon's Of the Outer World"

### ***Technology within the world Of Naruto***

Technology in Naruto is a weird mix of modern, past, and Steam Punk. Even though the story of Naruto and fact that ninja are the greatest warriors to be used by countries read like something from at the latest to be something from Japan's Edo Period. The story shows us constantly that it is in fact modern day. (proof of this fact Naruto has a Playstation in his apartment. And when going on the Bridge mission Naruto Questions why they aren't using the boats on board motor.)

### **Communication**

Perhaps the most confusing of all the technology issues.

**The telephone** exists but is rarely owned or seen in the show. The best reason I can give for this is that the cost of a phone must be so great that its limited to 1-4 phones within a mile radius of a city. Ninja missions however are delivered often by hand or in person cause its considered to be impolite to do other wise to a person your hiring to do your dirty work.

**Cell phones** don't exists but walkie talkies and com link systems do and are often used by ninja teams to keep an eye on one another.

**The internet** or any likeness there of it may exists but since the low amount of phones its highly unlikely to ever be any importance.

### **Transportation**

**Car or other land vehicles**, they exist but much like the concept with phones these are limited to the super rich, Due to the low number of cars there is also little need for gasoline.

**Planes and other Flying devices** with the exception of high level techniques people don't fly in this world by mechanical means, It is logical however that a glider could be made at this time but the idea of flying is still just a dream for most (this is due to a little known ninja mission which took out two bicycle makers).

**Motorcycles**, like the car it's a rare sight but is a little more likely to be around.

**Bicycles**, Common and often used for deliveries by restaurants.

**Boats**, smaller boats are common to modern day boats with a working engine, Larger Boats come out of the pages of Steam Punk stories. Large boats have both sails and a steam run engine with paddle wheels and steam charged cannons.

**Trains**, Trains exists but do to their limited run and the fact that many of the Hidden Villages (Odd its doesn't seem so for Leaf) want to be hidden. Trains would most likely run from major cities to major cities.

### **Warfare**

**Guns**, Although they have only appeared in the form of cannons the fact that they are able to use gun powder in such a tight form such as the explosive tags means that the likely hood that gun do exist. The concept of who has guns and what kind of guns there are show that those that have guns more take to the concept of a family sword is to Japan. A gun is a treasure to a family and is handled and used only with great care. The like hood of the types most likely the pistol and rifle is the greatest likely hood with the shotgun and machine gun (Grappling gun not modern machine gun) are rarer finds.

**Biological Warfare**, The current stories of Naruto have shown that Bio warfare not only exists but is being used by the big 6 (Leaf, Cloud, Wave, Rock, Sand, and Sound), The warfare of Bio weapons is actually beyond that of modern day since they can use charka to influence the weapon



**Chemical Warfare**, since Bio warfare is being used its logical to think chemical warfare is also in use. The warfare of chemicals would be equal to that of America in Vietnam

**War Machines**, They don't appear to be part of the land that Naruto takes place in but the machines have appeared to come from foreign powers

### Entertainment

Entertainment is equal to that of modern day.

### Food

A blend of the modern and traditional techniques make many a food. But there also is the development of near future foods for eating on the go such as food pills.

### Possibilities for Naruto and some Theories

**Naruto's Family**, Although its not a big stretch to think that Naruto's Father is in fact the 4<sup>th</sup> Hokage, his mother is most likely not only alive but has had some (uh moments more so on TV then in the manga) with him. The idea is that Anko the second Chuunin exam Proctor is in fact his mother. Evidence to this point.

1. Up until she says it to the 3<sup>rd</sup> Hokage the 4<sup>th</sup>'s name is never mentioned and she says it in a loving way.
2. Sukura comments on how scary it is that (Naruto and Anko) they are alike
3. With Anko's past it is highly likely that her memory was wiped (a second time if you've been watching the TV show) due to her relationship with Orochimaru and the fact she bears the Heaven Cursed seal, to keep the power of Kyuubi from Orochimaru.
4. Orochimaru taught Anko, Jiraiya taught the 4<sup>th</sup>, It was said Orochimaru had a hatred for the 4<sup>th</sup> for several reasons. Which ultimately caused him to turn against the village. Orochimaru when he taught Anko acted like he had feeling for her.

**Rebirth of the Uchiha**, earlier on in the rules I explained that the game is built around the idea that there are only 3 living users of the Sharingan are in this world and only two has the ability to pass on this trait (Sasuke and his brother Itachi) However it is possible to gain the power and rebuild the Uchiha through other means, One way is to use science to clone the Uchiha, the second and more likely is for the Hyuuga clan to retrace the steps of the past and recreate the clan from its origins. (Note it is highly likely and suggested that any Hyuuga that does this will face the high chance that they will go clinically insane. The insanity however does not pass down through bloodlines after the fact.



**A Hidden Class to Hunt ANBU**. Many believe that there is a group set up to keep the ANBU in check. This is a lie. The ANBU keep the ANBU in check. Each group of the ANBU are watched by the ANBU Black Ops. The Black ops are used to keep the other from going rouge (Okay its doesn't always work) but when they discover a rouge ANBU or High level Jonin then the Black Ops is called into action along with the Kage of the village themselves. Black Ops are the most secretive of ANBU their Identities and faces are unknown to their fellow members. It is currently believed that the current leader is in fact Kakashi's former teammate and closest love interest Rin. It is thought that since she joined he quit the ANBU so that he wouldn't face the pain of losing her the way He lost Obito during his years with the forth. Plus she would be the female he was talking to before the 3<sup>rd</sup>'s funeral at the grave marker.

## Chapter 13: GM Rules and Advice

Alright this is the part of the rules I've been dreading to write and I'm sure you the GM dreading to read. (The Players are eager to read this part to rule lawyer you so be sure to smack them to keep them in line)

### **The 15 Cursed Seals of Orochimaru**

Heaven – this cursed seal boosts ones speed and ultimately grants the power of flight

Earth – this curse seal boost the speed and power also grants a tail to slash at people

North -

South -

East -

West -

Water – this curse grants the person water breathing and an super human swim ability and ability to summon a Water Elemental

Sky – this curse grants the person the ability to heat and cool, teleport, and the air around them and summon Wind Elemental

Fire – This seal grants the person Fire Resistance and the power to ignite themselves allowing them to do 1d6 in fire damage with their attacks

Rock – This seal grants the power of swim thru earth. The person at will is able to treat the earth as if it were water. (They don't need to breath while in this form)

Plant -

Winter -

Summer -

Fall -

Spring -

### **Dark forces from the Outside World**

#### **Demon Hunting 101**

The first lesson in Demon Hunting 101 for the Gm is to take note of Possessed Soul Players and make sure that they are making the DC rolls they have on their characters. Based on the DC of the possession of the character helps stat the Power it has once unleashed. The Demon will use a combination of the techniques powers and abilities the player has and one addition power at a level equal to the characters level for each increment of 5 for the DC. (i.e. a DC 10 demon gets two additional powers, where a DC 5 gets only one) The Hp of the demon starts at 300 and is doubled up for each increment over 5 (DC 5 = 300, DC 10 = 600, DC 15 = 1200, DC 20 = 2400 and so on) Demons and all non Humans don't use Chakra instead their powers, techniques and abilities all use the Demon's Hp to use.

## Chapter 14: Pregenerated NPC's

### Hamara

Str 14 Dex 16 Con 14 Int 14 Wis 14 Cha 14 Hp 100 Chi 270 AC 13 BA 08 MA 10 RA 11 Fort 10 Will 10 Reflex 11	
Abilities:	Cost:
Plant Control	
Grass Blades	1d10, 1d6 damage
Vine Grapple	DC 20 Grappled with Ground, 25 STR check to break free
Replicate	
Items Held:	

### Kujaku

Str 14 Dex 18 Con 14 Int 12 Wis 16 Cha 12 Hp 120 Chi 270 AC 20 BA 08 MA 10 RA 12 Fort 10 Will 11 Reflex 12	
Abilities:	Cost:
Mud Blast	20 DC blinding, till med attention is sought
Mud Pie	2d8 damage, 15DC Blinding
Mud Armor	+6 Ac
Replicate	
Items Held:	

### Boka

Str 14 Dex 16 Con 16 Int 14 Wis 16 Cha 14 Hp 100 Chi 270 AC 13 BA 08 MA 10 RA 11 Fort 11 Will 11 Reflex 11	
Abilities:	Cost:
Big Bang	4d10, 1d4 rounds between next use
Needle Missile	+6 to hit, 2d6
Replicate	
Items Held:	

### Tomi

Str 16 Dex 10 Con 14 Int 16 Wis 14 Cha 12 Hp 100 Chi 270 AC 10 BA 08 MA 11 RA 08 Fort 10 Will 10 Reflex 08	
Abilities:	Cost:
Worms Control	
Slime Slide	DC 20 Reflex for tripping
Divide and conquer	1 copy per hit, uses up 10 chi a round
Masters of Digging	creates hole traps DC 20 reflex
Replicate	
Items Held:	
Whip	1d8

Taka

Str 14 Dex 14 Con 16 Int 16 Wis 14 Cha 16	
Hp 120 Chi 270 AC 18	
BA 08 MA 10 RA 10 Fort 11 Will 10 Reflex 10	
Abilities:	Cost:
Cockroach Control	
Natural Survivor	Regenerate +10 per round
Swarm Attack	1d10 hits, 2d6 damage
Hive Mind	+6 AC
Replicate	

Martel

Str 14 Dex 16 Con 18 Int 12 Wis 12 Cha 14	
Hp 100 Chi 270 AC 13	
BA 08 MA 10 RA 11 Fort 12 Will 09 Reflex 11	
Abilities:	Cost:
Ant Control	
Fire Ant Army	1d8, 2d6 fire damage
Ant Hill Barrier	Blocks attacks from single target, 10 chi use
Queen's Guardian	2d10 twin blade attack Replicate
Items Held:	

Rooster

Str 14 Dex 16 Con 14 Int 09 Wis 09 Cha 14	
Hp 120 Chi 270 AC 13 Pos Chi 10	
BA 09 MA 11 RA 11 Fort 11 Will 08 Reflex 11	
Abilities:	Cost:
Chicken Zodiac Demon	DC 10 to maintain spirit See Chicken demon for stats
Chicken Strike	2d10
Sonic Scream	2d8 30ft Cone
STR Boost	+ 10
Levitate	Float 30ft
Para-Touch	Stunning attack DC 20 1d4 rounds
Feather Blizzard	60 ft Radius 1d6 damage (+2d4 attacks Coat)
Replicate	
Items Held:	
Chicken Coat Adds 2d4 feathers to feather attack	
Pez of Chakra x2 Chi per use	

Miyu

Str 14 Dex 25 Con 10 Int 13 Wis 18 Cha 09/ 15	
Hp 100 Chi 270 AC 16	
BA 08 MA 10 RA 14 Fort 00 Will 00 Reflex 00	
Abilities:	Cost:
Cat Claw Blades	
Flurry Of Blows	
Belled Needles	
Cat's Grace	+6 to Dex
Items Held:	
Cat Girl Costume + 6 to Cha	

### Shinkara

Str 16 Dex 14 Con 20 Int 12 Wis 14 Cha 16 Hp 120 Chi 270 AC 16 BA 08 MA 11 RA 10 Fort 13 Will 10 Reflex 10	
Abilities: Water Control Water Bullet 2d8 Water Clone Hp 40 Mimics Movements and attacks of original	Cost:
Items Held: Rapier 1d8 Crit, 16 – 20 Leather Armor + 4	

### Kenchi

Str 18 Dex 14 Con 14 Int 12 Wis 12 Cha 14 Hp 120 Chi 270 AC 12 BA 08 MA 12 RA 10 Fort 10 Will 09 Reflex 10	
Abilities: Second Sight Lighting Sword Replicate	Cost: Block attacks from one target, Chi use 10 2d8 sword, 1d10 electrical damage
Items Held:	

### Gaito

Str 12 Dex 20 Con 16 Int 14 Wis 18 Cha 14 Hp 100 Chi 270 AC 15 BA 08 MA 09 RA 13 Fort 11 Will 12 Reflex 13	
Abilities: Ice Mirror 2d6 mirrors, 1 hides real person while the rest are set to trick spot. Ice Needle 2d10 damage Replicate	Cost:
Items Held:	

### Satome

Str 20 Dex 12 Con 14 Int 14 Wis 16 Cha 14 Hp 120 Chi 270 AC 11 BA 08 MA 13 RA 09 Fort 10 Will 11 Reflex 09	
Abilities: Ghost Touch Hits phasing target Shocking Mist 2d8 Area Replicate	Cost:
Items Held:	

### Setuko Ohara

Str 12 Dex 12 Con 12 Int 12 Wis 12 Cha 12 Hp 150 Chi 270 AC 15 BA 08 MA 09 RA 09 Fort 09 Will 09 Reflex 09	
Abilities: Chi Stop 90' Area effect DC 20 Fort to use Chi attacks around him	Cost:
Items Held: Bladed Whip 2d6 Breast Plate +4	

### Susanowa

Str 20 Dex 20 Con 14 Int 12 Wis 12 Cha 12 Hp 140 Chi 270 AC 15 BA 08 MA 13 RA 13 Fort 10 Will 09 Reflex 13	
Abilities:	Cost:
Grass Cutter Sword      3d6	
Whirl Wind                3d6 10 ft radius	
Storm God DC 5 (see storm god if control is lost)	
Replicate	
Items Held:	

### Paruka

Str 16 Dex 20 Con 14 Int 12 Wis 12 Cha 12 Hp 120 Chi 270 AC 15 BA 08 MA 11 RA 13 Fort 10 Will 09 Reflex 13	
Abilities:	Cost:
Puddle Teleport                      Extra Movement	
Rain of Needles                      1d8, 1d6 damage 30 ft area	
Replicate	
Items Held:	

### Ceena

Str 16 Dex 16 Con 16 Int 16 Wis 16 Cha 16 Hp 100 Chi 270 AC 13 BA 08 MA 11 RA 11 Fort 11 Will 11 Reflex 11	
Abilities:	Cost:
Match Point                      Copy two moves of a single target exactly	
Items Held:	

### Lars

Str 16 Dex 14 Con 10 Int 14 Wis 16 Cha 14 Hp 120 Chi 270 AC 12 BA 08 MA 11 RA 10 Fort 10 Will 11 Reflex 10	
Abilities:	Cost:
Dead Hands                      2d8 Cold touch	
Mummy Rot    2d6, Fort DC 15 target gets -5 to phys stats till med attention is given	
Con Drain Ray    1d8 Con drain temp	
Items Held:	

### Narma

Str 12 Dex 16 Con 14 Int 12 Wis 12 Cha 16 Hp 100 Chi 270 AC 13 BA 08 MA 09 RA 11 Fort 10 Will 09 Reflex 11	
Abilities:	Cost:
Life Drain Ray                      Takes 3d6 Hp ranged touch	
STR Drain Ray                      1d8 STR drain	
DEX Drain Ray                      1d8 Dex drain	
Items Held:	

### Shigari

Str 18 Dex 18 Con 18 Int 18 Wis 18 Cha 18 Hp 120 Chi 270 AC 16 BA 09 MA 13 RA 13 Fort 13 Will 13 Reflex 13
Abilities: Cost: Hail Storm 2d8 Area effect 30 ft Ice Cutter 2d8 Ranged Beam Deep freeze DC 15 Reflex stun
Items Held: Snow Bird Armor +2 Fly 30 Okay

### Hidake

Str 18 + 6 Dex 12 Con 20 Int 12 Wis 12 Cha 12 Hp 120 Chi 270 AC 16 BA 09 MA 16 RA 10 Fort 14 Will 10 Reflex 10
Abilities: Cost: Claw 1d8 Bear Hug 2d6 Crushing damage in grapple need not be opposed Slam 1d8, DC15 Fort Stun 1d4 rounds
Items Held: Kodiak Armor +6 Str Dam Reduce 5 Physical +5 AC

### Tidamia

Str 12 Dex 18 +6 Con 20 Int 16 Wis 12 Cha 12 Hp 120 Chi 270 AC 20 BA 09 MA 10 RA 16 Fort 14 Will 10 Reflex 16
Abilities: Cost: Frost Burn 2d8 ranged beam Polar Wind Area attack 30 ft 2d6 Northern Lights Daze attack DC 15 Will Super Speed Movement 90ft
Items Held: Snow Hare Armor + 6 Dex + 4 AC

### Sara

Str 10 Dex 18 Con 10 Int 12 Wis 14 Cha 10 Hp 080 Chi 240 AC 14 BA 07 MA 07 RA 12 Fort 07 Will 09 Reflex 12
Abilities: Cost: Around The World 2d8 Walking The Dog 1d6hits, 1d8 damage Spinning Top 1d4, 1d10 damage Toy Soldiers 1d10, 1d6 damage Shuriken Pinwheel 1d6, 2d6 damage Replicate
Items Held: Yo-yo Spinning Top Toy Chest of condensed Size

Karin

Str 14 Dex 14 Con 16 Int 18 Wis 12 Cha 26 Hp 090 Chi 240 AC 12 BA 08 MA 10 RA 10 Fort 11 Will 09 Reflex 10	
Abilities:	Cost:
Sexy Looker	15 DC Will to be stunned for 1d4
Boy Friend Barrier	+6 Ac
Karin Boy toy Combo (Lee's Lion Combo) 5d10 Replicate	
Items Held:	

Troy Lao – Sound Nin lvl 15

Str 16 Dex 14 Con 14 Int 18 Wis 14 Cha 16 Hp 120 Chi 420 Exp 0140 AC 22 BA 15 MA 18 RA 17 Fort 17 Will 17 Reflex 17	
Abilities:	Cost:
Battle Mind x 4 Deep strike x 10 Queen's Guardian x 10 Accuracy Read Auras (can see aura through walls) Chi Blast 4 2d6 (touch) Damage Reduction 10 Hidden Snake hands +2 to Grapple, Hands do 1d4 added damage. 4 chi per use. Sonic Punch 3d8 4 chi per use	
Items Held:	

Pirate Minions – Pirate lvl 8

Str 14 Dex 18 Con 17 Int 12 Wis 10 Cha 12 Hp 120 Chi 210 Exp 0070 AC 14 BA 08 MA 14 RA 12 Fort 11 Will 08 Reflex 12	
Abilities:	Cost:
Damage Reduction 10 Weapon Field Sword Whirl 2d6 Blade Master +4 added damage swords 1d8 +2d8 damage Drunken dodge 1d10	
Items Held:	

Pirates – Pirate lvl 4

Str 10 Dex 10 Con 11 Int 10 Wis 10 Cha 10 Hp 060 Chi 090 Exp 0030 AC 15 BA 04 MA 04 RA 04 Fort 04 Will 04 Reflex 04	
Abilities:	Cost:
Damage Reduction 1 Added damage Swords 1d8 + 2d8 +5 AC	
Items Held:	



Band of Assassin – Pirates lvl 10

Str 16 Dex 12 Con 20 Int 10 Wis 10 Cha 10 Hp 100 Chi 270 Exp 0090 AC 10 BA 10 MA 14 RA 11 Fort 15 Will 10 Reflex 11	
Abilities: Damage Reduction 10 Knives 1d6, 2d12 4 deep strike Blade master 1	Cost:
Items Held:	

Big Sharky - Pirate lvl – 6 Ocean Nin lvl - 6

Str 20 Dex 16 Con 22 Int 14 Wis 16 Cha 12 Hp 120 Chi 330 Exp 0110 AC 13 BA 12 MA 17 RA 15 Fort 18 Will 15 Reflex 15	
Abilities: Damage Reduction 10 Ax 1d8, added damage 2d12 Ax Strike zone 1d10 30 ft area	Cost:
Items Held:	

Ms. Quan – Sound Nin lvl 12

Str 12 Dex 16 Con 14 Int 16 Wis 14 Cha 12 Hp 150 Chi 330 Exp 0110 AC 13 BA 12 MA 13 RA 15 Fort 14 Will 14 Reflex 15	
Abilities: +8 Ac to one target Sonic Punch 3d8 Chi Drain 5d10 touch attack Sonic Boom 4d6	Cost:

Yaihido – Sound Nin lvl 15

Str 16 Dex 18 Con 20 Int 14 Wis 14 Cha 16 Hp 170 Chi 420 Exp 0140 AC 20 BA 15 MA 18 RA 19 Fort 15 Will 00 Reflex 00	
Abilities: Sound Wave Bloodline Sound Armor + 6 Sound Burst 4d10 ranged touch Sonic Boom 4d10 area	Cost:
Items Held:	

Slave Sound Nin – Sound Nin lvl 1

Str 10 Dex 10 Con 10 Int 10 Wis 10 Cha 10 Hp 030 Chi 010 Exp 0000 AC 15 BA 01 MA 01 RA 01 Fort 01 Will 01 Reflex 01	
Abilities: +5 AC See opening +6 to attack single target	Cost:
Items Held:	

Jeves – Sound Nin lvl 15

Str 16 Dex 14 Con 14 Int 12 Wis 12 Cha 14 Hp 150 Chi 420 Exp 0140 AC 18 BA 15 MA 18 RA 21 Fort 12 Will 11 Reflex 12	
Abilities:	Cost:
Big Bang 5d10, 50 ft area character takes ½ damage Deep strike 2 Pin point accuracy +4 Sound Burst 2d8 +6 AC Bonus Blade Buster 1d8 dagger, 1d 10 explode Added Damage Kunai 3d10	
Items Held:	

Sound Ninja – Sound Nin lvl 8

Str 14 Dex 14 Con 14 Int 14 Wis 14 Cha 14 Hp 080 Chi 240 Exp 0070 AC 18 BA 08 MA 12 RA 16 Fort 12 Will 12 Reflex 12	
Abilities:	Cost:
Deepstrike 2 Pin point accuracy +4 Sound Burst 2d8 +6 AC Bonus Blade Buster 1d8 dagger, 1d 10 explode Added Damage Kunai 3d8	
Items Held:	

Sound Ninja Possessed

Str 12 Dex 22 Con 20 Int 14 Wis 14 Cha 14 Hp 200 Chi 300 Exp 0100 AC 26 BA 11 MA 12 RA 17 Fort 16 Will 13 Reflex 17	
Abilities:	Cost:
Crystal Shard	Crystal Shards attack +1d6, 1d10 damage
Reverb	2d8 Sound Burst
Crystal Cage	DC 20 Reflex, Immobile
Crystal Armor	+10 Ac
Items Held:	

Slaver

Str 14 Dex 14 Con 12 Int 12 Wis 14 Cha 14 Hp 120 Exp 0070 AC 14 BA 08 MA 10 RA 10 Fort 09 Will 10 Reflex 10	
Abilities:	Cost:
Items Held: Knife 1d8 Ring valuable Leather Armor	

Rouge Snow Ninja Master Zazi

Str 10 Dex 10 Con 10 Int 26 Wis 24 Cha 16 Hp 140 Exp 0090 AC 19 BA 10 MA 12 RA 20 Fort 13 Will 17 Reflex 15	
Abilities: Snow Blind            1d6 rounds of blinding area of 90 ft Frost Breath        2d6 damage 1d4 stun fort save of 15 to not be stunned Ice cycle Blades    1d3 attacks 1d8 damage	Cost:
Items Held: Snow Goggles Robes Of Hidden Spring (Chi use of 10 heals 2d8 to wearer no Ac bonus)	

Rouge Snow Ninja Ana

Str 14 Dex 20 Con 20 Int 16 Wis 18 Cha 14 Hp 100 Exp 0080 AC 19 BA 09 MA 11 RA 19 Fort 14 Will 12 Reflex 14	
Abilities: Snow Flake Stars        1d6 attacks, 1d6 damage Winters Chill            2d8 30ft cone	Cost:
Items Held: Snow goggles Armor Of snow Digging (under ground movement equal to normal movement 4 chi use +2AC)	

Name: Maira	HP: 10	CHI: 010
STR: 10 DEX: 12 CON: 10 INT: 16 WIS: 16 CHA: 14 COM: 12 REP: +1 BA: 01 MA: 01 RA: 02 Fort: 00 Ref: 01 Will: 03 AC: 11		
Read CHI, Read HP, Dispell		
Search 75, Knowledge Occult 80, Spot 57, Cute		
Long straight Pink Haired girl that loves the unknown		
Nothing		

Name: Naragame / Thor	HP: 12	CHI: 040 + 10
STR: 18 DEX: 14 CON: 14 INT: 12 WIS: 10 CHA: 12 COM: 14 REP: +2 BA: 01 MA: 05 RA: 03 Fort: 02 Ref: 02 Will: 00 AC: 12		
Lighting Strike 2d8, Defensive Blow +6 AC		
Cooking 80, Knowledge Religion 60, Chakra Heritage		
Green uniform with brown hair boy, Is actually Thor exiled, Possessed * Has control. Warrior of Justice		
Boken of Thunder – 1d8 ss, 1d10 electrical Octopus Ball Cart Tiny Horn		

Name: Yomino	HP: 12	CHI: 010
STR: 12 DEX: 16 CON: 14 INT: 14 WIS: 12 CHA: 14 COM: 10 REP: 0 BA: 01 MA: 02 RA: 04 Fort: 02 Ref: 03 Will: 01 AC: 13		
Slam Master		
Cooking 60, Spot 60, Disguise 80, Loyal “Loki”		
Glasses Green hair in a pony tail, Loki’s friend and loyal servant		
Disguise Kit		

Name: Loki	HP: 10	CHI: 040 + 10
STR: 10 DEX: 10 CON: 10 INT: 20 WIS: 20 CHA: 20 COM: 18 REP: +4		
BA: 01 MA: 01 RA: 01 Fort: 00 Ref: 00 Will: 05 AC: 10		
Illusion Wall DC 20 Will, Illusion Figure Dc 20 Will		
Chakra Heritage		
Small boy brown hair, Ladies Man, Actually God Loki exalted		
Staff 1d8		

Name: Otake	HP: 14	CHI: 010
STR: 18 DEX: 16 CON: 18 INT: 12 WIS: 12 CHA: 08 COM: 08 REP: -2		
BA: 01 MA: 05 RA: 04 Fort: 04 Ref: 03 Will: 01 AC: 13		
Dance of the Crescent wrench (same as Moon only on machines), Aura of Control DC 15 males only, Aura of Fear DC 15 Will		
Knowledge Mechanics 90, Repair 90, Tough Love		
Tall Punk like blond with spiky hair, one of the oldest students		
Throwing Wrenches 1d8		

Name: Tamiya	HP: 14	CHI: 010
STR: 22 DEX: 12 CON: 18 INT: 12 WIS: 12 CHA: 08 COM: 08 REP: -2		
BA: 01 MA: 07 RA: 02 Fort: 04 Ref: 01 Will: 01 AC: 11		
Dance of the Crescent wrench (same as Moon only on machines), Aura of Control DC 15 Will males only, Aura of Fear DC 15 Will		
Knowledge Mechanics 90, Repair 90, Tough Love		
Large Man with black hair and mustache, one of the oldest students		
Sledge Hammer 1d10		

Name: Megu	HP: 12	CHI: 010 +10
STR: 08 DEX: 18 CON: 14 INT: 10 WIS: 10 CHA: 16 COM: 18 REP: +4		
BA: 01 MA: 00 RA: 05 Fort: 02 Ref: 04 Will: 00 AC: 14 / 23		
Bite 1d10, Cat's Grace Boost +8		
Hide 70, Move silently 70, Intimidate 90, Empowered Soul (Nights of Full Moons)		
Little girl with black hair and cat ears, girl is creepy and wants to make people her slaves, Possessed with vampire ghost		
Nothing		

Name: Usada	HP: 11	CHI: 010
STR: 10 DEX: 10 CON: 12 INT: 20 WIS: 20 CHA: 20 COM: 20 REP: +7		
BA: 01 MA: 01 RA: 01 Fort: 01 Ref: 00 Will: 05 AC: 10		
Aura of Command DC 20 Males only, Sexy Looker		
Knowledge ninja Techniques 80, Knowledge History 80, Beautiful		
Book worm girl with pink hair in pig tails and a bunny outfit, wants to be called Rabbin Rose		
Nothing		

Name: Kataro	HP: 12	CHI: 010
STR: 10 DEX: 10 CON: 14 INT: 10 WIS: 10 CHA: 18 COM: 16 REP: 7		
BA: 01 MA: 01 RA: 01 Fort: 02 Ref: 00 Will: 00 AC: 10		
Charmer DC 15, Heat Room		
Seduction 70, Read Lips 50, Beautiful		
Brown Haired boy wearing a normal school uniform, Ladies Man, popular guy of class, Pervert		
Girl's phone numbers		

Name: Morino	HP: 11	CHI: 010
STR: 14 DEX: 14 CON: 12 INT: 14 WIS: 12 CHA: 14 COM: 14 REP: 2 BA: 01 MA: 03 RA: 03 Fort: 01 Ref: 02 Will: 04 AC 12		
Psi shield +4 Ac, Psi Ball 1d8		
Investigate 60, Knowledge History 60, Iron Will		
Plain looking boy in school uniform, with black hair and big bangs, noted nice guy, outgoing and helpful		
Nothing		

Name: Ozaka	HP: 15	CHI: 010
STR: 14 DEX: 20 CON: 20 INT: 06 WIS: 06 CHA: 14 COM: 14 REP: +2 BA: 01 MA: 03 RA: 06 Fort: 05 Ref: 05 Will: -2 AC: 15/ 23		
Barrier +8 AC		
Tumble 90, Jump 70, Swim 70, Dodge, Mobility, Evasion		
Brown haired blank faced girl, the dumbest is the class		
Nothing		

Name: Hotchio	HP: 13	CHI: 010
STR: 16 DEX: 10 CON: 16 INT: 16 WIS: 16 CHA: 12 COM: 10 REP: 0 BA: 01 MA: 04 RA: 01 Fort: 03 Ref: 00 Will: 03 AC: 10		
Abilities, Powers, Slam Master		
Perform singing 60, Spot 90, Iron Stomach		
Big fat guy with squinted eyes and brown hair, Top student and friendly leader		
Nothing		


Name: Hajime	HP: 10	CHI: 010
STR: 12 DEX: 14 CON: 10 INT: 20 WIS: 20 CHA: 12 COM: 10 REP: 0 BA: 01 MA: 02 RA: 03 Fort: 00 Ref: 02 Will: 05 AC: 12		
Flame Blast		
Know Ninja Tech 90, Know History 90, Know Area 90, Know Geography 90, Feats of importance		
Dark skinned brown haired boy with great knowledge but little experience in battle Morino's best friend		
Nothing		

Name: Nayuta	HP: 11	CHI: 040
STR: 16 DEX: 12 CON: 12 INT: 12 WIS: 14 CHA: 12 COM: 12 REP: 1 BA: 01 MA: 04 RA: 02 Fort: 01 Ref: 01 Will: 02 AC: 11		
Paper Doll Fighter (HP 10 Base attack same as user, 1d10), Paper lash 1d8		
History 70, Religion 70, Chakra Heritage		
Girl that wears sweat suits and has her hair in pigtails. Hot headed young girl		
Nothing		


Name: Kodama	HP: 12	CHI: 000
STR: 14 DEX: 18 CON: 14 INT: 12 WIS: 12 CHA: 10 COM: 12 REP: 1 BA: 01 MA: 03 RA: 05 Fort: 02 Ref: 04 Will: 01 AC: 14		
Flicker Move		
Hide 90, Move Silently 90, Improved Initiative		
Tom Boyish girl of class that dresses in traditional ninja garb		
Katana Sword 1d10		


## Notable Characters In Naruto

Leaf


Naruto (13 year old) – lvl 10 Nin 10 Poss DC: 5/30	HP: 150	CHI:270+ 100 Pos 60
STR: 20 DEX: 18 CON: 18 INT: 12 WIS: 12 CHA: 14 COM: 14 REP: 02 BA: 10/ 5 MA: 15/ 10 RA: 14/ 9 Fort: 09 Ref: 09 Will: 06 AC: 14		
<b>Powers</b>		
<i>Nine Tails Speed Boost +120</i>	10 chi per min (require Demon Rage active)	
<i>Nine Tails Claws 2d8</i>	2 chi per min (requires Demon Rage active)	
<i>Nine Tails Fangs 1d10</i>	2 chi per min (requires Demon Rage active)	
<i>Fast Healing 20 hp</i>	2 chi per round	
<i>Demon Rage</i>	Used to activate powers no chi cost	
<b>Techniques</b>		
<i>Sexy No justu</i>	DC 15 will stun to male characters. Chi cost 2 per use.	
<i>Harem No Jutsu</i>	Does a DC 25 Stun Chi cost 6 per round	
<i>Rasengan lvl 3</i>	24 chi and does 10 d 10 damage plus an extra d10 for each additional 10 chi	
<i>Kage Buunshin</i>	4 chi per clone cost to form 1d 10 clones	
<i>Frog Summon</i>	See rules 4/4 per round	
<i>Frog Contract</i>	See Rules +10 chi per level	
<i>Uzumaki Naruto 2000 Combo</i>	+1d10 attacks, 1d10 damage. Chi cost 20.	
<i>Uzumaki Naruto Combo</i>	+1d4 attacks does 1d10 per attack , chi cost 10	
<i>Shadow Shuriken</i>	adds sneak attack to shuriken Chi cost 8. Requires: Sneak Attack Ability	
Perform Ninja Techniques 70		
	If you don't know it yet despite the running gag Naruto is the main character of the story	
Frog wallet, Demonic Soul Seal +25 to DC rolls		


Nine Tails – Nine tails grants Naruto a x10 boost for all of powers uses but this is only available at rare peaks of the Demon rage due to the seal

Naruto (16 year old) – lvl 30 Nin 30 Poss DC: 5/30	HP: 350	CHI: 880+ 300 Pos 60
STR: 22 DEX: 20 CON: 18 INT: 12 WIS: 12 CHA: 14 COM: 15 REP: 10 BA: 30/ 25/ 20/ 15/ 10/ 5 MA: 36/ 31/ 26/ 21/ 16/ 11 RA: 35/ 30/ 25/ 20/ 15/ 10 Fort: 19 Ref: 20 Will: 16 AC: 15		
<b>Powers</b>		
<i>Nine Tails Speed Boost +120</i>	10 chi per min (require Demon Rage active)	
<i>Nine Tails Claws 2d8</i>	2 chi per min (requires Demon Rage active)	
<i>Nine Tails Fangs 1d10</i>	2 chi per min (requires Demon Rage active)	
<i>Fast Healing 20 hp</i>	2 chi per round	
<i>Demon Rage</i>	Used to activate powers no chi cost	
<b>Techniques</b>		
<i>Sexy No justu</i>	DC 15 will stun to male characters. Chi cost 2 per use.	
<i>Harem No Jutsu</i>	Does a DC 25 Stun Chi cost 6 per round	
<i>Rasengan lvl 3</i>	24 chi and does 10 d 10 damage plus an extra d10 for each additional 10 chi	
<i>Kage Buunshin</i>	4 chi per clone cost to form 1d 10 clones	
<i>Frog Summon</i>	See rules 4/4 per round	
<i>Frog Contract</i>	See Rules +10 chi per level	
<i>Uzumaki Naruto 2000 Combo</i>	+1d10 attacks, 1d10 damage. Chi cost 20.	
<i>Uzumaki Naruto Combo</i>	+1d4 attacks does 1d10 per attack , chi cost 10	
<i>Shadow Shuriken</i>	adds sneak attack to shuriken Chi cost 8. Requires: Sneak Attack Ability	
<i>Fuku Rasengan</i>		
<i>Yellow Flash</i>		
Perform Ninja Techniques 70, High Profile		
	After a long awaited time Naruto returns from spend three years training under Jayria with greater techniques, skills and even a few more tricks Plus great control over the Nine tails powers	
Frog wallet, Demonic Soul Seal +25 to DC rolls		


Name: Konohamaru	HP: 120	CHI: 240
STR: 16 DEX: 16 CON: 16 INT: 16 WIS: 16 CHA: 16 COM: 00 REP: 0 BA: 07 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 13		
<i>Sexy Jutsu</i>	Stunning Attack DC 20 Will, does 2d6 psychic	
<i>Bada Boom Triad</i>	Stunning attack no DC 1d6 needs teammates to perform	
<i>Blade Buster</i>	1d6 blade, 1d10 explosive	
<i>Strong Leadership</i>	+ 6 STR and +6 Dex to team	
Notable Skills, Feats of importance		
	Grandson of the Third Hokage and loyal follower / rival of Naruto.	
Items of note		


Name: Moegi	HP: 100	CHI: 240
STR: 14 DEX: 14 CON: 16 INT: 16 WIS: 14 CHA: 20 COM: 00 REP: 0 BA: 07 MA: 09 RA: 09 Fort: 00 Ref: 00 Will: 00 AC: 00		


Bada Boom Triad	Stunning attack no DC 1d6 needs teammates to perform
Pretty Control	1d6 guys, 1d6 dam, 20 Hp
Protective	+6 Ac to Team
Notable Skills, Feats of importance	
	Konohamaru's loyal friend and the female follower of Naruto. Also the self-proclaimed sexist girl in the village.
Items of note	


Name: Udin	HP: 100	CHI: 240
STR: 12 DEX: 12 CON: 16 INT: 20 WIS: 20 CHA: 14 COM: 00 REP: 0		
BA: 07 MA: 08 RA: 08 Fort: 00 Ref: 00 Will: 00 AC: 11		
Bada Boom Triad	Stunning attack no DC 1d6 needs teammates to perform	
Calculate	2d6 Thrown Calculator	
Crunch Numbers	+ 6 To Attack for team	
Notable Skills, Feats of importance		
	Konohamaru's loyal friend and follower of Naruto. He has a great love for all things math related.	
Items of note		





Tsunade – lvl 40 Nin 20, Med 10 Her 5 Anbu 5	HP: 300	CHI: 1140
STR: 26 DEX: 18 CON: 20 INT: 20 WIS: 30 CHA: 20 COM: 20 REP: +25 BA: 29/ 24/ 19/ 14/ 9/ 4 MA: 37/ 32/ 27/ 22/ 17/ 12 RA: 33/ 28/ 23/ 18/ 13/ 8 Fort: 17 Ref: 21 Will: 22 AC: 14 DR/10		
<b>Abilities</b>		
<i>Lost Arts Level 2</i>	Wizard Spells Lvl 2 1 +Int mod	
<i>Counter Chi</i>	Bounce Back Chi Attacks	
<i>Block Chi Flow</i>	Shield Self from chi based attacks	
<i>Transfer Chi</i>	Transfer chi to another	
<i>See Chi</i>	Allows the vision of chi	
<i>Charka Scalpel</i>	Make a weapon out pure chi	
<i>Medical Vision</i>	See the extent of wounds, at Expert Level the Player can See known targets HP score	
<i>Healing Bonus</i>	Raises the level of a healing ability	
<i>Chi Healing</i>	Exchange Chi for HP in targets	
<i>Heart Beat</i>	Lock on the Heartbeat of known Target	
<i>Medical Library</i>	Knowledge in all areas needed for med	
<i>Hands of God</i>	1 per day can lay on hands to heal any damage (except: death)	
<i>Damage Reduction</i>	Lvl 10	
<b>Powers</b>		
<i>Strength Boost</i>	Lvl 10 +20 STR	
<i>Regeneration</i>	+100 HP	
<b>Techniques</b>		
<i>Fissure</i>	3d10 ground attack area 50 ft radius 30 chi per use	
<i>Slug Summon</i>	Chi cost 4 + 1 hit point to release, 4 chi to maintain per round	
<i>Slug Contract</i>	1d8 Healers Touch	
<i>Healers Touch</i>	heals 2d8, chi cost is 10 per round	
<i>Grand Burst</i>	6d10 single target chi cost 50 per use	
<i>Genesis of Rebirth</i>	Store 200 chi per day, Converters stored chi into HP once brought to/or below 0 HP	
Knowledge Any 90%, Martial Arts 90%, Gambling – 50%, Unlucky 50% difficulty in all gambling checks High Rep, Beautiful, Augmented Healing		
	Current Hokage, the short tempered granddaughter of the first Hokage	
Items of note		


Gai - lvl 35 Nin 15, Mar 15, MM 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The Villages Martial Arts Expert and Kakashi's Great Rival (as he self proclaims)	
Items of note		


Anko – lvl 35 Nin 20, Hunt 10, DA 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Former Student of Orochimaru and a skilled Instructor of the Village. She is the best in the village at knowing the Dark Arts that Orochimaru is using. She is marked with the mark of Heaven (just like Sasuke.)	
Items of note		


Shino – lvl 25 Nin 10, Tr 10, MoN 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Arguably the most skilled of the quote rookie nine. Being a member of the secretive Aburame Clan he commands tiny beetles in to aiding him. Being a member of this clan he doesn't use Chakra to form techniques instead he uses it to feed and control the bugs.	
Items of note		


Ebsu – lvl 25 Nin 25	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	One of the most skilled trainers in the village. He is used to train the future Hokage. He is also a little known pervert	
Items of note		


Kotetsu – lvl 30 Nin 15, Hunt 10, Mar 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Well Known ninja that along with his friend, Izumo do varying tasks around the village. From city and jail guard to assisting the Hokage in tasks such as moving furniture.	
Items of note		


Choji – lvl 25 Nin 15, Ryo 10	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The notable Big Boned member of the Rookie nine and skilled clan member. One of the few clan members to survive using all three of Soldier Pills of the Clan.	
Items of note		


Chomaru – lvl 30 Nin 20, Ryo 10	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Choji's Father and powerful City guard	
Items of note		


Sakura – lvl 25 Nin 15 Med 10	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Naruto's teammate and possibly the smartest in ninja techniques, (even though she uses so few) She has since studied under Tsunade to receive medical training. She has a weak spot for Naruto even though it rarely is seen. She has given up on her chase for Sasuke over the years and settled that he will do as he pleases.	
Items of note		


Hiashi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Father of Hinita and Hanabi, Uncle to Neji, and head of the Hyuuga clan	
Items of note		


Hinita – lvl 6 Nin 6 (13 year old )	HP: 50	CHI: 150
STR: 12 DEX: 16 CON: 15 INT: 18 WIS: 16 CHA: 18 COM: 18 REP: +12 BA: 06 MA: 7/ 2 RA: 8/ 3 Fort: 05 Ref: 06 Will: 06 AC: 13		
<b>Powers</b>		
<i>Byakugan</i>	Once activated able to see chi flows and charka points damageing the chi flow	
<i>Chi Damage</i>	Attacks made with Byakugan add 1d10 chi drain to them	
<b>Techniques</b>		
<i>Hyuuga Style Taijutsu</i>	3d8 damage, chi cost 4 per hit	
<i>Heavenly Spin</i>	Grants player a +20 AC, Chi cost 20 per round	
<i>Divination Field, 64 Strikes</i>	64 d 4 Chi 80 per use	
<b>Abilities</b>		
<i>Flashy Fighting</i>	Lvl 5	
<i>Accuracy</i>	Normal attacks are made into Touch attacks	
Martial Arts 90%, Knowledge Pressure Points 90%, Perform Dance 90%, Cute, High rep		
	The shy girl of the village and notable fan of Naruto. She has given up on taking her birthright seat as future head of the clan and instead looks to find her own way in the Hyuuga clan.	
Healing Salve		


Hinita – lvl 15 Nin 15 (16 Year old)	HP: 125	CHI: 420
STR: 13 DEX: 16 CON: 16 INT: 18 WIS: 16 CHA: 18 COM: 18 REP: +12 BA: 15/ 10/ 5 MA: 16/ 11/ 6 RA: 17/ 12/ 7 Fort: 13 Ref: 13 Will:13 AC: 13		
<b>Powers</b>		
<i>Byakugan</i>	Once activated able to see chi flows and charka points damaging the chi flow	
<i>Chi Damage</i>	Attacks made with Byakugan add 1d10 chi drain to them	
<b>Techniques</b>		
<i>Hyuuga Style Taijutsu</i>	3d8 damage, chi cost 4 per hit	
<i>Heavenly Spin</i>	Grants player a +20 AC, Chi cost 20 per round	
<i>Divination Field, 64 Strikes</i>	64 d 4 Chi 80 per use	
<b>Abilities</b>		
<i>Flashy Fighting</i>	Lvl 5	
<i>Accuracy</i>	Normal attacks are made into Touch attacks	
Martial Arts 90%, Knowledge Pressure Points 90%, Perform Dance 90%, Cute, High rep		
	The shy girl of the village and notable fan of Naruto. She has given up on taking her birthright seat as future head of the clan and instead looks to find her own way in the Hyuuga clan.	
Healing Salve		


Neji – lvl 30 Nin 20, Hunt 10	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The most promising of the Clan and former Genius of his graduating class. Neji has broken down much of the old ways of the Hyuuga clan and has been effectively taken in by his one time cold hearted Uncle. These days the two work together to further the future of the clan.	
Items of note		


Kiba – lvl 30 Nin 15 Tra 10 Vet 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Member of the Inuzuka clan and skilled fighter. Along with his loyal companion and dog Akamaru He more then proved that he too has quite a bite.	
Items of note		


Akamaru – lvl 20 Nin 20	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Kiba's loyal dog. In his early years he would ride on Kiba's head or in his jacket but once he grew up it is now Kiba that rides Akamaru's back.	
Items of note		


Ibiki – lvl 35 Nin 20 Ass 10 BoHu 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The Master of interrogation of the village. Many a student knows better to get on the bad side of Ibiki (or his good side for that matter).	
Items of note		


Shikamaru – Lvl 30 Nin 20, Tact 10	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The first of the rookie nine to gain the title of Chunin and arguably the best tactics user in the village. Has a carefree personality. Skilled user of shadow manipulation techniques.	
Items of note		

Rock Lee (Genin) – Lvl 8 Nin 4 Mar 4	HP: 100	CHI: 130
STR: 18 DEX: 16 CON: 18 INT: 10 WIS: 12 CHA: 10 COM: 10 REP: 0 BA: 8/ 3 MA: 12/ 7 RA: 11/ 6 Fort: 07 Ref: 09 Will: 07 AC: 15		
<b>Techniques</b>		
<i>Iron Fist Style</i>	Chi cost 4 per use changes normal damage to hardness damage	
<i>Leaf Spinning Wind</i>	2d6 upward kick, chi cost 2	
<i>Match Kick</i>	1d3 hits, 1d12 damage. Chi cost 10	
<i>Match Punch</i>	1d4 hits, 1d8 damage. Chi cost 10	
<i>Rising Impact Palm</i>	2d6 Uppercut. Chi cost 6	
<i>Shadow Leaf Dance</i>	1d8 damage, DC 15 Reflex 10 chi	
<i>Initial Lotus</i>	+5 STR and DEX Chi cost 6.	
<i>Lotus</i>	+5 Boost of STR, DEX, and CON. Chi cost is 10 per round.	
<i>Secondary Lotus</i>	+10 STR, +10 DEX , Chi cost 20	
<i>Primary Lotus</i>	+15 STR, +15 DEX, +15 CON Chi cost is 20 per round drop to 0 HP at the end of use	
<i>Drunken Fist Style</i>		
<b>Abilities</b>		
<i>Battle Mind</i>	Lvl 5/ +5 extra actions per fight	
<i>Chi Armor</i>		
<i>Dex Bonus added to Unarmed Attacks</i>		
Martial Arts 90%		
	The only person in the village that feels training should be done in 24 hours of the day and actively trains in his sleep. He has a physical problem that prevents him from using charka in the form of ninjutsu and genjutsu. So he focuses solely on Taijutsu and other martial arts techniques. A fan of the deadliest food and a scary drunk.	
Items of note		


Shizune	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Loyal friend and sister of Tsunade's former lover. She lends her skill to Tsunade as her assistant.	
Items of note		


Tenten	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Skill weapons master.	
Items of note		


Ino	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Sakura's best friend and daughter of flower Merchants (Fathers a ninja) skilled user of the mind switching technique.	
Items of note		


Genma	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	One of the better known Special Jonin of the village. He has built up immunity to poisons and uses the needle in his mouth to launch a deadly poison in his targets.	
Items of note		





Kurenai	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Skilled instructor and master of deadly accuracy with her ranged attacks	
Items of note		


Iwashi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Teammate of Genma and a skilled Jonin.	
Items of note		


Asuma	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Powerful trainer. Asuma is a well rounded tactician and fighter armed with his bladed brass knuckles	
Items of note – If you are playing any point beyond Naruto’s return from his three training Asuma is Dead		


Iruka	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	One of the most skilled Chunin in the Village. He has found his love in life in training the academy students preparing them in the ways of a ninja. The closest person in Naruto's life to family Iruka looks over him like an older brother.	
Items of note		

Shibi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Shino's father and skilled bug user.	
Items of note		

Hanabi – lvl 8 Nin 8	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The official heir to the Hyuuga Clan after Hinita denounced her right to the title. Hinita younger sister that at her early years is proving to be a powerful Hyuuga early on.	
Items of note		

Izumo	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Well Known ninja that along with his friend, Kotetsu do varying tasks around the village. From city and jail guard to assisting the Hokage in tasks such as moving furniture.	
Items of note		

Rin - lvl 30 Nin 15 Med 10 Anbu 5	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Rin is Kakashi's former teammate and Leader of the ANBU Black Ops. She has a crush for Kakashi. She is also a skilled Mednin.	
Items of note		


Kakashi – lvl 35 Nin 20, Anbu 10, Ass 5	HP: 400	CHI: 1030
STR: 24 DEX: 22 CON: 18 INT: 24 WIS: 14 CHA: 16 COM: 18 REP: 10 BA: 20/20/20/17/12/7/2 MA: 27/27/27/24/19/14/9 RA: 26/26/26/23/18/13/8 Fort: 16 Ref: 19 Will: 18 AC: 18		
Sharingan (see rules), Chidori, Any B or lower technique, Summon Dogs, Pain of a Thousand Years		
Notable Skills, Fast Learner, High profile		
	Arguably the most skilled ninja in the village. He has a dark past from gaining the title of Genin at age 6. He regrets the loss of his best friend and teammate Obito Uchiha for whom he gained the Sharingan eye from with the aid of Rin. Since then he has avoided being the member of groups so he wouldn't watch another close friend die.	
Book of Ichiban Paradise, Chunin Vest		

Sai	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
The fill in for Naruto's team. A master of summoning of drawings and a bit of a dumbass when it comes to social situations. He has worked hand and hand with the ANBU on secret missions involving Orochimaru but has proven himself a great ally to team 7.		
Items of note		

Inuzuka kiba's sister	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Kiba's Older Sister and the Village's number 1 Vet and leader of Hunter squad unlike Kiba and their mom she actually has a pack of five dogs that she leads.		
Items of note		


Kiba's Mom , Inuzuka	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Kiba's mother and a mean one at that along with her dog they are by far the most skill Inuzuka member in the village		
Items of note		


Inochi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Ino's Father. A man that is upset over his daughter following in his footsteps and wishes he didn't have so much to worry about.		
Items of note		

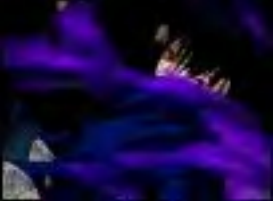
Shikaku Nara	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Shikamaru's father and a master of the medical healing items he is Tsunade's source for supplies. He is however kept well in check by his wife and tries to convince his son in the ways of submitting to the way things move through life.	
Items of note		


Yamato	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
The substitute Instructor for Naruto and his team when Kakashi is Hospitalized		
Items of note		


## Sound


Orochimaru – Lvl 50, Nin 20, DA 10, Herm 10, ANBU 10	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	The darkest of minds may arguably be Orochimaru. He plans to learn every ninja technique the world has to offer. In this path he has found ways to prolong life, raise the dead, and mutate the body to powerful new forms. He plans to use these powers to rule the world. Former candidate for Hokage in Leaf when his plans were found out he left the Leaf and formed his own village. Sound.	
Items of note		

Kabuto	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Orochimaru's loyal assistant and skill Medical Nin. He comes from a clan of healing techniques users and skilled Medical Ninja.	
Items of note		


Sasuke	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	After abandoning Leaf Sasuke joins Orochimaru in order to gain more power to seek of his vengeance on his brother Itachi. He has the Kumari Form of Heaven.	
Items of note		

Akadou Yoroï	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Chakra Drain		
Notable Skills, Feats of importance		
	Loyal minion of Orochimaru is seeking to become more powerful by becoming a skilled Kumari. He has a powerful Chakra draining power	
Items of note		

Amachi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Orochimaru's loyal Dark Arts scientist and one of the ones responsible for Kumari. He was even the one around when Anko was given her mark. He went so far to make himself a Fishman Form of Kumari of the Water.	
Items of note		

Misumi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Another Loyal minion that is seeking greater power thru Kumari powers. He has the ability to bend and stretch his flexible limbs.	
Items of note		

## Sand


Garaa (Genin) Level 10 Ninja	HP: 80	CHI: 270 +30
STR: 16 DEX: 14 CON: 20 INT: 16 WIS: 14 CHA: 10 COM: 04 REP: -12 BA: 10/ 5 MA: 13/ 8 RA: 12/ 7 Fort: 10 Ref: 07 Will: 07 AC: 22		
<p><b>Powers</b></p> <p>Armor of Sand AC +4 X 3 = +12 all ways active</p> <p>Demonic Rage</p> <p>Sleepless – Garaa only needs to sleep once every 20 days</p> <p>Supreme Absolute Defense Shield of Shukaku AC +5 x 3 = + 15</p> <p>Sand Manipulation</p> <p>Increase Size – Colossal</p> <p><b>Techniques</b></p> <p><i>Desert Prison</i> 120ft radius, 8d10 damage, Chi cost 20</p> <p><i>Desert Requiem</i> DC 20 Reflex Save or Immobile</p> <p><i>Desert graveyard</i> DC 20 Save or die</p> <p><i>Desert coffin</i> DC 20 Fort Save verse Heavy Damage (see Damage Chart)</p> <p><i>Sphere of Sand</i> Grants full cover, Hardness Points of 50. Chi cost 10 per round</p> <p><i>Shield of Sand</i> +4 Ac, chi cost is 6 per round</p> <p><i>Desert Rain</i> chi cost 8 per use. 1d8 attacks of piecing damage 1d8</p> <p><i>Desert Avalanche</i> cost 8 per use. Sand does a slam attack of 3d10</p> <p><i>Sand Shuriken</i> Adds 1d6 damage to each shuriken. Chi cost 2 per shuriken.</p> <p><i>Sand Clone</i> Clone has 60 HP Max of 2 clones ½ originals attack ability. 10 Chi per clone per round</p>		
	Gaara once possessed bloodthirsty killer. Gaara uses his control of sand to build the best in defensive fighting.	
<p>Sleep Deprived – Garaa is unable to sleep or he will unleash Shukaku DC 30 Demon</p> <p>Homophobia – Fear of his own blood, when cut he will act out in a “Rage”</p> <p>Bloodlust / Volatile – Once enraged it is a DC 25 will to stop his attacks</p> <p>Name of Fear – People notably fear Garaa he has a name and rep to give them this fear</p>		
Gourd of Sand		

(Note: Garaa possesses one of the tailed Demon’s of the world. All tailed demon possessions grant the character a multiplier of their power of 1+ each tail thus Garaa who has Shukaku a two tailed demon gain an x3 to all his powers effects. Thus Naruto whom has Nine Tails has an x10 to his powers effect)


Garaa (Kazekage) Level 15 Ninja	HP: 125	CHI: 420
STR: 16 DEX: 14 CON: 20 INT: 16 WIS: 14 CHA: 10 COM: 05 REP: 2 BA: 15/ 10/ 5 MA: 18/ 13/ 8 RA: 17/ 12/ 7 Fort: 12 Ref: 09 Will: 09 AC: 18		
<b>Powers</b> Sand Manipulation Armor of the Sand +4 x2 = +8		
<b>Techniques</b>		
<i>Desert Prison</i>	120ft radius, 8d10 damage, Chi cost 20	
<i>Desert Requiem</i>	DC 20 Reflex Save or Immobile	
<i>Desert graveyard</i>	DC 20 Save or die	
<i>Desert coffin</i>	DC 20 Fort Save verse Heavy Damage (see Damage Chart)	
<i>Sphere of Sand</i>	Grants full cover, Hardness Points of 50. Chi cost 10 per round	
<i>Shield of Sand</i>	+4 Ac, chi cost is 6 per round	
<i>Desert Rain</i>	chi cost 8 per use. 1d8 attacks of piecing damage 1d8	
<i>Desert Avalanche</i>	cost 8 per use. Sand does a slam attack of 3d10	
<i>Sand Shuriken</i>	Adds 1d6 damage to each shuriken. Chi cost 2 per shuriken.	
<i>Sand Clone</i>	Clone has 60 HP Max of 2 clones ½ originals attack ability. 10 Chi per clone per round	
<i>Desert Rock Avalanche</i>	Engulfs a 200 ft area in a sand wave burying those that fail a DC 20 Reflex	
<i>Desert Spear</i>	Throws a 2d12 spear at target	
<i>Desert God Spear</i>	Throws a 5d12 Spear at target	
<i>Desert Pillar</i>	Sends self up on pillar of sand up to 120 ft to avoid ground moving attacks	
(Current Kazekage) Gaara once possessed bloodthirsty killer. Gaara uses his control of sand to build the best in defensive fighting. Gaara is no longer possessed with the demon.		
Bloodlust / Volatile – Once enraged it is a DC 10 will to stop his attacks		
Demon residue – Garaa Maintains some of his demonic powers such as Armor of Sand but at a weaker state		
Gourd of Sand		


Kazekage Garaa no longer has the demon in him however he has the title of Kage which grants him a +50 to all skills and is instantly plus grants a bonus of +10 attack, AC, and damage to his teammates in combat

GM note Garaa is a rarity the techniques listed in the technique listing is for people to gain or have bloodline from sand nation or mimicking the power. Garaa is both a bloodline and possessed ninja and unless you want massive power gaming should only be set up as an NPC type.


Temari	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Powerful Fan user. Temari commands the power of the wind. Along with the love of Shikamaru.	
Items of note		





Kankuro	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Master of the puppetry techniques. His puppets are far from a fuzzy lovable type as their deadly skill have proven that few fighter can fall easily to him.	
Items of note		

Baki	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	A skilled trainer of Sand. The former Trainer of Gaara's Team.	
Items of note		


## Rain


Kagori	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
		
Items of note		


Mubi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
		
Items of note		


Oboro	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
		
Items of note		

## Ronin

Kisame	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Former member of the Mist, and one of the seven legendary blades. He mastered using a Zanbatu that is coated in scales that tear at the flesh even on the side of the sword.	
Items of note		

Itachi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
	Brother to Sasuke, Former ANBU Black Ops member, and sole murderer of the Uchiha clan. He killed his best friend to learn the ultimate technique of the clan. Some believe he did this unwillingly and left Sasuke alive to try and stop himself from going further down his dark path. He is slowly going blind from prolonged use of the Sharingan	
Items of note		

Akasun	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
		
Items of note		

Zetsu	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
		
Items of note		

Kazuku	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Items of note		

Hindan	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Items of note		

Itobi	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Items of note		

orov	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Items of note		

Deidara	HP: 00	CHI: 000
STR: 00 DEX: 00 CON: 00 INT: 00 WIS: 00 CHA: 00 COM: 00 REP: 0 BA: 00 MA: 00 RA: 00 Fort: 00 Ref: 00 Will: 00 AC: 00		
Abilities, Powers, Techniques		
Notable Skills, Feats of importance		
Items of note		

The following are lists of ninja that appear but no stating has been made.				
Village	Jonin	Chunin	Mednin	Genin
Leaf	Akame Iwana Akamon Manabu Suzume Mitokado Homura Sarugaki Tsujimi Namiashi Raido Hijiri Tsumon Toriichi Kumade Tobitake Tonbo Utatane Konharu Yamashiro Aoba	Beshikou Oukie Mozuku Nobori Shibire Sukima	Iyashi Kaori Minoji Matsuri	Ami, Daichi, Hibari, Kouji, Kasumi, Fuki, Futaba, Housei, Kanpou, Komugi, Kouji, Mitate, Tanzou, Tobio, Tsubaki, Yajirobee
Cloud	Sinobi Gashir			
Waterfall	Houki			
Grass	Midori, Shiba			
Sand	Ebizou	Komaza, Nejiri		
Mist	Meizu			Kaji, Teguse

## Summons and Non Humans



Chicken Demon DC 10 Demon Rooster

Str 14 Dex 28 Con 20 Int 12 Wis 14 Cha 10 Hp 600 Chi (demon no chi used) AC 19 BA 10 MA 12 RA 19 Fort 15 Will 12 Reflex 19	
Abilities:	Cost:
Peck	2d8
Wind gust	area attack 90 ft 1d8 DC 15 Trip
Feather Blizzard	2d6 attacks, 1d6 damage
Flight	
+abilities of the possessed Ninja	
Items Held:	

Storm God DC 5 Susanowa

Str 20 Dex 20 Con 20 Int 10 Wis 10 Cha 10 Hp 300 Chi (demon no chi used) AC 15 BA 10 MA 15 RA 15 Fort 15 Will 10 Reflex 15	
Abilities:	Cost:
Lighting Blade	2d8
Wind Gust	area attack 30ft 1d8 DC 15 Trip
Hail Fall	1d10 attacks, 30 ft radius, 1d8 damage
+abilities of the possessed Ninja	
Items Held:	

Drunken Master DC 5

Str 20 Dex 20 Con 20 Int 10 Wis 10 Cha 10 Hp 300 Chi (demon no chi used) AC 25 BA 10 MA 15 RA 15 Fort 15 Will 10 Reflex 15	
Abilities:	Cost:
Drunken Dodge	+10 Ac
Sobering Punch	2d10
+abilities of the possessed Ninja	
Items Held:	

Grandfather Dc 5

Str 20 Dex 20 Con 20 Int 10 Wis 10 Cha 10 Hp 300 Chi (demon no chi used) AC 15 BA 10 MA 15 RA 15 Fort 15 Will 10 Reflex 15	
Abilities:	Cost:
Tiller of the Land	Heals 2d8
Damage Shield	Acts as Shield for Partner giving full cover
Stunning Fist	1d6, 20 DC Fort 1d8 stun
+abilities of the possessed Ninja	
Items Held:	

The Beast (Toad Fist Master)

Str 16 Dex 14 Con 18 Int 12 Wis 16 Cha 14  
 Hp 150 Chi 420 Exp 0140 AC 12  
 BA 15 MA 18 RA 17 Fort 19 Will 18 Reflex 17

Abilities: Cost:  
 Dodge Moves +16 to AC single target  
 See Opening + 16 to hit single target  
 Damage reduction 10  
 Added Damage Fist 1d6 + 2d6  
 Leaf Spinning Wind 2d8 Up kick  
 Rising Impact Palm 2d10 Upper cut  
 Match Kick 2d6 Kick  
 Tongue Lash 3d10  
 Toad Swarm 1d10 toads, 2d6 damage

Items Held:

Obito Uchiha (Kakashi won't attack)

Str 14 Dex 18 Con 12 Int 1 Wis 14 Cha 14  
 Hp 060 Chi 240 Exp 0080 AC 14  
 BA 08 MA 12 RA 16 Fort 12 Will 12 Reflex 14

Obito is Undead 60 only is how much damage he can take a round till he starts leaking Chi at a rate of 10 per hit once all the chi is gone the body stops moving, Undead can't be crited

Abilities: Cost:  
 Sharingan  
 Allows Player to see through all Illusion based attacks and copy all but Taijutsu Attacks  
 Illusionary Underworld Moon (*Tsukiyomi*) *chi cost 20 per person*  
 Area Effect Cone DC 30 Will save, If person Fails the save see Below  
 Dragon Fire Technique (*Katon Ryuuka no Jutsu*) *chi cost 10 per use*  
 Line Attack Of Flame does 3d6 fire damage  
 Regeneration of the Undead  
 Body rebuilds damage areas at 30 hp a round Does not Heal the Chi Points Lost



Items Held:

Crystal Golem

See Player Character for Stats  
 Hp 600 Chi (demon no chi used)

Abilities: Cost:  
 Crystal Spikes 1d4 x 100ft area of spikes 1d6  
 Crystal Shatter 1d4 x 100ft explosive Area 1d10  
 Stunning Sound DC 20 100ft Area Radius  
 \*These are in addition to the player characters moves

Items Held:

Snow Monster

Str 30 Dex 20 Con 00 Int 10 Wis 10 Cha 10  
 Hp 300 AC 15  
 BA 8 MA 18 RA 13 Fort 00 Will 16 Reflex 14

Abilities: Cost:  
 Snow Wave 2d6 damage 30 ft radius slows movement in area  
 Snow Boulder 2d10 Reflex Dc 15 half  
 Ice Club 2d8  
 Reform (body parts reform after being destroyed but the monster doesn't heal)  
 Construct: Has no Con or fort save and can't be Crit

Momoshiro lvl 1 Ninja	HP: 20	CHI: 040
STR: 12 DEX: 22 CON: 20 INT: 40 WIS: 12 CHA: 10 COM: 20 REP: 0 BA: 01 MA: 02 RA: 07 Fort: 05 Ref: 06 Will: 01 AC: 16		
Bite Attack 1d4, Claws 1d4, Rake Attack, Pounce 1d6		
Knowledge Demon Lore 80%, Dark Arts 80%, History 60%, Low Reputation, Cute		
Demonic Powers Shadow Teleport (self) 100ft Demonic Visions DC 15 Will verses Fear Fast Healing 2 Hp per round Talk (Momoshiro as a cat can speak clearly)		
<p>Momoshiro is a demon that was forcefully placed into the body of a black cat. His massive demonic power Is stuck in this form and can not be released or unleashes like Demon Possessed PC's. He has the power of a DC 15 demon with none of the Hp Momo doesn't gain levels like PC's instead he is considered a pet and only gains new powers thru trainer points.</p> <p>Momoshiro likes to see people suffer. He lives for it. When the party suffers great loses Momo's Demon powers are 5 times as powerful</p> <p>Momoshiro has a bad attitude to those around him he insults everyone close to him.</p>		