

Bloodline Limit

At 3rd level you discover if you have a “bloodline limit”. Roll a d20 (DC 17) to gain a bloodline limit. (Your DM can also just give you one or none at all). If you have a bloodline limit roll a d10. On a 1-10 you gain an extra affinity all bonuses included as well as the ability to combine those two into a new nature type (table below). Switch wind with whatever nature type you choose as nature affinity.

d10		Combined Natures	Nature	Effect
1-2	Earth	Earth Fire	Lava	Molten Rock
3-4	Fire	Earth Lightning	Magnet	Control metals
5-6	Lightning	Earth Water	Wood	Create and control wood
7-8	Water	Earth Wind	Sand	Create and control sand
9	Byakugan	Fire Lightning	Explosion	Create explosions
10	Sharingan	Fire Water	Boil	Create acidic mist
		Fire Wind	Scorch	Really hot flames
		Lightning Water	Storm	Guiding lightning bolts
		Lightning Wind	Quick	Enhance speed
		Water Wind	Ice	Create and control ice

Sharingan

When you gain this feat you can activate your sharingan as a bonus action. While active you have dark vision and true sight (30ft)(if you already have dark vision the range is extended by 30ft) and when someone casts a spell you copy it being able to cast that spell for the next hour costing the spell level *2 chakra. You can spend 3 chakra to concentrate and search for arcane-magics within 15ft of you.

Mangekyō Sharingan

At 9th level you awaken the mangekyō sharingan giving you a special power of your choice (discuss details with your DM).

Byakugan

When you gain this feat you can activate your byakugan as a bonus action. While active you have blindsight 60ft and 360 degree vision and you are able to see if someone is a spell caster or not. You can spend 2 chakra to place your vision up to 1mile in any direction and 1 to move it up to 100ft but needs to stay within your 1 mile radius. You can spend 3 chakra to concentrate and search for arcane magics within 30ft of you.

Gentle fist

At 9th your taijutsu excels over other shinobi using your byakugan. You use your reaction to spend 3 chakra and deflect a projectile coming through a 5ft radius around you. When making an unarmed strike u can spend 2 chakra to hit a special organ dealing an extra 1d4 damage and making the target unable to cast spells until the end of your turn.