

# NINJA CRUSADE 2<sup>nd</sup> EDITION

## PERSONAL WORKS COLLECTION

### Generic

- Mystic Gatekeepers
- (Vampirism)
- (Lightning)

### Izou Empire

- Gods Heralds

### Land of Crashing Waves

- Dangerous Corals
- Depth Sharks
- (Storm)
- (Acid)

### Land of the Exalted Flames

- Cursed Ones
- Desert Sands
- Fighting Masters

### Lad of Five Blades

- Bewitching Foxes
- Celestial Guardians
- Soul Hunters

### Land of Mountains and Valleys

- Eternal Ice
- (Explosion)

### Land of Seed and Blossom

- Brotherhood of Blood
- (Poison)
- (Flowers)

### OTHER MATERIAL

- YinYang Jutser

**Note:** Clan under geographic zone with only “- (Theme)” are ideas on mind and not written/ready. Maybe some of them will never see the light.

**Note2:** Jutsu with the different option to be casted, work as normal so they need to satisfy every conditions to be used at that level.  
EX: A basic jutsu that could be casted as Advanced, need the minimum Ki as for Advanced Jutsu and successes too to not incur in its backfire.

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# MYSTIC GATEKEEPERS

**Other Names:** Furoda Clan, Jumpers,  
**Stereotypes:** Adventurers, Playful, Unbounded.  
**Fighting Styles:** Horse, Wildcat.  
**Favored Jutsu:** None.  
**Skills:** Athletics +1, Speed+1, Travel +1.  
**Ki Balance:** None.

## HISTORY

There is a little village between the Izou Empire territories and the Land of Five Blades Mountains. This village is quite particular because its inhabitants keep a secret, The Cave of Mystic Creatures. When a member of this clan is born, an egg is also hatched in the Mystic Cave. The born creature and the newborn share a mystical bond. The legend says that the founder, Furoda Zanko was guided here by dreams and a voice in his head and soul. After months of travel he arrived inside the Mystic Cave and here an egg hatched. He had a family and when every of his child born also an egg hatched in the same moment. From that day on his offspring defend this place and his creatures. Very few clan members leave the village but there isn't a strict code of laws about it. Surely this could bring unwanted guests or attentions to the Mystic Cave and its secrets.

## LIFESTYLE

Clan members are quite good people loving to be playful between them. Usually they train themselves together with their familiar, learning on how to manipulate the mystic energies of the Hand Gates. During this time they travel a lot around the mountains near the village. When one of them leave the village he is quite careful to not show often his familiar avoiding questions about it.

## AGENDAS

Furoda clan members are free spirits. They like travel, play, make friends and of course protect their familiar.

## MYSTIC GATEKEEPERS GIFT AND TRIGGER

**Gift – Dual Mystic Nature:** The pet has the characteristics of a smaller animal from rank 1 to 3 and a large animal at rank 4 and 5. They can also share damage between them.

**Trigger – Same pain:** When the enemy boost an attack, the other bonded creature gets 1 Physical or Psyche damage.

## CONTACTS

Chose an ally and a rival:

- **Tanaka Yoshino (Discipline)** – A teacher specialized on history.
- **Yamaguchi Mieko (Empathy)** – An animal handler.
- **Nagai Jou (Fighting)** – He is a strong and fast warrior.
- **Miyuta Risa (Knowledge)** – She is a sage about mystical creature.
- **Tsuchiya Kimi (Perform)** – An actor that knows lots of drama.
- **Matsuda Yaeko (Travel)** – A gatekeeper specialized on teleportation gate.

## BONDS

- Choose a character that likes to have fun with you.
- Choose a character that thinks that your attitude will cause problems.
- Choose a character that wants to know more about your familiar.





## GATES MANIPULATION TECHNIQUES

### BASIC TECHNIQUES

**Flash (Speed + Speed):** Can be used as defence. The jumper launches one of his rings up to Strength x2 feet. Build 1 Mystic Energy point. 1 point of mystic energy can be spent to travel up to strength yards.

**Hand gates (Craft + Speed):** The jumper creates a pair of disks on his hands made of mystic energies. They are a dual sharp weapon.

**Mystic energy ball (Marksman + Speed):** The jumper create a small portal in from of him and a ball of mystic energy is launched to an enemy. Deal 1 damage. 1 Energy point can be spent to push the target.

**Over here (Deception + Speed):** Must have Hand gates. The jumper launches one of his disk up to Successes x5 Yards. Build 1 Mystic Energy point.

**Watch your back! (Fighting + Deception):** One of the disk can be launched in near range and make an attack to a target. Build 1 point of Mystic Energy. 1 point of Mystic Energy can be spent to give -2 to the defence check.

### MEDIUM TECHNIQUES

**Come Here (Might + Deception):** The jumper can open a gate near a target at near range, grab him and pull it where he is if the target fail a Might (2) check. Build 2 points of Mystic Energy.

**Gates morph (Craft+ Fighting):** The hand gates can be morphed into:

- Sword and shield: A weapon with quick, sharp, defending qualities.

- Great sword: A weapon with quick, brutal qualities.

1 point of mystic energy can be spent to make an additional attack on sword and shield mode or +1 damage on great sword mode. While active hand gates can't be used for teleports.

**Mystic Barrier (Fortitude + Might):** The hand gates fuses together to create a barrier that protect the jumper from an attack. Nullify one incoming attack.

**Switch (Deception + Stealth):** The jumper can launch both his gates under two target in near range (even him) and switch their positions. If used on self builds 2 Mystic Points.

**This is yours (Deception + Speed):** Must have Hand gates. The jumpers block one ranged attack and after the projectile is shot from the other gates back to the attacker.

### ADVANCED TECHNIQUES

**Mystic energy ray (Marksman + Speed):** The jumper launches one of his disk up to near range and a ray of mystic energy goes between them. It deals 3 damage to everyone in his line path. 1 point of mystic energy can be spent to give the piercing quality.

**Lots of portals (Fighting + Speed):** Must have Over here. The jumper creates different gates around a target. He can jump from one to another and hit the target during this shift. The character may make a number of additional attacks this Round equal to their activation successes, at no penalty. Targets must be within Near Range. All attacks occur on the character's Initiative. Build 3 mystic energy points.

**Mystic Storm (Discipline + Might):** The character opens a huge gate in the sky and mystic energy lightning hit all enemies in a near radius around him. Deal 2 damage. 1 point of mystic energy can be spent to ignore armor (on 1 attack).

**Waku Armor (Fortitude + Might):** A huge mystic energy aura surround the character getting the appearance of a creature. During technique duration, all attacks against the character inflicts 2 less damage (even 0).

**We are one (Empathy + Discipline):** One of the character disk go in front of his familiar and the other over his chest. The familiar goes through it and merge with its allied. Last for the scene. The character can fly, his health and psyche is the sum of the two. Can spend mystic point also for the familiar healing. Gets armor 2, fighting+2 and generate 1 point of mystic energy at the start of each round.

## MYSTIC ENERGY POINTS

Every time the jumper travels in a portal, he gains Mystic Energy points up to a maximum of 10. Can be used as follow:

- 1 point can be spent to add 1 dice to a Gate Manipulation technique.
- Increase technique effect where noted.
- Heal 1 Health, Psyche or condition level to your familiar.
- If the technique fails, points can be spent to get up to 1 success result.
- Evolve your familiar into the grater one for a scene. (From rank 4).

### MYSTIC FAMILIAR



#### SMALLER FAMILIAR

**Health:** 7   **Psyche:** 3   **Attack:** 6   **Defense:** 6  
**Actions:** 2   **Dynamic Actions:** 1  
**Armor:** 0   **Initiative:** 5   **Damage:** +1  
**Suggested Skills (3 dice):** Athletics, Intimidation, Perception, Speed, Stealth.  
**Techniques:** Athletics+, Speed+, Deception -, Intimidation -.  
**Special Abilities:** Fly.



#### LARGER FAMILIAR

**Health:** 20   **Psyche:** 12   **Attack:** 8   **Defense:** 8  
**Actions:** 2   **Dynamic Actions:** 1  
**Armor:** 1   **Initiative:** 7   **Damage:** +2  
**Suggested Skills (4 dice):** Athletics, Fortitude, Intimidation, Might, Perception, Speed, Stealth.  
**Techniques:** Might (+), Speed (+), Deception (-), Survival (-).  
**Special Abilities:** Fly.



#### FUSED FAMILIAR



# GODS HERALDS



**Other Names:** Orime Clan, Gods, Rulers

**Stereotypes:** Avenger, Loner, Proud.

**Fighting Styles:** Eagle, Monkey.

**Favored Jutsu:** Way of Divine Eye.

**Skills:** Discipline+1, Fighting+1, Perception+1, Marksman +1.

**Ki Balance:** +1 Yin.

## HISTORY

The Orime Clan was the ruler of the world before the ascension of the Izou Empire and the first Ki users. They were priests and enlightened people and the Kami taught them the manipulation of Ki and granted them the use of the Red Eyes of the Gods. They taught the ki manipulation to monks and other priests to help people. With time some of them became greedy and lusted for power, killing the spiritual ones of their clan claiming power and rulership over the people. With their power they conquered everything until the rebellion that shuttered them. Few of them survived to the purge of the clan by the hand of the civilian. Clan elders casted a powerful jutsu that erased from the mind of people what they really were and no Orime survived to the hunt. With time their hatred grew towards the others claiming revenge against everything. Centuries passed from that time and they infiltrated in the new born clans. Their revenge came in different times: They supported Izou Zurui with the rise of his empire but they couldn't close the grip over his control, with the Withered Fang war but the Recoiling Serpents were defeated, so they orchestrated the death of Izou Mamoru family. In their plans the Empire should have killed all the ninja in the lands and infiltrated into the Golden Lions they were near the Emperor and manipulate him. Unluckily the ninja reacted well to this last menace and killed the Emperor. In that moment, the Orime showed themselves to Izou Mamoru with a pact, his life for all the other ninja life. He accepted and rose again more powerful than before. The Orime inside the clans communicated the positions of the hidden ninja villages and Mamoru could destroy them.

## LIFESTYLE

Once the rulers of the World, now they live mixed in all social rank and clans. They are powerful ninja and wise ones. They plan everything in details before any action and rarely show who they really are; using only the known jutsu by everyone and not the Way of Divine Eye.

## AGENDAS

The Orime are few members nowadays and they are scattered all over the world and social rank. They are manipulating population and governments for their purposes trying to get what they lost lots of centuries ago.

## CLAN GIFT AND TRIGGER

**Gift – Forged in Hatred:** After centuries of hate, Orime clan fear very few things and they rarely succumb to it. The TN for the Afraid condition test is 1 instead of 3.

**Trigger - Loner:** We are alone! This is the new mantra that they repeat. Gain 1 Karma when admit that the help of others would resolve the situation.



## CONTACTS

Chose one Ally and one Rival

- **Kuroda Shin (Holistic)** – A good and renowned medic.
- **Sakiko Mai (Knowledge)** – A maiden of a temple who serves the Kami.
- **Hida Akira (Stealth)** – A criminal that knows well how to go unnoticed somewhere.
- **Hideoshi Sosuke (Perform)** – A vagabond actor who makes shows around the world.
- **Kurasawa Sayako (Craft)** – Owner of a shop that sells ceramics.
- **Hadoki Jin (Survival)** – A man who lives alone in the forests.

## BONDS

- *Chose a ninja that is in open conflict with you for your attitude.*
- *Chose a ninja that seems a menace towards you. You'll be always suspicious towards him.*
- *Chose a ninja that thrusts you because you assisted him in a past mission.*

## WAY OF DIVINE EYE

**Element:** Metal

**Gift – Strength of the Mind:** Orime have a very strong force of will that help to face adversities. On Boost can heal 1 Psychic damage.

**Backfire – Weakened Sight:** The ninja gets a cumulative -1 to all checks that involves the use of sight. This effect doesn't count toward the ongoing limit and can't be negate with Dynamic Actions. Every 24 hours of rest the malus decreases by one. If the malus should reach -5 the ninja will be permanently blinded to one eye. At -10, or double -5, to both of them.

## BASIC JUTSU

**Red Eyes of the Gods (Yin+Disipline):** It can be cast as:  
**Basic jutsu:** +1 fighting and marksman. The red eyes have 1 tomoe each.  
**Median jutsu:** +2 fighting and marksman. The red eyes have 2 tomoe each.  
**Advanced jutsu:** +3 fighting and marksman. The red eyes have 3 tomoe each.

**Copytech (Yin+Speed):** The ninja is able to learn other technique instantly by watching them. Require Red Eyes of the Gods active at the same (or higher) jutsu level that is trying to learn. The ninja can learn the jutsu if its level is lesser than the ninja's speed (Speed 2 = basic, Speed 3 = medium, Speed 5 = Advanced) **AND** obtains more successes than jutsu level (same values as before). It can't copy Favored Clan Jutsu except for this way. It is a reactive action and consume 1 dynamic action.

**Faint Illusion (Yin+Deception):** Require Red Eyes of the Gods basic active. The ninja can distract the enemy with small illusions while watching in his eyes. The enemy has a -1 (-2 on boost) on his next defence.

**Lightning hand (Yang + Fighting):** The hand of the ninja is surrounded by pure Ki that creates a lightning layer around it. Melee Range. This jutsu has a base damage of 3 and it ignores armor equal to the successes obtained on the activation check.

**God's Sight (Yin+Empathy):** Require Red Eyes of the Gods basic active. Watching the enemy in the eyes he is scared by those red Eyes. The victim suffer the Afraid 2 condition (3 with boost).

## MEDIAN JUTSU

**Eyes of Illusions (Yin+Persuade):** Require Red Eyes of the Gods Medium active. The ninja can manipulate the enemy mind with illusions or convictions. Inflicts Dazed, Afraid, Confused or Convinced condition equal to the successes obtained (max 5).

**Lightning Blade (Yang+Fighting):** The hand of the ninja is surrounded by pure Ki that creates a lightning layer around it and after is prolonged like a blade. Near Range. This jutsu has a base damage of 2 and it ignores armor equal to the successes obtained on the activation check.

**Lightning Needles (Yang+Marksman):** The hand of the ninja is surrounded by pure Ki that creates a lightning layer around it and after, with an arm movement lots of ki needles are launched toward the enemies. Near Range. This jutsu has a base damage of 2 and it ignores armor equal to the successes obtained on the activation check hitting up to marksman target.

**Counter Illusion (Yin+Survival):** If the ninja is victim of a mental jutsu and he is aware of this, he can nullify it if he gets more successes than the jutsu activation. With boost the jutsu is also reflected to the caster. Alternatively, this jutsu can be used actively to check if in the area are active illusory jutsu.

**Calm Avenger (Yin+Discipline):** The ninja can reduce successes level to his mental condition in any combinations. 1 use per encounter.

## ADVANCED JUTSU

**Red Divine Eyes (Yin+Discipline):** Ninja's eyes assume a particular pattern instead of the tomoe. On jutsu activation replaces any Red Eyes of the Gods active and is suitable for every prerequisite activation for any jutsu of this way. +4 fighting and marksman. The ninja can make 2 more defence with no penalty every round. Every 3 rounds that this jutsu is active, increase by -1 the malus from Weakened Sight (so if it is -1, after 3 turns it becomes -2).

**Mental Control (Yin+Persuade):** Require Red Eyes of the Gods advanced active. If the victim lose the resisted check he will obey to the ninja's order for successes rounds.

**Amaterasu (Yang+Marksman):** Require Red Divine Eyes active. Black flames surround the victim. They can't be extinguished with simple water or mundane means. Only water jutsu can turn off the flames. The enemy has -2 to defend. If not defended he gets the burned 3 condition rising by 1 every turn and an equal amount of damage (all status rules apply normally). This jutsu increase automatically the Weakened Sight malus by 1.

**Tsukuyomi (Yin+Deception):** Require Red Divine Eyes active. With a simple eye contact, the victim falls in an illusory world, tormented with painful tortures. The enemy gets the Knock Down 5 condition. This jutsu increase automatically the Weakened Sight malus by 1.

**Susanoo (Yin+Might):** Require Red Divine Eyes active. The ninja can create a giant Ki creature around him protecting him from all directions. While inside it the ninja can't attack if not using Susanoo. This jutsu increase the malus of the Red Divine Eyes by 1 (increasing it to -2). Susanoo armor is a little different from other armor, it's subtracted from the total damage, not only the successes points (potentially reducing damage to 0).

**Basic jutsu:** At this level there is only the skeleton (Ribs, arms and Head). 4 armor. The arms can be used to attack at near range. Base damage 2.

**Median jutsu:** At this level the skeletal half body is covered with a samurai armor and equipped with a sword and shield. 5 Armor. It can attack as the basic form or with the sword (brutal, heavy). The shield has (defending, driving).

**Advanced jutsu:** At this level the creature has also the legs, a pair of wings and 2 swords. 6 armor. It can attack with arms (Base damage 3, reach) or with the sword (brutal, heavy). Base movement is increased by 10 and can fly (ignore all kind of terrain).

## SPECIAL CLAN JUTSU

**Izanagi (Yin+Craft).** Advanced jutsu. With success this jutsu allow the user to manipulate the reality about him. If he should die he can use this jutsu reflexively and come back with full Health, Psyche and no condition with one exception; he is blinded to one eye for a year.

**Izanami (Yang+Empathy).** Advanced Jutsu. With success this jutsu allow the user to manipulate the mind of the enemy putting him in an eternal illusion loop until he accepts his mistakes. This means pass an opposed test (Yang+Empathy) with difficulty 5.



# DANGEROUS CORALS



**Other Names:** Higurashi Clan, Corals, Octopus.  
**Stereotypes:** Nobles, Aristocrats, Politicians.  
**Fighting Styles:** Crane, Mantis.  
**Favored Jutsu:** Way of Magnificent Corals.  
**Skills:** Deception+1, Intimidation+1, Intuition+1, Persuasion +1.  
**Ki Balance:** +1 Yin

## HISTORY

This clan lives in the Lands of Crashing Waves, a land famous for the export of beautiful and rare corals and pearls. It is no coincidence that one of these two exported materials is almost exclusively a monopoly of the Higurashi family. This family is very rich and ancient. A legend spread among the ninja tells that the same archipelago of the Land of Crashing Waves was born above the corals created by the Higurashi family. The elderly of the family are always part of the Island Council.

## LIFESTYLE

Merchant, rich, nobles ... all that a man or woman could desire, they can have it. Usually they live in big houses with lots of comforts inside. Coral business is their primary source of income and in the territories they control there is no rival that can threaten their activities.

## AGENDAS

They have a heavy political weight within the management of the country although they are not the only ones. Given the great waste of resources to help the Izou Empire are influencing the council in canceling the alliance with the empire so that they can concentrate their energies to resolve internal conflicts and in the near future, help the Lotus Coalition against the old allies.

## CLAN GIFT AND TRIGGER

**Gift – Symbiosis:** The ninja is in symbiosis with the polyps. They purify the host's blood by decreasing by 1 every 3 turns the poisoned condition.

**Trigger – Social Superiority:** Members of the Higurashi clan are haughty. You get +1 Karma when not showing off one's wealth benefits the group.

## CONTACTS

Chose one Ally and one Rival:

- **Kaneko Kaito ( Craft )** – A good coral worker.
- **Nakayama Rin ( Deception )** – A politician of the local area.
- **Shibata Riku ( Intimidation )** – A captain of the militia renowned for its ruthlessness.
- **Kodou Haruto ( Persuade )** – An ambassador who travels between the various countries of the archipelago.
- **Igarashi Kaede( Knowledge )** – An old teacher.
- **Sugiyama Souta ( Travel )** – He is a dock manager.

## BONDS

- *Chose a ninja that envy you for your wealth .*
- *Chose a ninja that wants to show you other things other than money .*
- *Chose a ninja that wants to marry you (opposite sex) or be your best friend (same sex).*



## WAY OF MAGNIFICENT CORALS

**Element:** Wood.

**Gift – Persistent Coral:** on boosts the coral constructs are permanent, otherwise they last 24 hours

**Backfire –Stressed:** -1 cumulative on the pools of this way due to fatigue of polyps.

### BASIC JUTSU

**Calcifying touch (Yang + Fighting ):** With a simple touch, the ninja can create a coral layer. This attack doesn't inflict damage but impose a slowed 1 condition. Multiple uses stack between them.

**Corals Claws (Yin + Fighting):** claws of coral stretch out from the nails of the ninja. They deal 1 damage with piercing and bleeding properties.

**Coral Gift (Yang + Craft ):** The ninja can create an object made of coral. If it is a weapon you will need 1 success, 2 if brutal and get crushing quality. The difficulty of the objects depends on their size and desired detail. A finely detailed statuette will need 5 successes. The created object must be small.

**Propagation (Yin + Stealth ):** The ninja emits a strong jet of air upwards spreading tiny polyps in a radius of Yin yards (Yin x 3 yards on boost). While in this area, the ninja gets +1 to the pools of the jutsu of this way and can use them by ignoring their range.

**Stinging touch (Yin + Speed):** The touch of the ninja is stinging. the target suffers 1 damage and the burned 1 condition (2 on boost).

### MEDIAN JUTSU

**Coral Armor (Yang + Fortitude):** Corals begin to grow on the body of the ninja creating a protective layer. Armor +3 and ignore the piercing of weapons.

**Coral Prison (Yin + Craft ):** Coral formations begin to grow around the target creating a cage that imprisons it. The cage has armor 5 and 8 health points.

**Coral Reef ( Yin + Athletics):** A coral wall rises before the ninja, blocking incoming attacks. Subtract 3 damage from each attack (minimum 0).

**Harpoon (Yang + Marksman ):** The nail of the ninja becomes pinned like a sting and can be thrown at a target. It can hit a target within Yang yards. Deals 1 damage and poisoned.

**Support (Yin + Holistics ):** The organisms within the ninja's body help it to recover better. Each success obtained can cure one level of health or a physical status (no crossover).

### ADVANCED JUTSU

**Coral soldiers (Yin + Craft):** The ninja evokes a small army of 5 coral soldiers fighting for him. They use half of the ninja dice pool for Attacks and Defense, they have 1 Action, Armor 3 and Health 25, but no psyche or dynamic actions.

**Living reef (Yang + Survival):** From the ninja a multitude of coral begins to spread that adheres to every surface (no living creature) within a ray of Yang x 5 yards (x10 on boost). With a Dynamic action, the ninja can teleport everywhere inside the area, so that he can attack the target by surprise.

**Magnificent coral (Yin + Deception):** The ninja must touch the target. On jutsu activation, the target is covered by a layer of coral that immobilizes it by turning it into a statue. The target is knocked out and may attempt to free itself at each turn start with the opposing test.

**Parasitism (Yin + Persuade ):** The ninja must touch the target, being able to implant part of his polyps in it. Successfully, the victim will be enchanted by the ninja for Yin hours having a malus equal to the ninja's persuade at every social test against him.

**Part of me (Yang + Survival ):** Coral is not just a weapon for the ninja but it is also vital to him. It can replace lost limbs with fully functional coral implants that will return organic again within a year. It also cure instantly from any bleeding.



## DEPTH SHARKS



**Other Names:** Watabashi Clan, Sharks, Ruthless.

**Stereotypes:** Pirates, Killers, Mercenaries.

**Fighting Styles:** Horse, Wildcats.

**Favored Jutsu:** Way of Shark Maws.

**Skills:** Fortitude+1, Intimidation +1, Might+1, Stealth +1.

**Ki Balance:** +1 Yang

### HISTORY

This clan lives in the Land of Crashing Waves on a fleet of about ten ships but there are other members too that travels alone. They are fierce warriors, good sailors and a well renowned group of pirates and they like to sail on the seas, assaulting other ships as much as possible if they aren't of their country. Watabashi clan is well known in the Izou Empire, especially in the Bridge to the World province, because they were the most responsible for the sinking of imperial ships during the Expansion War period, and now a bad omen for their business when the red flags with shark teeth that bites a ship on them appear on the horizon. Even if the Land of Crashing Waves is allied with the Izou Empire, their pirate acts are tolerated and often ignored because the alliance between the two countries will be broken soon. Their Jolly Roger isn't a random one, but it is due to their peculiar jutsu that makes them to resemble to sharks. Who doesn't travel with the main family fleet, lives as a mercenary.

### LIFESTYLE

They are free like sharks in the oceans. They have their rules, their society and their moral. The family isn't a caring one and teach till tender age that the sea isn't a place for weak people and only the strong survive. Emotions are useless because a distraction can be fatal and for this reason they are good mercenaries and assassins. Usually they tame sharks that follows their fleet helping them to "kill" who is so brave to fight against them inside the water. even if you do not say at first glance, the clan is very rich precisely because of the continuous raids made for the seas.

### AGENDAS

Watabashi clan likes to prey on ships and do this from centuries. Secretly they work for the country assaulting the Imperial ships on purpose even if there is a reward for their heads, but they are happy to have this burden if this means a true freedom.

### CLAN GIFT AND TRIGGER

**Gift – Taste of blood:** Every time the ninja tastes the blood of a different enemy, gets +1 to Fighting, Speed or Might (player choice) for the scene. If in the future they follow the traces of someone they've tasted blood with jutsu, they have a +1 bonus using the sense of smell.

**Trigger –Cold blood:** There isn't space for emotions when you are a ruthless mercenary. Gain 1 Karma when your emotions overcomes the mission.

### CONTACTS

Chose one Ally and one Rival:

- **Murakami Arata ( Craft )** – A good carpenter that can repair ships.
- **Sasaki Hachiru ( Fighting )** – A mercenary with some thugs.
- **Fujita Chiyoko ( Knowledge )** – Well informed on the ship routes of every country.
- **Sakamoto Asuka ( Perform )** – A musician who relieve travel by sea.
- **Kimura Hotaka ( Survival )** – Manages a small atoll.
- **Mori Isamu ( Travel )** – A captain useful to travel under cover.

### BONDS

- *Chose a ninja that tries to be a true friend with you.*
- *Chose a ninja that doesn't thrust you as ally fearing that can't count on you when needed.*
- *Chose a ninja that make jokes about fish in your presence just to provoke you slightly.*



## WAY OF SHARK MAWS

**Element:** Water

**Gift – Lust for blood:** On boost with jutsu of the way of the Shark Maws, the ninja deals +1 damage on bleeding target for the rest of the scene.

**Backfire – Ferocious Animal:** The ninja goes in a little frenzy and the next attack must be made to the nearest target to him, even an ally. The attack must be the most lethal possible.

### BASIC JUTSU

**Be the Shark (Yang + Fortitude):** The skin of the ninja becomes light blue, three gills appear along the side of the neck, his teeth become sharps and the irises disappear from the eyes leaving like two black and inexpressive holes. The ninja can swim with his normal speed, can breathe underwater and see even at night. His bite deals 1 physical damage and bleeding 1 condition.

**Eat everything ( Yang + Survival):** The ninja can open his mouth far more than a human normally can and eat almost everything and digest it.

**Shark smell (Yin + Survival):** With success the ninja can smell blood in the air up to Yin x 100 feet. Yin x miles underwater. +2 to track test following the scent of the blood.

**Water teeth (Yang + Marksman):** The ninja creates lots of small shark teeth with the surrounding humidity and launches them towards his target. Deal 1 damage and bleeding 1 condition.

**Primordial Fear (Yin + Intimidation):** On jutsu activation, the victim gets the afraid 2 condition. If be the shark is active the condition rises to 3 and to 4 with Supreme predator.

### MEDIAN JUTSU

**Predator presence (Yin + Intimidation):** With jutsu activation the ninja obtains +1 to intimidation, persuade and deal +1 Psychic damage in social combat.

**Shark maw (Yang + Fighting):** The maw of the ninja becomes like a shark one. His bite inflicts 1 physical damage and bleeding 2 condition. No grab is required for biting. If Be the shark or Supreme predator is activated, their bite attack deal +1 physical damage and +2 bleeding.

**Shark skin (Yang + Fortitude ):** The skin of the ninja becomes hard and irregular. +3 armor and if an enemy attacks him with bare hands, he gets 1 physical damage.

**Swift predator (Yin + Speed):** Require Be the shark or Supreme predator active. Usable only underwater. The ninja can swim rapidly and can attack a number of targets up to speed within a range of 10 yards from the first target inflicting 2 physical damage. If concentrated on one target, every attack over the first increase the damage by 1.

**Water Shark (Yang + Marksman):** The water in the surrounding is condensed into a mass of water resembling a shark. It will attack a target at great speed. Deal 2 physical damage and bleeding 2 condition.

### ADVANCED JUTSU

**Electroreception (Yin + Survival):** On activation the ninja can perceive the electricity around him in Yin yards. He can't be surprised with melee attack and know the position of everyone in this area. It can't distinguish however who is who if he can't see who generates the electromagnetic flow.

**Ki feast (Yin + Fighting):** The ninja can bite an enemy and drink not only his blood, but a point of ki from him for every 2 successes. The ninja gain the same type of ki for the scene.

**Natural Habitat (Yang + Survival):** The ninja creates a huge dome full of water up to Yang x 10 yards in radius. The environment now is sea and refresh the ki taps and type (water if different). This jutsu can be used once per scene and doesn't work on seas and oceans.

**Supreme Predator (Yang + Fortitude ):** Must have Be the Shark. Replace Be the shark if active. The skin of the ninja becomes light blue, three gills appear along the side of the neck, his teeth become sharps and the irises disappear from the eyes leaving like two black and inexpressive holes. Long fins extend from the elbows and along the back as well as a tail at the base of the same. On activation the ninja has the same benefits of Be the shark but his swimming speed is doubled, his bite deals 2 physical damage and bleeding 3 condition. Underwater the ninja has also a bonus of +2 to melee attacks and defence checks.

**Ten thousand sharks (Yang + Marksman):** Must have water shark. The water in the surrounding is condensed into different masses of water resembling a shark. They will attack up to marksman targets at great speed. Deal 2 physical damage and bleeding 2 condition.



# 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.



# DESERT SANDS



**Other Names:** Sabaku Clan, Sands, Nocturnals.  
**Stereotypes:** Guardians, Warriors, Spies.  
**Fighting Styles:** Scorpion, Snake.  
**Favored Jutsu:** Way of Sands.  
**Skills:** Craft+1, Fighting+1, Might+1, Survival+1.  
**Ki Balance:** +1 Yang.

## HISTORY

Sabaku clan was a pacifist and monastic one. They were artisan that made sculptures and items with sand. When the Emperor Junshinichi Izou started his military campaign to conquer every country, the members of this family created the Great Desert to defend the Land of Exalted Flames from the Empire. Thanks to their abilities and training they could live far more better than any other ones in the Great Desert and from that time they are the guardians of this great sand planes. Only who is born in the Land of Exalted Flames knows who they are and how they defend the Great Desert, for this reason the Blazing Dancers could travel inside it without being harmed by the Sands.

## LIFESTYLE

Nomads and guardians of the Great Desert they live to protect it and their country. Usually they wear brown dresses with long scarfs used also to cover their head to protect it from the direct sunlight impact. When they aren't in the desert, they bring with them a great jar filled with sand allowing the use of their typical sand jutsu wherever they are without remodeling the land.

## AGENDAS

They aren't only guardians and warriors inside the desert but also monks. When they aren't patrolling they meditate over their body and mind that helps them to increase the resistance to the hard life in the desert.

## CLAN GIFT AND TRIGGER

**Gift – Always in Alert:** Ninja of this clan trained their body and mind to stay awake for long period of time because they must defend the Burning Desert from the empire soldiers incursions. They can stay awake for Survival x 2 days without getting the Deprived condition, needing at least 1 day of sleep after this period. They also lower the deprived condition severity by Survival skill value (minimum 1).

**Trigger – I'm not tired!:** Due to their long period of patrolling without sleeping, they get aggressive and nervous. For every 2 days spent without sleeping they acquire Confused 1 Condition related only to social and mental tasks (no combat), cleared with a day of sleep. If the lack of mental lucidity during confusing time causes problems, get 1 Karma.

## CONTACTS

Chose one Ally and one Rival

- **Yashida Kano (Craft)** – A thinker in a village near the desert.
- **Oroshi Hideki (Fighting)** – A good soldier on the front line.
- **Katou Himari (Knowledge)** – A priestess in a temple near an oasis in the Great Desert.
- **Watanabe Riku (Speed)** – A fast message deliver.
- **Tomomi Sakura (Stealth)** – A sentinel near the board with the Empire.
- **Itou Rin (Survival)** – Owner of a little caravan that travels in the desert.

## BONDS

- Chose a ninja that admire you for your capacity to stay awake for so long.
- Chose a ninja that fear you for how your clan create the Great Desert.
- Chose a ninja that wants to be your friend but finds hard to adapt to your life philosophy.



## WAY OF SANDS

**Element:** Earth

**Training:** Ninjas with this way have control over the sand. With a Boost during activation of a Way of Sands jutsu the ninja can choose to inflict Sensory Loss (Sight) for one round to the enemy or get +1 to mental or physical defense on the next incoming attack.

**Backfire:** Failed use of the Way of Sands results in the ninja weakening their adaptability. They suffer -1 to mental or physical defense on the next incoming attack.

**Sand:** Sand becomes glass with fire. For this reason the Way of Sands is weak against the Fire element and not Wood.

### BASIC JUTSU

**Sand Shell (Yin+Craft):** Sands cover the ninja protecting him inside a sand sphere with a radius of 1 yard. Requires a medium quantity of sand. The ninja can't perceive the surrounding. The sphere has armor 4 (5 on boost) and 10 health. If it isn't destroyed it restores all its health lost at the beginning of the ninja's turn if he wants to keep it.

**Desert Grip (Yang+Might):** Sand or dust under the enemy target tries to block him. Requires a medium quantity of sand. One target in near range afflicted by this jutsu is grabbed by a number of enemies equal to successes. Only 1 test is required to get free.

**Sand bullets (Yang+Marksman):** Requires a small quantity of sand. Lots of sand bullets are thrown to an enemy that deal 1 damage. He has -1 (-2 on boost) to his defence.

**Tremor sense (Yin+Perception):** The ninja can perceive everything that is moving on the sand ground (no rock or terrain) in Yin x10 yards. For instance, if someone is jumping on rocks over the sand he won't be perceived.

**Desertification (Yang+Craft):** This jutsu is used to alter the surrounding to create sand that the ninja can use for his jutsu. For every success the ninja creates 10 units of sand (20 on boost) if there is enough terrain. In the middle of the sea or inside a cave this jutsu is ineffective.

Quantity	Example	Sand Units
Small	Pouch	1-10
Medium	Jar	11-50
Great	House	51-200
Huge	Village	201-999
Enormous	Desert	1000+

### MEDIAN JUTSU

**Sand Armor (Yang+Fortitude):** Sand covers ninja's body. Requires a medium quantity of sand. Armor +4.

**Sand Clone (Yang+Survival):** The ninja can create a copy of himself. Requires a medium quantity of sand. The clone has the same skills of the ninja and styles. It has 10 health points, 0 points of ki, can't use jutsu or 99 styles and is immune to all conditions. It acts in the same turn (starting from the next) of the ninja and has 1 action.

**Desert claim you (Yang+Might):** The sand around a target starts to crush him. Requires an enemy grabbed with sand. This attack inflicts 3 damage (broken 2 condition on boost) and ignores armor.

**Sand Manipulation (Yin+Craft):** With this jutsu is possible to manipulate the sand to create everything, from a weapon to a house or bridge. Requires the same quantity of sand written on Desertification. Weapon created in this manner are quick if they aren't and armor is considered 2 levels lower to calculate its malus (so no malus up to armor 2). It's possible to create up to craft items if there is enough sand (sand units quantity for items are decided by the GM). This jutsu can be used also reflexively to reduce the incoming damage from an attack. Each success decrease the damage by 1, minimum 0.

**Be the desert (Yang+Travel):** Patrol a desert isn't an easy task but for who knows this jutsu is quite easy. The ninja can teleport up to Yang miles inside the desertic area.

### ADVANCED JUTSU

**Tsunami of sand (Yin+Might):** A colossal sand tide crushes everything along its road. Requires an Enormous quantity of sand. Everything in front of ninja in a straight line of Yin x 10 yards gets 3 damage (6 to structures) and ignores armor. It also inflicts 6 levels of condition divided (victim choice) between: Pain, Broken, Injured, Confused and Deprived (air).

**Rain of sand (Yin+Marksman):** A great amount of sand starts to levitate and after launched in a multitude of bullets. It can hit every enemy in a radius of Yin x 10 yards dealing 2 damage (3 with boost).

**Body of sand (Yang+Survival):** The body of the ninja becomes sand. He is immune to normal weapons and grabs but gets double damage from fire and water imposes slowed 3 condition (+1 with every next contact up to 5). This bonus lasts for successes rounds.

**Buried Alive (Yang+Might):** Everyone buried into the sand in Yang x 10 yards suffer the effect of Desert Claim You

**Desert Protect me (Yin+Empathy):** Must have Sand Manipulation. On activation the reflexive use of Sand Manipulation is always on and automatic on every attacks. Last for successes rounds





### NEW ITEM: SAND JAR

This item is used by the Sabaku clan member to bring sand with them outside the desert. It contains 50 units of Sand.

# FIGHTING MASTERS



**Other Names:** Morito Clan, Fighters, Brawlers.

**Stereotypes:** Challengers, Martialists, Warriors.

**Fighting Styles:** 2 of choice.

**Favored Jutsu:** Way of Flow of Ki.

**Skills:** Discipline+1, Fighting +1, Fortitude+1, Speed+1.

**Ki Balance:** +1 Yang.

## HISTORY

Long time ago in the Land of the Exalted Flames a monastic order left the lands to establish their temple on the mountains. There, far from others and in an extreme environments they could train their bodies over the human limits. Meditation and determination brought an excellent goal and some of the monks decided to leave the temple and return into the society to find good opponents and show them the results of the trainings. Nothing to say that this was seen as a violation of The Way. Pride, arrogance, joy of combat; all emotions against the religion teachings. More simply it was an excuse to kill such a menace in this case. From that period, Morito clan still lives on the mountains of this country but also outside of it, searching for new adept and rivals to challenge.

## LIFESTYLE

Train body and mind is their daily activity. No matter the situation or the place, everything is a challenge that must be beaten.

## AGENDAS

Morito clan members haven't a true scope to follow. Be always better is their goal and also demonstrate that they haven't violated The Way.

## CLAN GIFT AND TRIGGER

- **Gift – Tempered body:** +2 Health and Might+1. Brace defense option is automatic against melee attacks if attacker speed is lower than the ninja.

- **Trigger – I'm the strongest:** Gain 1 Karma when your desire to fight someone create problems to the group.

## CONTACTS

Choose one Ally and one Rival.

- **Naitou Goro (Athletics):** An agile and flexible man.
- **Noda Hachirou (Intuition):** A reflexive man able to find solutions to problems.
- **Sudou Honoka (Perception):** A good observer.
- **Ishibashi Kenta (Perform):** A drummer.
- **Miyake Kahori (Persuade):** A beautiful woman.
- **Hori Katashi (Stealth):** A good spy.

## BONDS

- *Chose a ninja that challenges you always on any type of trial.*
- *Chose a ninja that thinks that you are too much focused on your training .*
- *Chose a ninja that is amazed by your physical power.*



## THE WAY OF FLOW OF KI

**Element:** Fire

**Training – Last one standing:** On boost on jutsu of this way, lower by 1 the turn counter of gate opening time but not from recovering time.

**Backfire – Beyond body possibilities:** The ninja gets the pain +1 condition. If the condition can't be increased the ninja suffers 1 health damage.

### BASIC JUTSU

**First gate: Opening (Yang + Fortitude):** On jutsu activation the ninja gain +5 to movement and strengthx2. At the beginning of each turn the character suffer 1 damage for every turn that a gate is open – (Fortitude + Bonus). Health lost in this manner acts as a malus to every test made. Every hour of full rest, lower the number of rounds of gates opening during a day.

**Second gate: Repose (Yang + Fortitude):** Must have First gate. The bonuses now are: +10 to movement, strengthx4 and +1 Action. Also cleans deprived condition.

**Third gate: Life (Yang + Fortitude):** Must have Second gate. The bonuses now are: +15 to movement, strengthx6, damage+1 with melee attacks, speed +1 and +1 Action. Melee attacks have also the blunt quality and on boost can push the target.

**Drunken style ( Yin + Deception ):** The ninja starts to move with unpredictable movements. Gets +2 defense and melee attacks are unpredictable. Only 1 style can be active at any time.

**Air Throw ( Fighting + Might ):** The ninja can make a free movement toward his target and then kick him under his chick throwing him in air. Deal 1 damage.

### MEDIAN JUTSU

**Fourth gate: Wound (Yang + Fortitude):** Must have Third gate. The bonuses are now: +20 to movement, strengthx8, damage+2 with melee attacks, speed +2 and +2 Actions. Breathing capacity is tripled.

**Fifth gate: Closure (Yang + Fortitude):** Must have Fourth gate. The bonuses are now: +25 to movement, strengthx10, damage+3 with melee attacks, speed +3 and +2 Actions. Gives +2 points of Ki.

**Sixth gate: Vision (Yang + Fortitude):** Must have Fifth gate. The bonuses are now: +30 to movement, strengthx12, damage+4 with melee attacks, speed +4 and +3 Actions. Gives also mental armor +3 and enemies can't take the retreating attack option.

**Iron fist style ( Yin + Might ):** The ninja focuses his ki in his arms. Gets +1 melee damage with unarmed attacks and can parry weapons. Only 1 style can be active at any time.

**Follow up. ( Might + Speed ):** Must have Air throw. If a target is in air the ninja can jump to him and make 3 unarmed attacks.

### ADVANCED JUTSU

**Seventh gate: Wonder (Yang + Fortitude):** Must have Sixth gate. The bonuses are now: +35 to movement, strengthx14, damage+5 with melee attacks, speed +5 and +3 Action. Cleanse poison condition and melee attacks have the crushing effect.

**Eighth gate: Death (Yang + Fortitude):** Must have Seventh gate. The bonuses are now: +40 to movement, strengthx16, damage+6 with melee attacks, speed +6 and +4 Actions. Ninja has unlimited Ki. Last until the death of the character.

**Wrestler Style ( Yin + Might ):** Ki flows through ninja's hands. Gives +2 might to start a grab and on its maneuvers. Grabs deal also 2 damage instead of 1. Only 1 style can be active at any time.

**Ki dome ( Yin + Yang + Might):** Require the sixth gate: Vision open. The ninja unleashes a powerful wave of ki that hit everything in a radius of (Yin+Yang) x 10 yards. Deals 3 damage and ignore armor.

**Power overwhelming ( Might + Speed ):** Require Eighth gate: Death open. The ninja focuses all his ki and strength in this final attack. He runs at superhuman speed against the target hitting him several times. The target is thrown over the battlefield and hit again and again. When in midair the last hit is launched. All the ki is condensed around the ninja that like a comet goes against the target hitting him with a powerful kick. All the combo deals strength damage. After this attack the ninja fall semi unconscious waiting his end.

	GATE OPENED								<b>BONUS CALCULATION ON GATE OPENING</b>  The bonus to add to the damage reduction from the gate opening is recorded in this table. So, if I know up to the six gate and I open the first gate I can open the first gate for (fortitude +5 rounds). Assuming to have fortitude 3, if during the fourth round the ninja should open the fourth gate he will suffer 0 damage on the next turn ( 5 combat rounds – (3+2) ). At the beginning of the next round the ninja will suffer 1 health damage (and -1 to all checks). If he should open the sixth gate during the round, on the next round he will suffer 4 health damage (7 rounds – (3+0) ) and a malus of -5 to all checks. At the end of combat, the Gate Opening Counts is set to 7. Every hour of full rest lower this value by 1. If a new combat should start after 3 hours of full rest, the counts start to 4.
KNOWN	1	2	3	4	5	6	7	8	
1	0	-	-	-	-	-	-	-	
2	+1	0	-	-	-	-	-	-	
3	+2	+1	0	-	-	-	-	-	
4	+3	+2	+1	0	-	-	-	-	
5	+4	+3	+2	+1	0	-	-	-	
6	+5	+4	+3	+2	+1	0	-	-	
7	+6	+5	+4	+3	+2	+1	0	-	
8	+7	+6	+5	+4	+3	+2	+1	0	



# BEWITCHING FOXES



**Other Names:** Midoriko Clan, Illusionists, Foxes.

**Stereotypes:** Cheaters, Liars, Tricksters.

**Fighting Styles:** Crane, Fox.

**Favored Jutsu:** Way of Phantasmal Fox

**Skills:** Deception+1, Empathy+1, Persuasion+1, Speed +1.

**Ki Balance:** Yin +1

## HISTORY

Some legends are born from a drunken old man at an inn, other stems from a reality that may be even more mysterious than fantasies, which of those two apply to the Midoriko Clan and the Bewitching Foxes is hard to say. Based on the legend passed in the clan, the founder was actually the son of a celestial fox, not having inherited his mother abilities but rather his father mortality he chose to dwell among humans and established the lineage. Over the years, daughters born in the family had shown sign of great ability in the art of illusion and other traits that exemplified their mystical ancestry. Those stories that many consider little more than folklore are hard to proof and if the clan really hold something to back their claim they don't seem interested in showing it. But the reality of the Bewitching Foxes ability in the field of illusion and the long polished training in the art of deception are a fact that many had come to face, often not being on the right side of their "pranks".

## LIFESTYLE

Aptitude and training in the art of lies and illusions made the Midoriko and those that affiliated themselves to them quite comfortable in infiltrating the imperial society, their ability to easily get what they want and a lack of ambition on the clan side hold them back from reaching up to high positions and they often just look for a place of comfort from which they could cultivate their hobbies.

## AGENDAS

Entertainment is the key and the most important aspect for a member of the Bewitching Foxes which, holding up to their famed ancestry, usually involve playing with other people life, casting a net of lies and illusion over them and look at how they get out of it. Despite this somewhat cruel hobby they don't enjoy harming people and most often limit themselves to just setting up troubles they can see their target being able to pull out without losing too much, that is, until someone actually step on their "tail" and come face to face with what would not be wrong to call an "enraged wild animal".

## CLAN GIFT AND TRIGGER

**Gift – See Trough Lies:** The ninja has spent his life among illusions and lies and developed the ability to easily see through them. When testing Intuition to detect lies or when resisting the effect of an Illusion gain a +1 bonus to the check.

**Trigger – Compulsive Liar:** To lie has become a second nature for members of the Bewitching Fox Clan, they often do so without even realizing and without the intent to gain advantage of it. Gain 1 Karma when your lies getting found out causes troubles to the group.

## CONTACTS

Chose one Ally and one Rival

- **Watanabe Bunjiro (Knowledge)** – An old man with large knowledge on ancient and mystical topics.
- **Sasaki Juri (Perform)** – A young actress with much talent both on her stage and in getting behind that of other.
- **Mori Gombei (Fighting)** – A fellow clansman without much aptitude for illusion but with a strong arm and combat ability.
- **Ogawa Kimiko (Empathy)** – A miko from an Inari shrine, adept at listening to other and at understanding their problems.
- **Ishii Hiroji (Intimidate)** – Leader of a small gang that take jobs as either robbers or escorts depending on the availability.
- **Ueta Madoka (Stealth)** – A young woman with an unexpected ability as a thief, expert in infiltrating nobles' residences.

## BONDS

- Chose a ninja that have interesting reactions to your pranks.
- Chose a ninja that despise your lying habits.
- Chose a ninja that helped you getting out of a failed deception.



## WAY OF PHANTASMAL FOX

### Element: Fire

**Gift – Illusions built on illusions:** Just like they do with their lies being built upon previous lies, the members of Bewitching Foxes Clan have also learnt to leverage previously created illusions to strengthen their new ones. On a boost on activation the next jutsu from this Way activated within the end of the ninja's next turn gain one of the following benefit: create one additional illusion, increase the duration as if there was one additional success.

**Backfire – Self Bewildered:** The ninja loose sense of reality and start to confuse illusions for real things, failing to correctly activate a jutsu impose a cumulative -1 to activation check of this Way.

### BASIC JUTSU

**Allure (Yin + Empathy):** The ninja illusions enhance his own appearance. For the scene gain a +1 bonus to Persuasion and Deception, observers suffer a -1 to Perception checks not focused on the ninja. On a boost Immediately gather the attention of Empathy additional targets within near range.

**False vision (Yin + Perform):** Create an illusory scene that take place in an area within Yin yard of the ninja and last up to Yin minutes. The vision involves images and sounds but have no consistencies, physical interaction or an Intuition + Perception check reveal its true nature. The TN for the check is based on distance, 1 for close distance, 2 for near distance and 3 for far or greater distance. On a boost increase the TN by +1.

**Maddening whispers (Yang + Persuasion):** Suffused whispers assail the target distracting and making him susceptible to persuasion and deception. Impose a -2 on Perception and Intuition checks for successes rounds.

**Phantom maiden (Yang + Craft):** An ethereal fox eared and fox tailed young woman materializes near the ninja and attacks his enemies. The illusory figure last for the scene, can't be damaged and act on the ninja initiative attacking an enemy within near range with 4 dice to hit and damage of 1 Psyche. On a boost, the fox gains a +1 bonus to attack.

**The Fox's gift (Yin + Deception):** Waving illusions on top of a real object (max size 16 ft<sup>3</sup>) the ninja changes its appearance for successes hours. On a boost the duration of the illusion increase to successes days.

### MEDIAN JUTSU

**Foxes' parade (Yin + Perform):** Require False vision. Create Successes illusionary copies of the ninja that move around him. If the ninja is hit by an attack roll a D10. If the number is equal or lower than the active copies, nullify the attack and destroy one illusion. Area of effects damage destroy them directly and ignore this jutsu effect.

**Foxfire (Yang + Marksman):** The ninja conjures a phantasmal green flame and hurl them at a target enveloping it for Successes turns. The flames do not inflict damage but at the end of each of his turn the target suffer 1 Psyche damage.

**Phantasmal nightmare (Yang + Empathy):** The ninja briefly assumes a frightening appearance. Those who see him must succeed on a TN 2 Discipline + Perception check or suffer the Afraid 2 condition. On a boost they also suffer a -1 penalty to their defenses until the condition lasts.

**Stranger's face (Yin + Perform):** Require The Fox's gift. The ninja assumes the appearance of a different person that he has at least seen once, the illusion also affects the sound of the voice and smell giving him a +2 bonus on Deception checks to impersonate the target. Having spent at least a few minutes conversing with the target increase the Deception bonus to +3. On a boost, clothing and personal objects are also mimicked and the bonus to Deception increases by +1.

**The Fox's burrow (Yin + Craft):** Require The Fox's Gift. Create a static illusion of an object or environmental feature of large size (EX: A rock large enough to hide a few people) that lasts for Successes hours. The illusion can fool the sense of touch but interaction with inanimate objects or succeeding on an TN 3 Intuition + Perception check reveal its true nature. On a boost double the duration of the illusion.



## ADVANCED JUTSU

**All is fiction (Yang + Discipline):** The ninja's wounds fade away as if they were just an illusion and so does all the other illusions in the area. End all currently active illusions (even those created by others), recover health and psyche by a combined amount equal to the number of illusions removed by this jutsu. On a boost it can also restore Ki up to its original value. Can only be used once per scene.

**Army of illusions (Yin + Craft):** Require The Foxes' parade. The ninja creates Yin X2 illusory fox-men soldiers in a radius of Yin X2 yards that last for successes rounds. They have 1 Action each, 4 dice to hit and inflicts only 1 psyche damage (regardless of successes or boosts) and can't be destroyed. All soldiers act at the ninja's initiative.

**Aspect of the Bewitching Fox (Yin or Yang + Discipline):** Fox ears and a number of tails equal to Ying + Yang grow on the ninja's body, hairs and fur change color to Golden (if activated with Yin) or Blood Red (if activated with Yang). For successes rounds the ninja gain +1 to activation checks of this Way, +1 Ki of the type used for this jutsu and +1 Dynamic Action.

- If activated using Yang, Foxfire also inflict Pain 1, Phantasmal assault, Phantom maiden and Army of illusions attacks inflict +1 damage.

- If activated using Yin, illusions created by Fox's Burrow and Lost in the Fox's Palace can turn solid or intangible at the ninja discretion. Foxes' parade now generates an extra 2 copies while Fox-man soldier from Army of illusions have 6 dice to hit.

On a boost jutsu from this way boost with only 2 successes for the duration. Can only be used once per scene.

**Lost in the Fox's palace (Yin + Craft):** Require The fox's burrow. The effect of this jutsu change depending of it being used in an open area or in an enclosed space.

- When used in an open area it creates Success X2 illusory objects or environmental features of large size (EX: A rock large enough to hide a few people) within an area with radius up to Yin X10 yards that last for the scene.

- When used in an enclosed space it creates illusions that alter the texture of floors, walls and ceilings, doors and windows can be hidden behind illusions and illusionary ones can be created and last for the scene.

Interaction with inanimate objects or succeeding on a TN 3 Intuition + Perception check reveal the true nature of the illusions. On a boost the ninja can spend a single action on each of his turns to alter all the illusions affecting one room or reposition a single illusionary object.

**Phantasmal assault (Yang + Deception):** Release a pack of phantasmal foxes that rush to every enemy within near range and lunge into their body. Inflict 1 Psyche damage and the Pain 1 condition as they are deluded into having their internal organs being torn apart.

## NEW ITEM: KISERU

A long metallic pipe used to smoke tobacco or similar substances, usually adorned with fine inlays and wooden or ivory inserts. Can also be used as close combat weapon with the following qualities: Bludgeoning, Quick, Concealable, Fragile.

## NEW ITEM: FOX DREAM (IPNOTIC INCENSE)

Slightly intoxicating concoction that help relax but also numb the senses, usually in the form of incense stick can also be mixed with tobacco or other burnable aromatic substances.

Those exposed must succeed on a TN 2 Fortitude + Survival check or suffer a -1 to perception checks and heals 1 Psyche every 10 rounds.

If diffused in an enclosed space take effect after 1 round for every 3 yard<sup>3</sup> of volume of the ambient.

If diffused into an open space (devoid of strong winds) take effect after 10 rounds and affect an area with a radius of 10 yards.

If directly puffed onto a target takes effect at the end of the target next turn.

Members of the Bewitching Foxes Clan are extremely used to this substance that they often mix with their smocking tobacco and have developed immunity to its effect.



# CELESTIAL GUARDIANS



**Other Names:** Kurino Clan, Guardians , Tamers  
**Stereotypes:** Monks, Pacifists,  
**Fighting Styles:** Animal pact style, 1 of choice.  
**Favored Jutsu:** Way of Ki Mantle.  
**Skills:** Discipline+1, Empathy +1, Fortitude+1, Persuade+1.  
**Ki Balance:** +1 Yin or +1 Yang.

## HISTORY

During the Fifth War, where a massive use of summoners were made, this clan rose up. They were excellent summoners capable to merge with the summoned Celestial Beasts to boost their powers without devastating the entire area or allies around them. The Kurino clan was a pacifist one and didn't entered in war before the Celestial Beasts abuse from the Empire. That disrespectful act towards the Celestials was an insult to the respect of this clan for those creatures. They came to battle to free their friends to the chains of the empire summoners. A story about the clan leader, Kurino Hideki tells how he faced up alone an empire legion giving the time to the Lotus Coalition forces to escape and reorganize. He summoned the Grater Golden Dragon Kiryu and the night became day for its brightness. The Great Dragon fought the other summoned Celestial Beasts while the ninja got time with the empire troops. After defeating the creatures, Hibiki jumped on Kiryu's head and slowly the golden dragon entered in his body. The ninja's body was surrounded with a golden and black ki and fought till death. The legend tells that Kiryu itself brought Hibiki's corpse to the Golden Dragon's celestial reign.

## LIFESTYLE

From their youth the members of this clan are trained in body and mind to get along with the Celestial Beasts. Usually a family tradition is to have the same first Celestial Beast contract and the others of own choice. Often the clan elders summon Major Celestial Beasts to train the younger ones or bring them to the Celestial Reign to be trained them directly from the Celestial Masters there. For them those creatures aren't weapons or monster but friends and teachers and hates who use them as tools like the Empire did.

## AGENDAS

After the summoners abuse from the Empire, they became unworthy summoner hunters and empire rivals for its unrespect of those spirits. They like to show to others the knowledge and wisdom of these creature directly from them, listening old stories and legends of the past.

## CLAN GIFT AND TRIGGER

- **Gift – Celestial Fusion:** The ninja must have 99 Style: Summon. He can assimilate the summoned Celestial Beast inside his body and utilize the Way of Mantle of Ki jutsu. Merge with the celestial spirit requires 1 Dynamic Action. Alternatively, they can spend 1 more Dynamic Action to absorb the spirit directly into them when summoned, without manifest the spirit in the real world.

- **Trigger – Live in real world:** Even if they are proud to be friends with those celestial entities, it's hard to admit that humans can resolve situations even without their help. The ninja gains +1 Karma when succeed in a difficult situation without the help of a celestial beast (social or physical).

## CONTACTS

Choose one Ally and one Rival.

- **Kakita Rumi (Deception):** A spy.
- **Suzuki Masashi (Empathy):** A noble allied with ninja.
- **Watanabe Misaki (Knowledge):** A sage.

- **Kimura Daisuke (Perform):** A singer.
- **Ogawa Shou (Persuade):** A good politician.
- **Nakano Satoshi (Travel):** Rends horses.

## BONDS

- *Chose a ninja that is curious about Celestial Beasts.*
- *Chose a ninja that hates Celestial Beasts because during the Summoners War his family lost everything.*
- *Chose a ninja that think that you are a worthy ally.*



## THE WAY OF KI MANTLE

**Element:** Metal

**Training – Harmonic Ki:** This Way is based on the correct fusion of the Celestial Beast Ki and its Summoner's Ki. On Boost the successes needed on the next jutsu of this way to avoid the Backfire are reduced by 1 (minimum 1).

**Backfire – Not harmonious Ki:** Failing to activate a jutsu of this way causes a Confused condition. It can be nullified only with the expulsion of the Celestial Beast from the ninja's body.

### BASIC JUTSU

**Ki Mantle ( Yin or Yang + Discipline):** This jutsu can be used at different levels giving a total bonus up to that level:

**Basic:** A mantle of Ki with a vague beast appearance surround the ninja, colored of a proper color for the species (light brown for rats, green for snakes, etc). It gives +1 Dynamic Action, +1 Fighting, +1 Speed and +1 Ki of choice and Armor 2. This Ki point can't be altered in any way with jutsu because it comes from the Celestial Beast or used by the ninja for the ki uses purpose.

**Median:** A mantle of ki with a beast appearance surrounds the ninja, colored of a proper color for the species (light brown for rats, green for snakes, etc). Increase all the basic bonuses by 1 and the ninja deals +1 Damage with physical attacks.

**Advanced:** A mantle of Ki with a detailed beast appearance surrounds the ninja, colored of a proper color for the species (light brown for rats, green for snakes, etc). Increase the median jutsu bonuses by +1 physical damage, Ki and armor.

**Ki arm ( Yang + Fighting):** On jutsu activation the ninja can create a ki arm (2 with boost) that can strike a near target instead of close. This jutsu last for successes rounds and benefits of any active Ki Mantle bonuses. This jutsu doesn't allow to multi hit with one Action, but do different things at the same time like grab an enemy while fighting with another. The arm has Yang Health and the same armor as Ki Mantle if active.

**Mind Shield (Yin + Discipline):** On jutsu activation, it gives mental armor 2 (3 on boost) for successes rounds because the ninja's mind is protected by the Celestial Beast.

**One of us (Yin + Empathy):** On jutsu activation the ninja can speak with the animals of the same beast specie.

**Safe Place (Yang + Holistic):** The body of the ninja is almost like the Celestial Realm for the Beast. On jutsu activation, The beast heal 1 Health or 1 Psyche (both with boost) at the beginning of the round for round successes.

### MEDIAN JUTSU

**Beast Roar (Yin + Might ):** Every enemy in near range suffer Afraid 3 condition.

**Celestial Perception ( Yin + Perception ):** On activation this jutsu permits to know if there are Celestial Beast and their directions in Yin miles. On boost it can recognize their specie due to the peculiar Celestial Beast Ki.

**Fast Recovery ( Yang + Holistic ):** On activation this jutsu heal 1 Health every 2 rounds for the battle. On boost it heal 1 Health every round.

**Go home, my friend! ( Yang + Persuade ):** The ninja must touch another summoned creature and spend 1 ki of either type. The celestial creature test Yin+Persuade+Rank (minor 1, major 2 and greater 3). If the test is failed, the beast is banished to its celestial realm.

**Long Ki Arms ( Yang + Fighting ):** Must have Ki Arm. Can be used reflexively with Ki arm. With success the arms now have far distance and increase the arms number by 1 (2 with boost).

### ADVANCED JUTSU

**Deep Connection ( Yang + Empathy ):** The bond with the Celestial Beast is so strong that the two entities now are one. The ninja can share damage with the beast inside him or use its values, jutsu, or stiles if desired

**Enhanced Mantle (Yin or Yang + Discipline ):** Must have Ki Mantle. Increases the bonuses given from any Mantle by 1 (not Ki).

**Great Ki Sphere ( Yang + Marksman):** This great mass of ki can be launched at far distance hitting everyone and everything within near range. They suffer 3 damage ignoring armor and 12 damage to buildings. Those can dodge outside the area or cover themselves in a proper way inside it can try to do so.

**Ki Tails ( Yin + Discipline ):** Lots of ki tails with the appearance of the Celestial Beast specie appear behind the ninja's back, one for success for the rest of the battle. The ninja can use them for offensive or defensive purpose. Offensive tails give +1 fighting to physical attacks while defensive tails -1 to the hit check to any enemy that attacks the ninja (either close or ranged). Every turn the ninja must choose how many tails are offensive or defensive. Tails aren't indestructible, they have Yin health and armor as the active mantle.

**True Summoner (Yang + Discipline ):** Can be used reflexively when you summon a Celestial Beast. With a successful test, the summoner mustn't spend the Ki points for the evocation, just the health point.



# SOUL HUNTERS



**Other Names:** Sushiro Clan, Exorcists, Demon Hunters.  
**Stereotypes:** Sensitives, Soul Ferryman, Spiritual guides.  
**Fighting Styles:** Dragon, Wildcat.  
**Favored Jutsu:** Way of Soul Release.  
**Skills:** Discipline+1, Empathy+1, Fighting+1, Knowledge+1.  
**Ki Balance:** +1 Yang

## HISTORY

This clan has its origins in the Land of Five Blades, living in a small village near the Blade Tower. This clan has a strong link with spirits and supernatural creatures. Its ancestor was a monk who walked around the country to exorcise the souls of the dead. When faced with another kinds of supernatural creature, demons and oni, he realized that his only powers and abilities weren't so powerful enough. He meditated a lot and so asked to the Celestial Beasts for help. That night the Blade Tower stepped in this World. This colossal sword sank in the earth. Like in the dream, Sushiro saw the same thing in front of him and started to gather holy metal from it to forge his weapon against the dark souls, as the mighty Celestial Beast told him in his vision. The sword was powerful but to awake its powers, it had to absorb a part of the soul of its owner. From that day on, Sushiro travelled around the country making new adepts and creating a shrine and a village around it near the Blade Tower.

## LIFESTYLE

This clan lives in a small village near the Blade Tower. They are sage, monks and ascetics. They live in peace and honor the ancients and Celestial Beasts offering help to anyone who needs it. Usually wears black kimono with a white belt.

## AGENDAS

After the return of the Emperor, when rumors about his possession form an Oni started to spread around the empire, some of Exorcists are dangerously attracted to verify this gossip.

## CLAN GIFT AND TRIGGER

**Gift – Soul Blade:** Clan members have their Soul Blade covered in bandages that seal it. Each attack made with this weapon deals +1 damage to spirits, demons and shadow creatures hitting them as corporeal entities if ethereal. The sword can stock up to ninja rank +2 soul points.

**Trigger – Dual Soul:** On a critical failure, the other personality switch with the ninja's one for one minute. Gain 1 karma when your other personality causes troubles to you or the group.

## CONTACTS

Chose one Ally and one Rival:

- **Furukawa Katsuhito (Craft)** - Renowned smith able to repair even the most precious and ancient weapons.
- **Sawada Hisanobu (Holistic)** - Elderly herbalist specialized in the treatment of poisons and toxic substances.
- **Koyama Ryobe (Intuition)** - Imperial magistrate of noble heritage, always well informed on all ordinary and "extraordinary" events in his area of competence.
- **Hirose Miho (Marksman)** - An infallible target hunter, famous for having hunted even in the most dangerous jungles.
- **Andou Shizue (Persuade)** - Geisha able to obtain information on prominent figures in the area.
- **Arai Eisuke (Survival)** - Scout with great competence in following tracks, even the most unusual type.

## BONDS

- *Chose a ninja that consider supernatural things as fakes and you as someone with delusions.*
- *Chose a ninja who helped you in a hunt and shown his usefulness.*
- *Chose a ninja who fears the supernatural and you try to convince him otherwise.*



## WAY OF SOUL RELEASE

**Element:** Metal

**Gift – Soul fire:** On boost can create a soul point. If on a jutsu of this way, create 2 soul points. If a creature dies within 5 yards with a Discipline + Might test with difficulty equal to its rank, the ninja can absorb the spirit by generating Soul Points equal to the rank of the creature

**Backfire – Dark Soul:** The ninja gets a cumulative-1 penalty to all checks against spirits, demons and shadow creatures. When this penalty reaches -5 or more, the ninja becomes evil, lustful for blood and without morality. Can't be negated with Dynamic action. Last for the scene.

### BASIC JUTSU

**Kai (Yang + Empathy):** This jutsu free the sacred weapon from its seal, allowing to make an attack with it also. A sealed weapon has the fragile quality.

**Back to me (Yang + Survival):** If disarmed, the soul blade fly back to the ninja's hand.

**Protection seal (Yin + Fortitude):** The ninja can inscribe a kanji that creates a barrier against evil spirits. These kind of spirits must pass a test of Discipline + Might to pass over the barrier. It has a radius of Yin feet (yards on boost).

**Sense spirits (Yin + Empathy):** The ninja can sense the presence of evil spirits in a radius of 3 x Yin yards. 1 success is required to sense ghosts, 2 spirits, 3 demons and 4 oni.

**Soul conversion (Yin or Yang + Discipline):** On jutsu activation the ninja can convert his health (using Yang) or psyche (using Yin) into soul points up to the successes obtained and limit storage.

### MEDIAN JUTSU

**Rest in peace (Yin + Discipline):** The ninja can attempt to send the evil spirit to the hell if evil or Celestial Realms if not. 1 success is required to sense ghosts, 2 spirits, 3 demons and 4 oni.

**Shikai (Yin + Empathy):** Must have Kai. The sword change its form remaining small in size and giving more power to the ninja. See below how to build your shikai. All shikai increase the limit of soul points by 2 and give also 2 points. Can be used only once in every combat.

**Soul beam (Yang + Marksman):** The Soul Blade is covered with spiritual energy and after released against a target like a flying blade in far range. It deals 1 damage. Soul points can be spent to increase the damage by one each.

**Soul mask (Yang + Discipline):** The ninja can manifest his evil spirit side for successes round. While active the malus against spirit, becomes a bonus against physical creatures making his attacks more powerful and lethal.

**Soul mending (Yang + Holistics):** On jutsu activation, the ninja can spend Soul Points to heal health points to a target (not himself) with a touch.

### ADVANCED JUTSU

**Bankai (Yin + Empathy):** Must have Shikai. The sword change its form and could become almost everything, giving a huge power to the ninja. See below how to build your bankai. All Bankai increase the limit of soul points by 4 and give also 4 points, 2 if shikai was active. Can be used only once in every combat and replace the shikai if active.

**Behold, my true power! (Yang + Discipline):** Must have soul mask and Bankai. The ninja can fuse his soul with the fragment inside the sword releasing the true power of his Soul Blade. Deactivate Shikai or Bankai. Heals all health, psyche and condition. The ninja gains +2 on fighting, speed, might and generate 3 soul points every turn. Last for the scene. When the effect ends, Ki and soul points drop to 0 and can't be recovered in any way for a week.

**Ferryman (Yin + Discipline):** With jutsu activation, the ninja open a gate to the Gates of Hell. All spirits of freshly dead people or pulled out from a body with exorcism for example, are sent there to be captured by the Celestials that guard the Gates.

**Soul Stream (Yang + Might):** A stream of spiritual energy springs from the blade hitting everything is in front of the ninja up to Yang x 5 yards. It deals 2 damage. Soul points can be spent to increase the damage by one each. Can't be used if shikai or bankai is active.

**Spirit Pressure (Yin + Intimidation):** The ninja release his spiritual power permeating the surrounding area with his presence. Every enemy inside a radius of Yin x 10 yards gets the Afraid 3 condition.

## SOUL POINTS



The soul points indicate the spiritual strength of the ninja. They can be spent for:

- Ignore target's Armor for one attack.
- Half damage from an incoming attack.
- Get 1 Dynamic Action (1 use only per turn).



## SHIKAI

This is a partial release of the soul blade. There are different kind of release and the player must chose it when get the Shikai jutsu. Shikai could be a little cosmetic change of the sword or morph into another (from a shuriken to an halberd) .

**Empower:** The ninja can chose up to Rank+2 skills in which he gains a +2 bonus.

**Elemental:** The ninja can chose up to rank+2 jutsu from his element jutsu list. For example a Fire nature character will chose from the Way of Fire.

**Generic:** The ninja can chose up to rank+2 jutsu from generic jutsu lists.

**Rare:** The ninja can chose up to rank+2 jutsu from 1 specific jutsu lists.

## BANKAI

This is the full release of the soul blade. There are different kind of release and the player must chose it when get the Bankai jutsu. It must be the same type of Shikai or Living Creature. Empower bankai usually alter the appearance of the ninja giving a minacious one, elemental cover the ninja in the element like flames, water or ice. Generic bankai can get almost every forms. Rare ones gets form suitable to the specific way (A snake, a balance, spinning wheel, etc). Living creatures could be huge armor or animals.

**Empower:** The bonus in now +4.

**Elemental:** The ninja gains +2 on the jutsu activation and ignore the elemental weakness.

**Generic:** The ninja gains +4 on the jutsu activation.

**Rare:** The ninja gains +2 on the jutsu activation.

**Living Creature:** The soul blade changes into a huge creature. Get the stats from a major (master) summon.

**Note:** If a Rare Shikai/Bankai gets jutsu from a way with animal pets; Soul Blade will morph in a smaller animal on Shikai and greater animal on Bankai. If uses specific items (puppets) Shikai are as the base version at maximum number possible, Bankai are a little bit better (If items with more qualities, or puppets better stats).

**Note2:** Jutsu obtained from Shikai and Bankai can't benefit from the training of the way (gift and trigger) because they are powers of the sword and not of the ninja.



# ETERNAL ICE



**Other Names:** Yuki Clan, Emotionless, Frozen.

**Stereotypes:** Cold hearted, Hermits, Nomads.

**Fighting Styles:** Fox, Sloth.

**Favored Jutsu:** Way of Ice

**Skills:** Discipline+1, Perception+1, Speed+1, Survival+1.

**Ki Balance:** +1 Yin

## HISTORY

Someone says that they are cursed, other one that the story behind this clan is just a tale but the truth is that both of them are true. Yuki clan story is a tale of a cursed lineage. When the world was ruled by demons, some of them had breeds with humans and here is where the Yuki Clan story begins. A powerful ice demon had a daughter, whit a pale skin and blue ice eyes. Her name was Yuki, the first Yuki-Onna (Woman of the snow). Avoided by humans for their unnatural origins and from demons too because they weren't their equals, Yuki's family started to live isolated from the rest of the world, becoming a myth and after a legend. They weren't killed or sealed with other demons by the Celestial Beast for their human nature. With time, the family was divided into two casts, the "Pure" one that continued to live in the county, and the "Impure" one that started to travel around the world.

## LIFESTYLE

All "Pure" Yuki clan members have distinctive traits: White hairs, pale skin and blue ice eyes, while the "Impure" Yuki members maintain only the white hairs. The firsts live recluse in

their village while the seconds are nomads who travels in the world learning as much as possible.

## AGENDAS

For those who live inside the village, they live almost the same day every day. The elders rule the village and keep strangers away from it with their jutsu. Those who dare to travel outside it, are now exiles and only death waits for them in the village. They travel around the world to know how life is outside it and maybe one day, show it too to the other clan members that live recluse.

## CLAN GIFT AND TRIGGER

**Gift – Yuki-Onna Heritage:** Ninja's blood flows slower than a normal human. Poison inflicts damage every 2 rounds instead of 1 and lower the Bleeding malus condition by 2 (minimum 1).

**Trigger – Frozen Hearth:** Gain 1 Karma when your absence of emotion causes troubles to the group.

## CONTACTS

Chose one Ally and one Rival

- **Urameshi Komitsu (Discipline)** – A monk who teach how to stay calm in every situation.
- **Aoki Izumi (Fighting)** – A young girl very good with fists.
- **Miyura Koharu (Knowledge)** – An old man that knows lots of legends about demons and Yuki.
- **Hasegawa Tomoko (Perform)** – A singer in the Yuki Shrine.
- **Kazuma Sasuke (Stealth)** – A good hunter who knows how to do unnoticed.
- **Nakano Miyuki (Survival)** – A scout who can travel even with the hardest blizzard.

## BONDS

- *Chose a ninja that try to make you laugh on every occasion.*
- *Chose a ninja that enrage when you don't show any emotion in sad circumstances.*
- *Chose a ninja that talk to you normally as you have showed a normal reaction.*

## WAY OF ICE

**Element:** Water

**Gift – Ice everywhere:** On a boost can inflict Slowed +1 Condition, freezing the target.

**Backfire – Frozen :** The ninja gets the Slowed +1 condition because he starts to freeze.

### BASIC JUTSU

**Freezing touch (Yang + Fighting):** The simple touch of the ninja can freeze any surface. On jutsu activation it can freeze an item, giving it the fragile quality if it hasn't already.

**Frost (Yin + Survival):** The ninja can freeze the ground up to Yin yards (x3 on boost). Everyone except the ninja must make a moderate (2) Athletics + Survival test when moves or fall to the ground.

**Ice spikes (Yang + Marksman):** The ninja can freeze the humidity around him and create an ice stalactite that can throw to an enemy at far range. The stalactite inflicts 1 damage with piercing quality.

**Icy mind (Yin + Discipline):** On jutsu activation the ninja gains mental armor +2. Also lower the difficulty by 1 to every test related to mental status (Afraid, Embarrassed, etc).

**Snow (Yang + Survival):** The temperature in the surrounding starts to fall and snow with it from the sky. Every round who is in Yang x 5 yards from the ninja must make a moderate (2) Survival + Fortitude test or get Sensory loss 1 (touch) or Slowed +1 condition (victim choice). Last for the scene.

### MEDIAN JUTSU

**Blizzard (Yang + Fortitude):** Must have Snow. Everyone inside a radius of Yang x 5 yards suffer 1 physical damage and sensory loss sight 2. Every projectile attacks toward targets inside this area suffer a -2 Marksman to hit. Last successes rounds.

**Cold spirit (Yin + Discipline):** Must have Icy mind. The ninja can stare a target in his eyes and “freeze” all his emotions. On jutsu activation the victim lose all mental condition but he can't boost for successes rounds.

**Ice barrier (Yang + Survival):** The ninja can use this jutsu defensively, surrounding himself in a barrier made of ice. Until his next round he can't move or act but is protected from all attacks. Used offensively, the target gets the same effect and can't act until the next ninja's turn.

**Ice cone (Yang + Might):** Everyone who is inside in a frontal come up to Yang yard is hit by this jutsu. It deals 1 damage (2 if Snow is active) and slowed 2 condition.

**Freezing sphere (Yin + Marksman):** Must have Freezing touch. The ninja create a sphere of cold Ki and launch it to an enemy. On hit the target gets Slowed 4 condition and 2 physical damage. On boost also Burned 1 condition.

### ADVANCED JUTSU

**Glacial clone (Yang + Craft):** Must have Freezing sphere. The ninja create a clone of himself. He has the same statistics of the ninja and equipment but can't use jutsu or styles. It has 0 Psyche, 8 Health and physical armor +2, and 3 actions. As action (or when destroyed) the clone can try to grab a target and if he succeeds it can explode inflicting 3 damage to everyone in a radius of 2 yards and slowed 5 condition to the grabbed target.

**Ice age (Yin + Survival):** Must have Blizzard. Shards of ice cover all the surrounding. Every enemy inside a radius of Yin x 10 yards suffer 2 physical damage and bleeding 1 condition. This attack can only be dodged with -2.

**Ice form (Yin + Fortitude):** The ninja is covered with ice. He gets physical armor +2, his unarmed melee attack deal +1 damage and have piercing quality. Also he is immune to bleeding and poisoned condition.

**Ice mirror (Yang + Deception):** A great ice mirror appears in front of the ninja, reflecting an incoming attack back to the attacker. On jutsu activation, the attacker is the target of his own attack (+2 on boost). He can try to dodge it or absorb damage.

**Winter Court (Yin + Discipline):** Must have Cold Spirit. All the present inside the room, can't boost on their social attacks with the exception of the ninja. Also everyone becomes apathetic, tranquil in their manner and social relations. All the hot spirits are turned down.



# BROTHERHOOD OF BLOOD

**Other Names:** Nodoriko Clan, Blood-letters, Butchers.  
**Stereotypes:** Warriors, Assassins, Maniacs.  
**Fighting Styles:** Scorpion, Tiger.  
**Favored Jutsu:** Way of Blood Rituals.  
**Skills:** Discipline+1, Fighting+1, Fortitude+1, Might+1.  
**Ki Balance:** +1 Yang.



## HISTORY

If the Sisterhood of Blood brings life and healing, the Brotherhood of Blood brings death and suffering. When Lady He Xianggu came on earth to heal the Fa disease, she created also this branch to defend the Land of Seed and Blossom bringing to others a blood punishment as this land suffered. The Brotherhood of Blood venerate Lady He Xianggu making to her the blood sacrifice during battles. She choose a young boy, Nodoriko Satoshi to infuse in him her blood rage. This boy lost his family during the disease and prayed the Gods to make suffer whoever caused this illness. Before leaving this world, Lady He Xianggu satisfied his request and in exchange Satoshi.

## LIFESTYLE

Brotherhood members don't wear refined or rich dresses and live with offerings. They are good people who knows what suffering and death means helping who is in danger or giving support to who is in pain.

## AGENDAS

Brotherhood members travel around the world bringing the Lady He Xianggu will to live in peace or die in a blood shed.

## CLAN GIFT AND TRIGGER

**Gift – Grown up in blood:** The ninja has grown up among practitioner of the cult and have been exposed to its rituals and practices for all his life, this have trained his mind and his resilience toward mental distress. The ninja gains a +1 bonus to defend against Mental Attacks and the effect of Mental Conditions.

**Trigger – Bad reputation:** Deserved or not the reputation of the Children of blood Cult is extremely bad especially among the common population. Gain 1 Karma when your allegiance to the cult getting exposed cause trouble for the group.

## CONTACTS

Chose one Ally and one Rival

- **Taguchi Hotaru (Discipline):** A priestess that teaches how to respect the life.
- **Araki Kenichi (Empathy):** A man that listens to the problems to others.
- **Tanabe Etsuko (Holistics):** An old surgeon.
- **Kawamura Izumi (Knowledge):** A woman who knows a lots of animals.
- **Asano Kanon (Perception):** An acute observer.
- **Iwata Jiro (Survival):** A man the knows lots of shortcuts.

## BONDS

- *Chose a ninja that would know more about Lady He Xianggu.*
- *Chose a ninja that don't thrust you to the fullest due to the rumors about the brotherhood.*
- *Chose a ninja that doesn't care about your cult.*



## WAY OF BLOOD RITUALS

**Element:** Fire

**Gift – Exalted in blood:** All rituals and practice of the Children of blood Cult involve spreading blood, this turn the act itself into a sacred ceremony from which the ninja become elated and strengthen his conviction. Whenever the ninja uses a Boost to inflict the Bleeding condition he also gain a non-cumulative +1 to his next attack.

**Backfire – Thirst for blood:** The ninja gradually loses his restrains and fall into a maddening thirst for blood. On a failed activation the ninja gain -1 to Discipline, when the skill value reach 0 he become incapable of distinguishing enemies from allies considering everyone near him as potential offerings.

### BASIC JUTSU

**Anointed hands (Yin + Perform):** The ninja draws his own Ki infused blood and use it to design sacred marking on his hands. The ninja loses 1 Health and for the scene his unarmed attacks gain the Sharp and Quick qualities, he also does not incur any penalty for blocking weapon attacks while unarmed. On a boost the unarmed attacks of the ninja also gain the Unpredictable quality.

**Blood humors ( Yin + Intuition):** Drinking the blood of someone, the ninja can absorb his emotions and feeling about things. He gets a +2 bonus to Empathy when interact with the target.

**Blood mark - Hunt (Yang + Craft):** *Special: must have inflicted at least 1 damage on target since the beginning of the scene.* The Ninja gather his enemy's blood and use it to imprint a mark on his own body. Gain a +1 bonus on perception and survival rolls to track the target, additionally can sense the target position while within Yang X10 yards. Last for Yang days or until a different kind of "Mark" is used. On a boost the ninja can sense the target position while within Yang X100 yards.

**Offering – Blood seeks blood (Yang + Fortitude):**

*Special: Must be under the effect of the Bleeding condition.* The ninja offers his own blood as sacrifice and descend in a focused state where his every action seems to seek his opponents blood. The ninja's next attack gains a bonus to hit equal to the stack of Bleeding he is suffering from. On a boost the amount of stack of Bleeding the ninja is suffering from can be increased or decreased by 1. Can only have one "Offering" active at a time.

**Sacrifice ( Yang + Holistics):** Cutting himself, the ninja can let someone to drink his blood. The ninja suffer 1 health and the target heals 1 health.

### MEDIAN JUTSU

**Anointed mask (Yin + Perform):** The ninja draws his own Ki infused blood and use it to design sacred marking on his mask. The ninja loses 1 Health and for the scene gains Mental Armor +2, +1 to Perception and Intuition related to blood and can immediately remove 1 Condition he is suffering from. On a boost he also recovers 2 Psyche.

**Blood mark – Affliction (Yang + Craft):** *Special: must have inflicted at least 1 damage on target since the beginning of the scene.* The Ninja gather his enemy's blood and use it to imprint a mark on his own body. For the scene, or until a different kind of "Mark" is used, the target suffers a -1 penalty to his defenses and checks to resist the effect of conditions. On a boost the target also suffers a -1 penalty to his first attack of each turn.

**Fountain of blood (Yang + Fighting):** Require a bleeding target. The ninja focus his ki on the cuts of the target inject his ki in it causing an immediate hemorrhagic explosion. The attack deal damage equal to his Bleeding level condition.

**Offering – Blood feeds blood (Yin + Fortitude):** Must have "Offering – Blood seeks blood". *Special: Must be under the effect of the Bleeding condition.* The ninja offers his own blood as sacrifice and become invigorated at the sight of flowing blood. For successes rounds, whenever the ninja inflicts the Bleeding condition on an enemy he also regain 1 Health. On a boost, for the duration of the jutsu, the ninja only need 2 successes to trigger the boost effect for the Sharp weapon's quality. Can only have one "Offering" active at a time.

**Prey to Lady He Xiang (Yin + Empathy):** The ninja performs a prey to Lady He Xiang asking her to infuse in him her blood rage. For every bleeding creature in the scene the ninja get +1 on attacks check and -1 to defence check. Only one use in a scene.



## ADVANCED JUTSU

**Anointed body (Yin + Perform):** The ninja draws his own Ki infused blood and use it to design sacred marking on his chest. The ninja loses 2 Health and for the scene gains Armor +2, +1 Dynamic Action and his melee attacks gain the Brutal quality. On a boost the ninja max Health is increased by Yin (only the max value is increased and not the current value).

**Blood mark – Retribution (Yang + Craft):** *Special: must have inflicted at least 1 damage on target since the beginning of the scene.* The Ninja gather his enemy's blood and use it to imprint a mark on his own body. For the scene, or until a different kind of "Mark" is used, whenever the ninja loses Health from an attack the target also suffers an equal amount of damage. On a boost, Health lost from the Bleeding condition is also applied as damage to the target.

**Offering – Blood calls blood (Yang + Fortitude):** Must have "Offering – Blood feeds blood". *Special: Must be under the effect of the Bleeding condition.* The ninja offers his own blood as sacrifice and become energized as his own offerings grow. For Successes rounds, whenever the ninja loses Health from the Bleeding condition he also gain a cumulative +1 Fighting, Initiative and Movement. Can only have one "Offering" active at a time.

**Rain of cursed blood (Yang + Might):** The ninja slashes is own body and spread his Ki charged blood like rain over his enemies. The ninja loses 2 Health and all enemies within near range must dodge the attack (can't be blocked) or suffer 2 damage and the Bleeding +1 condition. On a boost Bleeding+2.

**Reverse the flow (Yin + Discipline):** *Special: Must be under the effect of the Bleeding condition and must have suffered and/or inflicted at least 10 damage since the beginning of the scene.* The blood widespread around the ninja gather toward him and slowly flow into his body through his open wounds. Whenever anyone in Yin x 5 yards radius (x10 yards on boost) suffers a damage from Bleeding condition, the ninja heals 1 health.

## NEW WEAPON

Three bladed scythe: Brutal, Bleeding 2, Unwieldy.

## YIN-YANG JUTSU

Jutsu are a manifestation of the positive (Yang) and negative (Yin) energies of the universe. With time, ninja learned how to use those aspects through their jutsu, but only one of them at time. There are very few ninjas capable to use both of them at the same time in a jutsu. These kind of powerful jutsu, show either life and death when they are released, or to say it simply, the true power of the mind that a ninja can exert over reality.

### 99 STYLES: YIN – YANG JUTSER

To use the this kind of Jutsu, a ninja must have both the requirement of Ki (justu and added Yin/Yang effect) that wants to use.

**Rank 1:** At this level, a ninja can alter the simple use of a just adding a basilar aspect of the Yin and Yang energy. The character can add Yin or Yang 1 requirement to the jutsu, allowing to:

Yin 1 effects:

- Deal 1 physical damage
- Deal 1 mental damage
- Inflict or heal: Embarrassed or Afraid.

Yang 1 Effects:

- Heal 1 physical damage
- Heal 1 mental damage
- Inflict or heal: Slowed or Bruised condition.

**Rank 2:** At this level, a ninja can alter jutsu in a deepest way, adding more aspects of the Yin and Yang energy. The character can add Yin or Yang 2 requirement to the jutsu, allowing to:

Yin 2 effects:

- Deal 2 physical damage
- Deal 2 mental damage
- Inflict or heal: Embarrassed, Afraid, Confused or Dazed condition.
- Add Yin targets to your justu. You can't multiply target with this option if the base jutsu is already multi target.

Yang 2 Effects:

- Heal 2 physical damage
- Heal 2 mental damage
- Inflict or heal: Slowed, Bruised, Bleeding or Burned condition.
- Add Yang targets to your justu. You can't multiply target with this option if the base jutsu is already multi target
- Alter a superficial aspect of a justu (color, skin color, pattern design, etc)

**Rank 3:** At this level, a ninja can alter jutsu in a very powerful way adding Yin or Yang 4 effects to their jutsu.

Yin 4 effects:

- Deal 3 physical damage
- Deal 3 mental damage
- Inflict or heal a mental condition
- Add Yin targets to your justu. You can't multiply target with this option if the base jutsu is already multi target.
- The jutsu can hit everyone who is inside Yin meters from the target

Yang 4 Effects:

- Heal 3 physical damage
- Heal 3 mental damage
- Inflict or heal a physical status.
- Add Yang targets to your justu. You can't multiply target with this option if the base jutsu is already multi target
- The jutsu can hit everyone who is inside Yang meters from the target
- Alter a justu physical manifestation (Horns, Wings, Lightning around) for a more fearful presence.








Yin-Yang Jutsu rank 3 gives access to the Sage Mode.

## SAGE MODE

When a ninja can master both Yin and Yang Ki, can absorb the raw and primordial energy from the world around him. When he Mold Ki, he can choose:

- Absorb YinYang Ki (1 per tap, max 5 YinYang). Environment has no cap for this kind of ki.
- Fuse together 1 Yin AND 1 Yang to create 1 YinYang Ki (as much as he wants)

When he has 5 YinYang Ki, he can enter in the sage form testing YinYang + Discipline. Successes are the turns that the ninja can keep the transformation. Depending on his element he will show a different pattern on his face:

Element	Pattern	YinYang ki properties and uses
Water		<ul style="list-style-type: none"> <li>- It counts as Yin AND Yang Ki, for the purpose of Ki requirement of casting jutsu. So if the ninja has 1 Yin, 2 Yang and 2 YinYang ki, he has the requirement for Yin 3 and Yang 4 jutsu.</li> <li>- If the ninja fails a jutsu activation check, they may spend up to (Rank) ki for +2 success to their results.</li> <li>- Ignore target's Armor for one attack.</li> <li>- Half damage from an incoming attack.</li> </ul>
Fire		<ul style="list-style-type: none"> <li>- 1 ki point may be used in place of a Dynamic Action. (Once per Round)</li> <li>- Double the effect of a jutsu (area, damage, range, etc)</li> <li>- Cannot be molded during Sage Mode.</li> <li>- Can be used only on Sage mode.</li> </ul>
Wood		
Metal		
Earth		

### Sage Mode

Entering in the sage mode gives the ninja some benefits:

- His melee attacks, deal +1 damage.
- He has armor 1, for a harder skin.
- He has +2 to his defense for faster reflexes.
- He has base Movement +2.