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Rules

- Stats: See below
- For skill checks roll Nd100, where N is the number of points in your skill. The GM may give you some additional dice as a modifier. The GM will roll for the opposition. The number of dice is determined by the combination of how challenging the task is and the skill of the opponent, if the check is opposed: Od100, where O is the opponent's skill plus the difficulty of the task.
The final result is the difference between results of player and opposition dice divided by the total number of dice thrown: $(Nd100 - Od100) / ((N + O)^{0.65})$ ← Note that 0.65 is an exponent and applies only to the denominator.
- If the character doesn't have the skill, he cannot attempt to do something. In this case players may spend XP on the spot to attempt to pass the challenge at skill level of 1. If they pass the challenge, they keep 1 skill point. If they fail, the XP is wasted and no skill is acquired.
- For physical tasks or Intimidation, you can spend 5 points of chakra to buy an extra die. Chakra is finite and if it hits 0 you pass out. Some techniques may allow you to put additional chakra into them for larger effects; The maximum amount of additional chakra you can put in a technique may vary, but by default equals the skill level divided by three (round up). The maximum amount of chakra you may put into a skill is equal to skill level divided by four (round up).
- Chakra refreshes between scenes or when the GM says so. The rate at which it's recovered is determined by the regeneration attribute. Resting (sleeping for at least 8 hours or an equivalent) will restore 10 points of chakra for every point in the Regeneration attribute. The rate of recovery is halved when the character is not resting. Chakra doesn't regenerate during strenuous activity.

- At 1 Chakra, a ninja is tired and only as strong/fast as a baseline human. At 0, they pass out. At -1 to -10, they have also have a chance of death. Starting at 30% chance of death at -1 and increasing linearly to 100% chance at -10.
- You will be given XP. Buying a skill up costs {new level} points. Buying an *attribute* up costs 2x{new level} points. Therefore, Buying Strength from 3 to 4 costs 8 points and buying Taijutsu from 3 to 4 costs 4.
- You must buy skills and stats up one level at a time.

Combat

1 on 1 Combat

Depending on the importance of the conflict, the GM may either give the players detailed combat turns, or roll the dice both for the player character and for the opposition himself.

Fighting while hinged has some problems: if you hit something or are hit, your henge will dispel. Furthermore, you lose $\frac{1}{4}$ of your Taijutsu dice if you fight while hinged into a form notably different from your own -- i.e., a child henging into an adult suddenly has longer limbs and a different center of gravity.

See the section on Elemental Clones below.

Mass Combat

We're signing off on @fictionfan's suggestion about multiple-person combat. There are a couple of tweaks and we're using a different mechanic for clones. Aside from that it's pretty much what fictionfan came up with.

If there are multiple people fighting on your side, then:

- Each person with at least $\frac{1}{3}$ the dice of the highest opponent adds 1 dice **to the highest roll** of their side.
- Each person with at least $\frac{1}{2}$ the dice of the highest opponent adds 1 dice **to all the rolls** of their side, including their own.
- Each person with at least $\frac{2}{3}$ the dice of the highest opponent adds 3 dice **to all the rolls** of their side, including their own.
- Each person with the same or more dice of the highest opponent adds 5 dice **to all the rolls** of their side, including their own.

Once the adjusted numbers of dice have been set, we roll everything and the highest roll wins. At GM's discretion people on the winning side might still be hurt and/or killed.

You cannot get more than a 50% (round down) bonus from this.

This applies to 1 vs Many fights and also to Many vs Many.

Bonuses

Chakra boost, Roki, etc are on top of this. If it matters, distraction dice are not included when checking someone's skill level. (e.g. the boost from Roki and the max amount of chakra boost would be calculated from Hazou's actual score of 12 [or whatever it is by the time you read this].)

Clones

Clone work a bit differently in mass combat.

One usage of FOO Clone (Water / Bug / Rock...) gets you multiple clones. Specifically, you get floor(level / 3) clones for each usage. In combat, each clone represents 1 die of Taijutsu bonus to someone; you can assign the clones to help anyone you want, but no more than level / 3 clones can be assigned to one person because mumble mumble dumb clones get in each other's way mumble. When Noburi has a Water Clone skill of 11, he could create 3 clones and do any of the following:

Noburi +3 Taijutsu

Hazou +3 Taijutsu

Noburi +1 Taijutsu; Hazou +2 Taijutsu

Noburi +1 Taijutsu; Hazou +1 Taijutsu ; Akane +1 Taijutsu

NOT ALLOWED: ...anyone... +4 Taijutsu; ...anything else...

NOT ALLOWED: ...anyone...: +1 Weapons ; ...anything else....

NOTE: THESE RULES ARE EXPERIMENTAL AND MAY BE MODIFIED LATER.

Examples:

Al (Weapons 4) and Bob (Taijutsu 4) are fighting Emma, who has Taijutsu 8.

Al and Bob both have 1/2 the dice that Emma has, so each one of them contributes 1 die to everyone on their side. The adjusted scores are:

Emma: 8

Al: 6

Bob: 6

Everyone rolls their dice; if either Al or Bob beats Emma's roll, then Al and Bob win. Otherwise, Emma wins. Either way, one or more of Al and Bob may be injured or killed at GM's discretion.

Another example:

Akane (9), Hazou (12), Charlie (5), Dan (6) vs Mildred (17) and Tom (14):

- Akane has $\frac{1}{2}$ of Mildred's total, so she adds 1 die to A,H,C,D
- Hazou has $\frac{2}{3}$ of Mildred's total, so he adds 2 dice to A,H,C,D
- Charlie has less than $\frac{1}{3}$ of Mildred's total, so he contributes nothing. With a skill of 5, he cannot receive more than 2 dice (50%) bonus.
- Dan has $\frac{1}{3}$ of Mildred's total, so he contributes 1 die to the highest-ranked member of his team (in this case Hazou).

Summary: Everyone would get 3 dice except Hazou, who gets 4. However, 3 dice is more than 50% of Charlie's skill, so he only gets 2 dice.

Mildred has the-same-or-more dice than the highest opponent (Hazou), so she contributes 3 dice to herself and Tom.

Tom has the-same-or-more dice than the highest opponent (Hazou), so he contributes 3 dice to himself and Mildred.

Mildred: 23

Tom: 20

Hazou: 16

Akane: 12

Charlie: 7

Dan: 9

Mass Combat Example: Chapter 63

One more example, based on the situation at the end of [chapter 63](#): Joutarou (enemy jonin) is about to come into the room where Mari, Hazou, Noburi, Keiko, and Akane are waiting. Players were guesstimating how many dice would be rolled in this situation, and were assuming that Joutarou had 25 dice in his combat stat. **Assuming that this is correct, which it might not be**, there are the following situations:

Scenario: Mari 25, Joutarou 25, No Clones

Assumptions: Mari has the same # of dice as Joutarou, and no one makes any clones, because there isn't enough room for them.

- Mari has the same total as Joutarou, so she contributes 3 dice to everyone on her side.
- Keiko contributes 2 dice because she has $\geq \frac{2}{3}$ of Joutarou's skill ($25 * \frac{2}{3}$, round up is 17, she has 18).
- Everyone else has $\geq \frac{1}{2}$ of Joutarou's total, so they contribute 1 die each.

Person	Base	Chakra Boost	Mass Combat	Roki	Total
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Joutarou	25	7	-		32
Mari	25 (Taij)	7	+3 (herself) +2 (Keiko) +1 (Hazou) +1 (Akane) +1 (Noburi) = +8		40
Keiko	18 (Wep)	5	+3+2+1+1+1 = +8		31
Hazou	15 (Taij)	4	+3+2+1+1+1 = +8	6 (½ of Tai round down, capped by Roki 6)	33 (assuming he wins the Deception roll and therefore gets the Roki boost)
Akane	15 (Taij)	4	+3+2+1+1+1 = +8		27
Noburi	15 (WW)	5	+3+2+1+1+1 = +8		28

Summary: Joutarou gets crushed.

Explosives + Traps

The attack roll for explosives depends on the delivery method: Weapons for thrown explosives, Taijutsu for use in melee (if you can pull it off), and Mechanical Aptitude + 1/4 Stealth for fixed traps.

The defence roll is Tactical Movement for the melee/ranged, and Awareness + 1/5 Tactical Movement for fixed traps. (See below under [Substitution/Kawarimi](#) for how that interacts with these rules.)

Explosives ignore the multiple combatant rules: they target everyone in the blast area, both friend and foe, and no one gets bonus distraction dice against them.

NOTE: THESE RULES ARE EXPERIMENTAL AND MAY BE MODIFIED LATER.

Attributes

Main attributes:

	Power	Finesse	Resilience
Mental	Intelligence	Wits	Resolve

Physical	Strength	Dexterity	Stamina
Social	Presence	Manipulation	Composure
Chakra	Capacity	Control	Regeneration

Chakra attributes:

- Fire
- Wind
- Lightning
- Earth
- Water

Chakra attributes represent how close the character is to achieving proficiency in the corresponding chakra nature transformation. Once the character has 10 points in an affinity, they have completed their training and can freely use the elemental techniques.

In addition, each character has one chakra *affinity*. For the purposes of character generation, an affinity gives character 10 points in corresponding element for free, representing the fact that they have already achieved proficiency with it.

Special rules:

- If Capacity and Regeneration have different values, then the cost of buying a point in an attribute with a lower score is halved.
For example, a character with 5 Capacity and 5 Regeneration could buy 6 Capacity for 12 points as per usual. After buying it, they would have 6 Capacity and 5 Regeneration. Buying their next point of Regeneration would then cost just 6 points, instead of 12.

Skills

Each skill has one or more corresponding attributes. These attributes determine the maximum level to which the character can raise the skill. The skill cannot be raised higher than the corresponding attribute times a number. If the skill has several requirements, all of them must be satisfied. (Example: character with 5 Presence and 2 Composure cannot raise the intimidation skill higher than 10 (15 from Presence and 10 from Composure)).

Techniques that use chakra cannot be used if the character doesn't have the required number of chakra points. The maximum amount of chakra the character can have is determined by the Capacity attribute.

Skill	Max level (For multiple requirements, lowest one applies.)	Minimum chakra cost
Taijutsu (no special style)	Dexterity * 3, Strength * 4, Stamina * 4	
Weapons (kunai and shuriken)	Dexterity * 3, Stamina * 5	
Deception	Presence * 3, Manipulation * 2, Composure * 3	
Diplomacy	Presence * 2, Manipulation * 3, Composure * 3	
Deal Making	Manipulation * 3, Composure * 3 [Specialization of Diplomacy, see rules below.]	
Sealcraft	Intelligence * 1, Wits * 3	
Technique Modification/Development	Intelligence * 1, Wits * 3	
Awareness	Wits * 3, Stamina * 5, Resolve * 5	
Tactical Movement	Dexterity * 3, Wits * 5	
Stealth	Dexterity * 3, Wits * 5	
Working with traps, locks, etc.	Dexterity * 4, Wits * 4	
Medical Knowledge (poisons, antidotes, medicines, anatomy)	Intelligence * 3	
Medical Ninjutsu	Control * 1, Wits * 3, Resolve * 2	
Wall-climbing, Chakra Adhesion	Control * 5	
Water-walking	Control * 4	
Hunting	Intelligence * 5	
Techniques		

Dispelling	Control * 4, Capacity * 4	1
Summoning (requires contract)	Intelligence * 1 (3 for Keiko), Control * 2, Resolve * 3	45
Transformation	Control * 6	10
Clone	Control * 4	5 per clone
Substitution	Control * 5	10
Genjutsu	(Int - 3) * 2, (Wits - 2) * 2, (Control - 2) * 2, (Manipulation - 1) * 2	5
<i>Taijutsu Styles</i>		
Roki	Presence * 2, Manipulation * 3, Wits * 3	
Youthful Fist of the Mythological Beast That is Really Strong and Tough		

Rules for the 'Deal Making' specialization of Diplomacy:

'Deal Making' is a sub-skill of Diplomacy. The attributes are 3 * Manipulation + 3 * Composure. (This is a subset of the requirements for Diplomacy.) It only covers negotiating mutually agreeable exchanges between willing parties under calm conditions, and can only be used once everyone has already agreed to negotiate. If skill checks are necessary then you would use Diplomacy to convince someone to negotiate, then use Deal Making for the actual negotiation.

When you're in a situation that allows the use of Deal Making you may add ($\frac{1}{2}$ * Deal Making) to your Diplomacy rating for purposes of the deal. Deal Making starts at 0. If you have Diplomacy 10 and Deal Making 8 then you have 14 dice when negotiating with someone who wants to work with you and it's possible to find an arrangement that makes everyone happy.

Example: If you're at 10 Diplomacy and want to go to 14 it would cost you 50 points (not counting attributes). Getting Deal Making from 1 to 8 to end up with the same total would cost 36; it's a significant savings but not enormously so. Alternatively, Diplomacy 20 costs 210 XP whereas Diplomacy 15 + Deal-Making 10 costs (120 + 55 =) 175.

Diplomacy is a superset of Deal Making in that it can be used in the seconds leading up to a fight, can be used to make agreements that are not happy-making for all parties, and can be used to convince people of things that are true but not known/believed by that person. All

that Deal Making can do is let you haggle effectively when the other person is willing to haggle, things are calm, and you can find a win/win solution. It would not have been useful back in 'Epic Diplomacy', for example.

Taijutsu Style: Roki

Attributes: 2*Presence, 3*Manipulation, 3*Wits

Through training with his Jonin-sensei, Hazou has learned that not every battle can be won with brute force. Some battles must be won by trickery, deceit...all of which defines *ninja*. By integrating his own style of deception with his bloodline-enhanced Taijutsu, Hazou has learned how to fake openings and deliver a crushing counterattack to enemies who fall for his bait.

When rolling Taijutsu, first roll Hazou(Deception + Roki) die against Enemy(Deception). If successful, add 50% of Deception skill, rounded down, to Taijutsu roll. Bonus may not exceed Taijutsu **or Roki** score.

Youthful Fist of the Mythological Beast That is Really Strong and Tough

If Akane hits in combat (i.e. if her Taijutsu beats the opponent's combat skill) then she gets to roll Strength d100 (capped at skill level) and add 1/2 of the result to her taijutsu roll before determining success level.

If Akane is hit in combat (i.e. if her opponent's combat skill beats her Taijutsu) then she gets to roll Stamina d100 (capped at skill level) and subtract 1/2 of the result from her opponent's roll before determining success level. If she reduces it to 0 she takes no damage, although her henge and/or protective pangolin jutsu will still be disrupted if they were running.

In both cases, the number of dice she rolls is capped by her YFotMBTiRSaT level.

Character Creation

1. You start with 72 points to spend on main attributes, chakra affinities, chakra attributes, and bloodlines. That's 72 points to divide between the four categories, not 72 points each.
2. Investing in any category is optional -- if you don't want to buy extra affinities or bloodlines, you don't have to.
3. You start with 15 points to spend on skills.
4. You do not have to spend all your starting points at character creation.
5. You will only be able to spend points at GM-specified times, when there is downtime for training.

Main attributes

- You start with 1 point in each of the 12 main attributes. (Intelligence, Wits, etc)
- It costs $2 * \{\text{new level}\}$ points to buy a point. So buying level 2 costs 4 points, level 3 costs 6 points (for a total of 10) and so on.

No starting main attribute may be higher than 4.

Chakra affinities, chakra attributes

- Choose a primary affinity (Fire, Water, Earth, Air, Lightning).
- The character gets 10 points in chakra attribute for which they have an affinity for free.
- Buying up a chakra attribute for which you do *NOT* have an affinity costs $(3 * \{\text{new level}\})$. Therefore, if you do NOT have the Fire affinity, it costs 15 points to buy your Fire attribute from 4 to 5.
- You may have a moderately useful Bloodline Limit for 30 points (GM veto applies). Bear in mind that a ninja with a valuable bloodline would not have been allowed on a suicide mission.
- Chakra affinities and bloodlines can only be bought at character creation.

Skills

You start with 15 points to spend on skills. Remember that it costs 1 point to buy the first point, then 2 points (total of three) to buy the second point, and so on.

No starting skill may be higher than 4.

You get the following as freebies:

- Taijutsu: 2
- Weapons: 2
- Stealth: 2
- Awareness: 2
- Transformation Technique: 1
- Clone Technique: 1
- Substitution Technique: 1

Make up whatever you like for additional skills. GM can, as always, veto them, so don't go crazy.

Elemental Cost Reduction

Once the first elemental technique reaches 10 that character gets a bonus giving them half XP costs on further leveling of techniques of that element whose level is less than the level of their highest level elemental technique. For example if they have water whip at 13 and water clone at 11, it would only cost 6 to raise water clone to 12.

Techniques, general rules

Sealless Techniques

Sealless techniques are extremely rare. The Substitution Technique is one. Zephyr's Reach is another because it was explicitly designed with escaping imprisonment in mind (and because we don't want to penalise you for the 8 levels of XP you've already spent). Any others you find are likely going to be on the level of individual jōnin's signature techniques in terms of rarity and how easy they are to obtain for yourselves.

Elemental Clones in General

(e.g. Water Clone, Earth Clone): At creation they have every physical and jutsu skill you have, but at reduced level. Specifically, their skills are at the lower of: 1/3 your water clone skill or 1/3 of the skill itself. Round down. By example, if Nobby has:

- Water Clone 3, Taijutsu 3 then his clones have taijutsu of 1.
- Water Clone 5, Taijutsu 3 then his clones have taijutsu of 1.
- Water Clone 6, Taijutsu 12 then his clones have taijutsu of 2.

See the relevant section for how clones work in [mass combat](#).

The clones can follow conditional commands which are implanted during their creation. You can also mentally assign each of them a unique id at creation time, allowing you to have plans like "Clone #1 go left, clone #2 go right".

At a basic level, clones have a range of ~150m and a maximum of 10 minutes duration, less in the middle of frantic combat.

List of Techniques

Basic Technique: Clone

Details pending

Basic Technique: Dispel

Details pending

Basic Technique: Henge, or Transform

- *Requirements pending*
- You can henge into anything you want.
- You need higher levels to change mass -- same levels of mass scaling as kawarimi (5% per level in the technique, capped at 99.8%)
- At level 15 you can turn into living things but you can only stagger a bit. At 18 you get mostly-fluid movement. At 20 you move like a real animal and can fly. (If the form can fly, obviously. You can't fly in cat form.)
- When in object form you cannot do self-directed movement. i.e., you can't turn into a kunai and throw yourself.
- You have the senses of your new form, or hearing + touch if it has no sense organs
- At levels 1-19 you are limited to min(your sense, the sense of your henged form). You can become a bloodhound, but your nose is no better than a human's. You can become a blind kunai and throw yourself.
- You have the senses of your new form, or hearing + touch if it has no sense organs
- mole rat and you won't be able to see. You won't get a bat's echolocation. etc
- The new form is as tough as the henge. A steel cannonball is as strong as your henge, not as strong as steel.
- Material leaving your body dissolves into chakra. This includes venom, blood, etc.
- Henging to or from a form when you're in a space where there isn't enough room will kill you.
- Henging into a non-solid (liquid, gas, etc) will kill you.
- You need a human chakra system to do techniques. Animals and object can't do techniques.

Elemental Mastery

Requirements: Resolve x 3, Control x 3

Area: 3 m radius + 1 m/level

Cost: 3 chakra/5 °C

Duration: Concentration (hand seals maintained) + 10 min/level. Afterwards, the temperature gradually drifts back to normal.

Effect: The user can raise or lower ambient temperature of a fixed area by 5 °C/level over a few seconds. The insides of objects and creatures are not affected directly.

Doton: Earth Clone

Largely similar to water clone, slightly tougher and a bit slower

Control * 3 Intelligence * 5

Cost 20 per clone.

Doton: Multiple Earth Style Wall

Range 13m per level.

Chakra cost 6 per 2.85 cubic metres. Walls must be at least 30cm x 90cm in cross-section.

You can spread that 2.85 cubic metres (or about 100 cubic feet) over as many separate walls as you like, so long as they're at least 30cm thick and 90cm wide.

Control * 5 Strength *3 (Because it's similar to the way chakra flow for enhancing muscles works)

As per [this post](#): The walls have to be rectangular prisms. You can make "earth spikes" out of them, but those spikes need to be 30cm x 90cm in cross section, so they're pretty blunt. Walls have to come from the ground or from an existing wall. If they come from a wall they must be parallel to the direction of the source wall.

Substitution (Kawarimi)

Switch places with another object.

Scooterboo's kawarimi muchkinery questions:

1. Can we kawarimi with an object we don't have line-of-sight with?
2. Can we kawarimi and then kawarimi again very quickly? How quickly? Middle of combat quickly?
3. What is our kawarimi range?
4. Can we kawarimi with an object we haven't seen before or are not familiar with?
5. What are the upper and lower limits on weight and volume that we can kawarimi with?
6. Can we kawarimi with air, water, sand, or water clones? What about earth clones?
7. Does kawarimi trade the momentum of the two objects switched?

Answers:

- 1) No.
- 2) Yes. At current level, about 2s. Yes.
- 3) 10m per level?
- 4) Yes, if you can see it.
- 5) Must be within 10% of your mass. Difference increases 5% per level to a max of 99.8% (so a 100kg person could switch with a 200g kunai)
- 6) No, no, no, yes, yes.
- 7) Yes.

When you switch, "your mass" is defined to be all the mass that will need to move in order for you to move, and you need to theoretically be able to move with it. So, if you're chained to a wall you can't switch. If you're carrying a sandbag, or wearing leg irons, then the sandbag / leg irons go with you. If you're chained to a big enough lead block you can't switch, but if the block is small enough that you could walk while dragging it then you *can* switch.

Time to use: fast enough that you can do it in the middle of combat. Mechanically, allows for rolling against Taijutsu/Weapons to evade an attack that's about to connect.

Time between use: There's a cooldown after use that starts at 2s at level 1 and goes down by 0.1s per level to a minimum of 0.1s. These numbers are somewhat subjective and intended only to give a sense of things. GMs aren't actually going to track combat at a 100ms level.

At level 8 you don't need handseals, which means you can use it while holding a weapon etc.

Disadvantages: if you're in a clear area (e.g. the hill with the training circle from the last update) or your line of sight is being interfered with (e.g. smoke bombs or MEW), and you're relying on Replacement, you're stuffed.

Advantages: when you swap, you make a Tac Mov roll using Substitution + $\frac{1}{2}$ Tac Mov as your dice. This models the idea that you can move and swap together. (Note that getting out of the blast radius of an explosion is based on Tac Mov.)

Fuuton: Zephyr's Reach

Seal-less at 8, given it's a less combat focused technique.

Range 20m + 3/level.

Chakra cost 6.

Wits * 3 Control * 2

Creates an invisible construct that can freely travel within line of sight. It has extremely low carrying capacity and is fragile, but is capable of fine manipulation and strong enough to carry ninja wire (which is itself almost invisible). Higher levels increase distance, carrying strength and the proportion of the user's skill that can be channelled through it when performing complex actions.

Suiton: Syrup Trap

Reminder: Successes are broken down into 3 levels based off the formula:

$$(\text{your roll} - \text{their roll}) / (\text{your dice} + \text{their dice})^{0.65}$$

(Note that 0.65 is an exponent, not a multiplier, and it only applies to the denominator.)

0-19: level A (minimal success)

20-49: level B (solid success)

50+: level C (total domination)

[Chakra cost: 20](#)

Control x 3, Stamina x 3

Range: 5 + Control meters

AoE: Control meters

When someone is trying to TacMov against you (e.g. they want to escape, you want to catch them), Syrup Trap can give them a penalty to their TacMov so that you're more likely to win.

Note that a person cannot use kawarimi (Substitution) to dodge or escape from the Syrup Trap.

There's two steps to this:

1. Resolve the Syrup Trap contest.
2. Resolve the TacMov contest that you actually care about.

To resolve the Syrup Trap:

ST user rolls (TacMov + Syrup Trap level)

Target rolls (TacMov)

If the target wins the roll then they dodged the syrup and take no penalty. If they lose, however much they lose by is subtracted from their subsequent TacMov roll.

Example:

Noburi (15 TacMov + 8 ST) vs Joe the Jonin (20 TacMov). Joe is a ranged type and wants to move away. Noburi wants to close in.

First, do the Syrup contest.

Noburi rolls (15 + 8 =) 23 dice and gets a 1150

Joe rolls 20 dice and gets a 1000. He's caught! He will take a 150 point penalty in the actual contest.

Okay, time to actually do TacMov to see who gets to control the range:

Noburi (15 dice): 750

Joe (20 dice - 150 pt penalty): 1000 reduced to 850

Joe wins. Ordinarily he would have won by 250 which is a $(1000-750) / (15 + 20)^{0.65} = 24$ pt victory (level B, solid success) and would have meant that he was well out of reach. In this case he wins by 100, which is $(100 / 35^{0.65} =) 10$ pt victory = level A, barely succeeded. He stays just out of Noburi's reach but is scrambling to stay there.

Note: These rules are experimental and subject to change if we discover that they are horribly broken.

Genjutsu

Genjutsu techniques are categorised as either Dream or Illusion types. They both have significant prep-time as the shinobi mentally crafts the illusion. Dream makes them think they're in a different forest, (or building, or planet, sky's the limit) leading them to take actions as if they are in that forest and stand around like a lemon in real life. Illusion types change

something about their perception of the environment they're already in, like making them see an attacker, or an attack, or a cliff where one isn't. So they end up attacking an illusion, or dodging air, or jumping a meter too low and smashing into a cliff instead of landing on top.

Dream takes longer to create, because you have to craft the whole thing. Illusion is shorter to create, but still significant, because you only have to change some things. Dream requires significant skill and experience, low A-rank level stuff.

All genjutsu also require channelling for as long as they are in effect, so you have to stand still and concentrate while you mentally construct the thing that your opponent is seeing.

Certain masters are rumoured to have overcome these limitations, but you've never seen such for yourself.

- Being able to effectively invade another person's brain requires a thorough grounding in genjutsu theory, advanced visualisation, neuropsychology, and a number of other disciplines with names Inoue-sensei may or may not be making up on the spot. As such, its requirements are (Int - 3) x 2, (Wits - 2) x 2, (Control - 2) x 2 and (Manipulation -1) x 2.

- Normal genjutsu cannot construct a detailed VR environment of the user's choosing. Genjutsu is a combination of instructions from the user and construction by the target, complete with assumptions, biases and conceptual limitations from the latter's brain.

- You need to be able to see the target's eyes (as the standard target for brain-altering genjutsu input). However, you do not need actual eye contact.

- You can willingly fail to resist a genjutsu. However, since doing so is a split-second reaction rather than a slow, calculated one, over time you will essentially be training yourself to submit to genjutsu in general. This is a habit you probably do not want to form.

- Rumours and drunken veterans' tales suggest that there may be more advanced versions available that break some or all of these rules, but you know nothing of them and Inoue isn't telling.

List of Genjutsu

Here's some genjutsu you can learn: Mari knows lots. They all cost 3 xp unless explicitly stated otherwise.

Betrayal of the Tools

Illusion type. Objects the target is holding appear to become both animate and hostile. Roll (Genjutsu Skill * 0.8), rounded up for dice. Learnable at Genjutsu lvl 2.

Paranoia

Illusion type. Sinister laughter coming from nowhere gradually rises in volume. As it continues, familiar voices whisper threats as if standing right behind you, leading to increasing fear and disorientation. Sound is easier than sight: roll (Genjutsu Skill * 1), rounded up for dice. Learnable at Genjutsu lvl 2.

Silence of the Lambs

Illusion type. Allows you to affect the auditory abilities of a target to make them completely deaf. Sound is easier than sight, roll (Genjutsu Skill * 0.9), rounded up for dice. Learnable at Genjutsu lvl 3.

Poison on the Wind

Illusion type. Control your target's sense of smell to make them smell a popular brand of poison gas. Roll (Genjutsu Skill * 1), rounded up for dice. Learnable at Genjutsu lvl 3.

The Fantastic Amazing Wonderful Packing Crate

Illusion type. Allows you to affect the visual abilities of a target to make them see a single object of whatever form you like. Objects may appear no larger than what a door appears to be from 1.5 metres away. Complexity of illusion is low, roll (Genjutsu Skill * 0.85), rounded up for dice. Learnable at Genjutsu lvl 5.

Burning Agony of the Urethral Papercut

Illusion type. Hijacks your targets senses to cause horrible pain to a limited area. Limited to the greatest level of pain you have ever experienced. High chance of success, but many ninja can fight on through the pain even if you succeed; roll (Genjutsu Skill * 1.2), rounded up for dice. No guarantee that a success will have an effect. Learnable at Genjutsu lvl 7.

Dream of the Endless

Dream type. Control all five senses to make your foe believe they are moving through an endless forest, desert, plain, grassland, ect while they stand around and drool in real life. Works best when matched to the terrain they started in. Attentive enemies may notice that because it is pulling from their memory to craft the terrain, they recognise certain trees, stones ect. Roll (Genjutsu Skill * 1), rounded up for dice. Learnable at Genjutsu lvl 10.

Heaven Viewing Technique

Dream type. Control all five senses to make your target live out their deepest fantasies. Far less effective if used once combat has already begun. Roll (Genjutsu Skill * 1.1), rounded up for dice. Learnable at Genjutsu lvl 12.

Hell Viewing Technique

Dream type. Control all five senses to plunge your target into their greatest fears, often accompanied with searing agony. Highly applicable to mid-combat. Roll (Genjutsu Skill * 1.2), rounded up for dice. Learnable at Genjutsu lvl 15.

Auditory Control

Illusion Creation type. Allows you spend 3 xp to craft and learn a auditory illusion. The bread and butter of the illusionist, has endless possible variations. You need to specify at least vaguely what the illusion does, though details can be customised on the fly. Learnable at Genjutsu lvl 8. Dice ratios will be decided upon creation.

Visual Basic

Illusion Creation type. Allows you spend 3 xp to craft and learn a visual illusion. The bread and butter of the illusionist, has endless possible variations. You need to specify at least vaguely what the illusion does, though details can be customised on the fly. For example you might create an illusion of a horde of animals attacking someone, but the exact animals in question and what weapons they have are up in the air. Learnable at Genjutsu lvl 9. Dice ratios will be decided upon creation.

Audiovisual Creation

Illusion Creation type. Same as above, but for both sight and sound at the same time. Learnable at Genjutsu lvl 11. Dice ratios will be decided upon creation.

Sensory Hijack

Illusion Creation type. Same as above, but works for all five senses to show your target whatever you like. Make them walk off a cliff, lure them into dangerous wildlife, make your friends invisible to their senses then stab them in the face! The possibilities are endless! Learnable at Genjutsu lvl 15.

Sweet Nocturne, the Sublime Art of Creation

Dream Creation type. Allows the crafting of dream type illusions that affect all 5 senses. Learnable at Genjutsu lvl 20

Summoning Technique

The Summoning Technique demands Intelligence (x1), Resolve (x3) and Control (x2). The Mori clan may use the 'Monomaniacal' part of their bloodline to turn that into Intelligence x3.

A summoner may summon individual beings with whom they have a summon pact. In order to form a summon pact, the summoner must negotiate with the prospective summon. If the prospective summon is willing, they will present their conditions,

which typically require the regular provision of certain goods and/or services. If the summoner agrees, a summon pact is created.

The summoner may have a number of pacts equal to their Summoning Technique level. They may end old pacts in order to create new ones.

Each summon has a level proportional to their amount of XP. A summoner may only summon beings with a level equal to or lower than their Summoning Technique level. The chakra cost for doing so is equal to the summon's level x10.

A given use of Summoning summons one pangolin at a time. You cannot call another pangolin until the current one returns to the Summon Realm. The summon will obey reasonable orders, and remain summoned for approximately six hours. If the summon takes moderate damage or higher, it will disappear from the human world. This process is traumatic, and a summon will not be willing to respond to another use of the Summoning Technique until it has recovered. Summons do not gain XP.

On rare occasions, a summon will be unavailable due to events in the Summon Realm. Under these circumstances, the contract stipulates that it will make a good-faith effort to find an appropriate replacement. If it is unable to do so quickly, the summoning will fail.

If a summon has a grievance against the summoner, it may also choose to refuse the summoning. If the grievance is not addressed to its satisfaction, and it refuses three consecutive summonings, the pact with it is broken.

When a summon is present, the summoner may request to be reverse-summoned into the Summon Realm, and to be sent back when their business there is complete. There is no limit on how long a summoner may stay in the Summon Realm, though the provision of food and shelter is not part of the summon contract, and must be negotiated separately. When the summoner is sent back, they will return to the place from which they were originally reverse-summoned.