

CURSED ONES



Other Names: Hinamori Clan, Mummies, Specters.

Stereotypes: Silent, Boogeyman, Monster.

Fighting Styles: Spider, Silkworm.

Favored Jutsu: Way of Cursed Bandages.

Skills: Holistics+1, Intimidation +1, Might+1, Persuade +1.

Ki Balance: +1 Yin.

HISTORY

The history of this clan is everything except that an happy one. After the formation of the Great Desert the Hinamori Clan members found themselves inside an hot, inhospitable land made up of a sea of sand, burning sun and glacial nights. To survive to this new critical situation, all the clan members were mummified and revived all this thanks to their ability and knowledges about the embalming. From that day they lived inside the desert helping the Sabaku Clan to defend the Great Desert. If the Sabaku Clan is the official one to defend this natural barrier, the Hinamori Clan fuels the legends about monsters covered in bandages that pray inside the Great Desert eating the souls of the people.

LIFESTYLE

Embalmers known in all the country they were called to preserve the bodies of High Priests of the society as a memento for everyone about The Way and its doctrine. Now they are the same things for what they were famous long time ago, mummies. Who is mummified can't procreate so with years they kept people to create a small village in which man and woman can live as Hinamori Clan members. Of course they aren't evil and do this only for their survival.

AGENDAS

The Cursed Ones now defend the Great Desert and is very rare that they go outside the sea of sand. For those who still seem humans, is more easy to travel and stay with other people.

CLAN GIFT AND TRIGGER

Gift – Mummified: The body of the ninja is less vital than a normal one. It lowers the severity of every condition of Bleeding, Deprived and Slowed (only from injuries, no environment or jutsu) of a value equal to their base Yin (not altered with expenditure or taps). They can't die for aging. With low Yin value (1-2) the body is still human in appearance, with 3 it seems haggard, with 4 scrawny and at Yin 5 the body is a pile of bones held together by bandages and dried meat.

Trigger – Feel the Hearth: Hinamori Clan has almost forgot what it means to stay near other people. If they succeed in a difficult task with the help of someone who shares a positive bond with them, they gain 1 Karma.

CONTACTS

Chose one Ally and one Rival

- **Fukuda Hiroko (Holistics)** – A good medic and embalmer.
- **Suzuki Kiyoshi (Intimidation)** – A local elder that helps the clan to not be involved in political affair.
- **Hasegawa Junko (Knowledge)** – An old woman that knows lots of stories and legends.
- **Matsuda Katsurou (Marksman)** – A good archer that guards the hidden clan village
- **Fuji Hitomi (Persuade)** – A young noble woman, nephew of an elder Hinamori.
- **Kimori Minoru (Survival)** – A guide of the Great Desert that knows how to avoid its perils.

BONDS

- Chose a ninja that doesn't want to work with you due to your nature.
- Chose a ninja that admire you for the adversities sustained by your clan.
- Chose a ninja that would reveal your true nature to the authority.

WAY OF CURSED BANDAGES

Element: Wood

Gift – Living Bandages: The bandages that cover the ninja's body aren't ornamental or to hide the unnatural appearance, they are part of his body. If someone is in touch with them, the ninja can use the melee ranged jutsu or the ones that require visual contact on them. The bandages can extend up to Ninja Rank x 10 Yards.

Backfire – Broken Ki link: Ki stops to flow through the bandages. The ninja can't use jutsu of this way related to bandages during the next turn because Ki must be infused inside them again.

BASIC JUTSU

Cocoon of bandages (Yang + Survival): The ninja can make the bandages harder. +2 armor. Alternatively the ninja can use this jutsu on others to lower their bleeding condition by 1 (2 on boost).

Curse: I feel observed! (Yin + Discipline): The ninja can touch a wall or rigid surface and inscribe like an Egyptian eye on it. For a scene the ninja can see through it with the expenditure of 1 Dynamic Action.

Curse: World of Darkness (Yin + Deception): The ninja starts to intone an old formula while watching his victim. He gets sensory loss (sight) 1 (2 with boost) for successive rounds.

Mummy's bandages (Yang + Craft): The ninja infuses his Ki into the bandages to extend them for grabbing (using the jutsu activation successes to get free) or hitting something, dealing 1 physical damage.

Razor edge bandages (Yang + Fighting): The ninja infuses his Ki into the bandages that became rigid like a sword. The ninja is considered equipped with a Katana in his hand.

MEDIAN JUTSU

Curse: Vision of Death (Yin + Persuade): By intoning an ancient formula and then looking at the target, the victim will see the chains sticking out from the ground, which will block his wrists and ankles. Everything will go dark and the victim will find himself inside a temple in the presence of a giant jackal-headed man who will hit him with a huge khopesh, being so crushed. This jutsu inflicts 2 psychic damage.

Curse: No Escape (Yin + Persuade): Intoning an ancient formula the surrounding environment begins to change appearance assuming that of a huge closed labyrinth as if it were the inside of a pyramid. Anyone who hears the formula will be struck by the illusion. Every beginning of the round you can try to get out of the illusion obtaining more successes than those taken at the launch of the jutsu. Those affected by jutsu are considered Knocked Down. Suffer damage or even moved in the "reality" frees automatically from the illusion.

Fake death (Yang + Holistics): The ninja seems dead. No heart beats could be heard, the body is cold. Only obtaining more successes than jutsu activation on an Holistic + Deception test could reveal that the corpse isn't really dead.

Wall of Bandages (Yang + Fortitude): The ninja unrolls the bandages on the ground that will form a wall in front of him. This jutsu defends against all ranged attack from that direction until the start of the next round. With a boost (2 on boost activation) on attack they can destroy the wall as option.

Wings of Bandages (Yang + Travel): The bandages create a pair of wings on the ninja's back. He can't really fly but float over the ground ignoring it. With a boost they can be sharp as a blade (Damage 2, Sharp, Paired, Reach).



ADVANCED JUSTU

Curse: Uninvited Guest (Yin + Empathy): The ninja puts his hands on the ground and then leave a multitude of bandages from his body to the target evocation. Halfway through, from the ground under it will start to sprout other bandages that will begin to wrap it then driving away the summoning. On success, the summon is banished and can't be summoned again for 1 day.

Curse: Tomb of the extreme agony (Yin + Persuade): Intoning an ancient curse while observing the victim, it will be swallowed up by shadows to find itself in a huge room with two rows of columns, one on each side and each of them with a sarcophagus. At the bottom there is a jackal-headed humanoid figure. The coffins will open and a multitude of dried men covered with bandages will head for the victim, assailing her, biting and scratching her, believing she is being eaten alive. This jutsu inflicts 2 health damage and 2 psychic damage.

Depriving touch (Yang + Holistics): The simple touch of the ninja drains the life away from the victim. 2 physical damage. For each damage inflicted, the ninja can heal 1 health or psychic damage or lower one condition by 1 level. If he is touching someone else with the bandages, he can heal his ally instead of him in the same manner.

Hell of bandages (Yang +): From the body of the ninja leave a myriad of bandages in all directions, cutting whatever is in the area. All enemies in near range gets 2 damage with piercing and the bleeding 2 condition.

Ushabti Form (Yang + Might): The ninja takes the form of a large jackal man with fangs and claws covered with bandages. It gets Might+1, Speed+2, Movement+5. Claws and Fangs attacks have the bleeding property. He can see in all kind of darkness and a bonus of +2 to checks related on smells.

NEW 99 STYLES: NECROMANCY (CURSED ONES ONLY)

A forbidden dark art that allows the creation of undead creature that works for its creator. Its secrets are protected with jealousy from the members of this clan for lots of reason, one of them is that in the wrong hands, especially the Izou Empire, it could mean darkness and death everywhere. They use undead only to defend their hidden village, never outside it.

PRESERVE THE CORPSES

- **Level One:** The corpse can be preserved indefinitely but its appearance is a dried body covered in bandages.
- **Level Two:** The corpse can be preserved indefinitely but its appearance is a body covered in bandages.
- **Level Three:** The corpse can be preserved indefinitely without altering its appearance.

FERRYMAN OF SOULS

- **Level One:** The necromancer needs to kill someone near the corpse and pass an Intimidation + Persuade test to transfer the soul into the dead body.
- **Level Two:** The necromancer now can store a number of souls equal to successes inside a container up to a week before it can't be transferred into the corpse.
- **Level Three:** Now can store an undefined number of souls as much as he wants inside a container

COMMAND UNDEAD

- **Level One:** The necromancer can give order up to Persuade corpses.
- **Level Two:** The number of corpses increase to Persuade x5.
- **Level Three:** The number of corpses under the necromancer's control is Persuade x 10.

NOTE: This clan was a personal idea for a clan for Naruto. Curses were genjutsu originally. I used Mu image just to give an idea on how they should go around the world trying to get unnoticed. This is a second clan designed for the Land of Exalted Flames that lives and defend the Great Desert with my other creation.

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