

Sabechi

When Sunagakure initially organized itself into a formal village of Ninja, the Sabechi were the tribe most resistant to allying themselves with those who had been their rivals for generations. They fought against change and the alliances that were being made, relying upon nature for their survival against what quickly became a much larger force.

In doing so, they resorted to extreme measures. While no Sabechi ever confirmed as much, it is suspected that they tried all manners of profane rituals and struck bargains with the most dangerous and amoral of the species to be found within Sunagakure, which is how they began to produce a poison from their own blood.

Eventually they did assimilate into the village, sufficiently impressed by the collective force of the tribes. For a long time they voluntarily segregated themselves, but over time they formed bonds with the Henzaki and the Hitori in particular, impressed by the former's talents and admiring the Hitori's spirit. The three clans, often teamed together, form an odd balance of sorts; a Sabechi's dark humor, a Henzaki's withdrawn neutrality, and a Hitori's overzealous enthusiasm.

Members of the clan are not a very vocal sort, with a sense of humor that is often classified as 'twisted'. While wellmannered, most Sabechi have a sense of wit which invariably carries undertones not fully understood by those they converse with until well after they've spoken, making those that meet them frequently question just what they meant.

You gain one rank in Toxicology for every 200 XP you have, this cannot raise you above your cap.

Rustblood

The blood of a Sabechi is poisonous. Aside from minor conveniences, like it being harder to give them transfusions and the sabechi as a whole being ineligible for blood donations, it can also be used in combat as a very potent toxin.

Base cost: 4

Scale: 0

Limit: $1+(\text{RES}/10)$

Effects: For every rank of this ability, you gain one Poison Point.

Poison Points are spent to modify your body's natural poison, which begins as a Severity 2, Duration 20 Poison, with a +1 bonus to its Toxicology rolls for every even rank you have (+1 at rank 2, +2 at rank 4, etc). No more than $\text{RES}/20$ Poison Points can be spent on a single aspect of your poison, and once you have spent your Poison Points, you can not 'unspend' them to modify your body's poison—once they are spent, they are allocated. However, you may choose to use less than your full value of any aspect: Your poison might have Paralytic 3, but you could choose to make an application of your Poison be only Paralytic 1, if you wish.

The reason for doing so is that when you utilize your poison, you take Vitality (or HP, if you have no Vitality) damage based upon the squared value of each aspect of your Poison, added together. So, if you had a Festering 2, Paralytic 4 poison, you would lose $(2*2 + 4*4 = 20)$ Vitality every time you used it. This is a cost, not damage, and cannot be mitigated or reduced by any means.

The most common method of using a Sabechi's Rustblood is by coating weapons with it, as a Speed 5 action which inflicts the above listed damage to yourself, and grants you $1+(\text{Toxicology Ranks}/5)$ doses worth of your poison to a melee weapon, or poisons up to that many thrown weapons. The Poison is considered a Contact poison, though unlike normal, it is not limited in what weapon types it can be applied to.

Because the poisonous nature of their blood is dependent upon the unique physiology of the Sabechi who produces it, it will break down rapidly outside of their body. This prevents it from being stored for any significant amount of time, and

means it can't be used to lace food or drinks. Likewise, it means their poison can not be converted into a Poison Smoke Bomb through the Aerosolized Poisons ability.

When you utilize your poison you must specify what effects it has (and decide upon the time of its application how potent it will be).

You may spent your Poison Points on the following effects, each costing one Poison Point and able to be taken multiple times:

Poison Effects

Festering

Your poison is especially deadly, taking a longer than normal amount of time to metabolize. This increases the Duration of the poison by 5.

Hallucinogen

Affects the senses and mental functions of its victims, causing temporary disorientation and delirium. It inflicts a -1 Visibility Penalty per rank.

Irritant

Your poison causes an allergic reaction to others, causing the victim's body to attack itself to try and get rid of it, causing irritation and inflammation at the site. It inflicts a Burns 1 per rank.

Necrotic

Your poison causes rapid cell death, and aside from generally taking longer to fully heal, it inflicts a Immobilization 1 per Rank.

Neurotoxin

Your poison causes a temporary overload of the nerves, which stops proper brain function for a few moments. Can be deadly in the midst of combat, where every second counts. It inflicts Stun 2 per rank. You can only spend up to RES/40 points in this effect.

Paralytic

Your poison debilitates the victim's muscles, slowing their ability to react. This inflicts Paralysis 1 per rank. You can only spend up to RES/40 points in this effect.

Virulent

Your poison is especially toxic to others, increasing its Severity by 1 per Rank.

Mithridatism

Constant exposure to the Sabechi's own venom eventually has their bodies produce antibodies to a variety of poisons, building up an immunity to even the nastiest kinds of venom.

Base Cost: 4

Scale: 0

Limit: RES/30

Effects: For every Rank, you reduce the Severity of any Poison you suffer from by 1. If you reduce the Poison's severity to 0 from this, you ignore all secondary effects of the Poison as well.

Predatory Protrusions

Every Sabechi has a way to deliver their poison naturally, without the aid of weapons—such is the nature of their bloodline. As their skill expands and chakra develops, it's not unheard of for a Sabechi to begin manifesting other mutations.

You choose one of the following mutations below at creation. For every 2000 XP you have, you can acquire an additional mutation.

Stinger

The most obvious of all the mutations and the signature feature of the clan, a Sabechi's stinger is far more potent than a scorpion's, even though they look about the same. It's much longer than it looks, able to extend over the Sabechi's shoulder or around their side to strike those in front of them.

Stinger [Piercing, Medium]

Stamina: 10

Damage: (STR/10)d8

Speed: 10

Effects: You have a flexible tail with a curved tip that counts as a Melee Weapon, it does not require hands to use and cannot be disarmed. You can take the Weapon Focus ability for it. You can attack with the Stinger in a Grapple and if you do so you gain a +3 acc to its use, and can make automatic called shots at no penalty.

If you deal damage with this weapon, you can inflict a dose of your poison, you do not need to declare this in advance, you can decide what poison to use once you know you have dealt damage, but you have to otherwise pay any normal costs for it.

Special note: This weapon has a -5 on any parries.

Quills

While not true 'needles', some Sabechi actually have the ability to straighten the hairs on their head, which tend to be much thicker than normal hair, enough so to inject trivial amounts of their poison. When used in groups, however, it can be quite deadly.

Quill [Piercing, Thrown]

Stamina: 5

Damage: 1d4

Range: 5+STR/5

Speed: 10

Special: Armor Piercing; see below.

Effects: Quills are a Ranged weapon. You can throw a single Quill, using the above stats, or throw multiple at once, in which case you treat it as a standard Multi Throw. If you use at least three Quills, you can deliver a dose of your poison with them. You must decide what poison to use and pay for it before making the attack. Quills cannot be used with any Ninjutsu that uses thrown weapons. You can take the Weapon Focus ability for them.

You can use your RES instead of your STR for your Damage Bonus with this weapon. And you can apply the effects of Combat Acupuncture and Surgical Precision abilities to them if you have them.

Saliva

Your saliva is poisonous in addition to your blood, which while it tends to hamper relationships in a lethal way, does give you another way in which to utilize your body's toxicity. Those that have it swear by its usefulness.

General Ninjutsu, E-Rank

Chakra: 12

Damage: (CHA/10)d6

Range: 10

Area: Special

Speed: 8

Tags: Energy, Projectile

Effects: You can apply a dose of your poison with this attack, by spitting on them a caustic solution that eats away at the target. This follows all rules for normal Ninjutsu. By paying for two doses instead of one, you can make this attack Area 5, this must be declared before using the attack and adds the AoE Tag to the attack.

Oily Skin

Frequently mistaken for sweat by their enemies in battle, Sabechi with this mutation tend to enjoy trading blows with their opponents, crippling them as the fight goes on.

Stamina: 5

Upkeep: 2

Speed: 10

Effects: When you activate this mutation, you specify the potency of your poison, and suffer the normal Vit/HP damage for its use. Thereafter, you deliver a dose of your poison to anyone who strikes you with an unarmed attack, requiring the normal Resistance roll to prevent.

Additionally, your unarmed attacks will apply (this is not optional) a dose of your poison to any target that you inflict any damage to and is not currently suffering from your poison.

A new dose of poison is automatically applied to your skin (and therefore, deducted from your Vit/HP) every time you poison someone. This can knock you unconscious, but will not reduce your HP below 0 (and will shut off, if the cost can't be paid). As a Speed 6 action while you maintain the upkeep, you can change the potency of your poison.