

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 tipical 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 chose 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 sferre with a radius of 1 yard. Requires a medium quantity of sand. The ninja can't perceive the surrounding. The sferre 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 shooted 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+Migh): 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.

NOTE: The book regards the Land of Exalted Flames isn't out, so the story and background of this clan isn't true for the background game purpose; it's just a personal invention based on the official storyline.

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