**Parasitic Destruction Insect**

*Hiden (Insect)*

**Jutsu Information**

The main species of insect used by members of the Aburame clan. They resemble small, flight-capable beetles. Kikaichu have the ability to feast on a living targets chakra and grant several other benefits such as the ability to remove poison from the user’s body. Kikaichu are at their most useful when employed for tracking or other intelligence gathering.

**[Damage: N/A] Defense: D] [Chakra/Stamina Cost: D Swarms] [Speed: User’s control -2 steps] [Turn Duration: N/A]**

Creates a swarm that takes up 1 tile. Releasing a swarm from the body counts as a technique for the turn. Each swarm will drain a target for D chakra per turn until they are removed. Using a defensive action for a turn can only remove up to 2 swarms at a time, while using a technique will clear all swarms regardless of the amount. This character can release 2 swarms per turn and this increases by 1 for every *Symbiotic* over *Symbiotic I*. Techniques using Kikaichu will drain for the power of the technique -1 grade.

At *Symbiotic II* this character is able to use C swarms, making them 3x3 in size and draining C chakra instead. Each swarm drains an additional C chakra. If used on multiple targets it will cause a D swarm to infest each one, if used on a single target it will remain C. 3 D swarms can create a C swarm. Combining swarms to create a larger swarm is a free-action. Throwing weapons and physical strikes have no effect against swarms. At *Symbiotic III,* this character can release 1 D swarm as a free action every turn.

*Techniques* require a certain number of swarms to be performed (D:1/C:3/B:5/A:7/S:9)  
Techniques tile movement is based on it’s speed (D:3/C:5/B:7/A:9/S:11)

These swarms permanently have both *Homing* and *Controlled* and cannot have their tile movement reduced.

(Aburame Clan)

**Insect Clone Technique**

*C-rank (Insect Technique)*

**Jutsu Information**

An Aburame uses thousands of their insects gathered together until they’ve taken on the size and appearance of the Aburame, to be used either as a decoy or a diversion. The insect clone can be created anywhere that the insects are positioned or sent to, making it more useful for certain tasks. When the clone is struck, it disperses back into a swarm of insects. They can take a form solid enough to attack and damage targets.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: C swarms] [Speed: Instant] [Turn Duration: 5]**

Clone has equal stats to its user and can use any CQC Technique the user knows, but any damage will cause it to disperse back into swarms. This clone can reform by paying the cost again after being attacked, but only the following turn and will go on a 5 turn cooldown if it is not reformed. This clone can freely move up to 15 tiles away from the user and any further will cause it to return to swarms. These clones are able to be used in techniques as long as they meet the swarm requirement. Being hit by a Ninjutsu will cause the clone to lose 1 swarm and disperse, it can still be reformed but has a -2 steps to its stats for each swarm that is destroyed until none remain. These clones cannot use the *Infectious* perk. Ninjutsu that encompasses the entire clone or have AOE will destroy all 3 swarms at once.

When attacked by none-chakra based attack, if this clone has the reactionary stat equal to the speed it will not lose any swarms. This clone can place swarms on targets if lands a strike but they lose 1 swarm each time this is performed. At *Symbiotic III* the user is able to create 2 clones, these clones have -2 of the characters stats starting instead and lose 2 for each swarm they lose.

**(Symbiotic I, C- Control)**

**Insect Jamming Technique**

*D-rank (Insect Techniques)*

**Jutsu Information**

The user has a large amount of their insects spread out over a wide area around themselves, having them emit a small amount of the chakra they usually feed on to confuse sensor-type shinobi. As the insects’ irregular distribution and grouping together result in the create of numerous chakra signals, it makes it more difficult to distinguish the user’s actual location.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: C Chakra ] [Speed: Instant] [Turn Duration: 5]**

Requires 3 Swarms active. This causes the swarms to disburse around the map, making it impossible for sensory types to sense properly at any Tier. T3 and above sensory have to root themselves and focus to ignore this technique. This is effective against all sensory type abilities except the bodily senses. This technique is passively used once activated and will last all 5 rounds even when other techniques are casted as long as 2 or more swarms remain present.

**(Symbiotic I, C- Control)**

**Insect Jar Technique**

*C-rank (Insect Techniques)*

**Jutsu Information**

A technique capable of protecting against attacks by using insects to fly in a dome shape at high speed. While proving defensive, a sufficient amount of explosive force can break through it.

**[Damage: N/A] Defense: User’s control +1 (Caps at C)] [Chakra/Stamina Cost: C; D sustain] [Speed: User’s control +1 (Caps at B)] [Turn Duration: Sustained]**

This technique can be used without swarms being active. Creates a 3x3 vortex around the user. This technique will push those hit by it 2 tiles away dealing no damage but this cannot be resisted with endurance or strength. At *Symbiotic II,* this character can enhance this technique increasing the defense and speed cap by 1 grade but increasing the drains by 1 grade as well, the advanced version can spawn as a 5x5 instead to protect others. Those hit by this are *Infested*.

**(Symbiotic I)**

**Secret Technique: Insect Cocoon**

*B-rank (Insect Techniques)*

**Jutsu Information**

This unique technique allows the user to accelerate the growth of their insects. AS the user’s body is already a hive of sorts for the insects, the user will encase themselves in an actual cocoon to further aid the insects. This is an extremely useful technique for Aburame clan members, since their attacks mainly focus on the usage of insects. However, using this in the midst of a battle can be potentially dangerous as it leaves the user static and vulnerable. As such when this technique is being employed, the user generally finds a safe location or otherwise can be guarded by their teammate.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Instant] [Turn Duration: N/A]**

This technique takes 1 uninterrupted turn to set up, rooting the character in place. While this technique is being used this character cannot respond to any threats and will take a direct hit unless defended. This technique is used to restore swarms by the user’s control +1 grade, rounded to the nearest flat letter. This technique requires a turn to be released from the cocoon and during this turn they still cannot react to attacks. This will restore the characters swarms for each turn they are inside of the cocoon.

**(Symbiotic II, C Control)**

**Secret Technique: Insect Gathering**

*C-rank (Insects Techniques)*

**Jutsu Information**

By simply touching a surface with their palm and fingers, the user released a small web of chakra that draws bugs to that location. Since the Aburame member can communicate with insects, it can be useful to gain information by gathering local insects. This character can also transform the insects into insects they need to perform techniques, making this technique useful both in and out of battle.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: Varies] [Speed: Instant] [Turn Duration: Sustained]**

This technique takes up an offensive action for the turn, character must be rooted to use this technique. This allows a character to restore swarms equal to the amount of charka they drain. This can be sustained but the character must be rooted at the time. This requires 1 uninterrupted turn to start this process and can be sustained freely, the cost can be fluctuated up and down freely.

(Symbiotic I)

**Insect Sphere**

*B-rank (Insect Technique)*

**Jutsu Information**

The user sends their insects to spread over a wide range, and the moment they locate the target, the insects gather at once, forming a sphere around the target. They then attach themselves to the target and begin eating away at their chakra. Even if the target manages to escape, the insects will immediately follow.

**[Power: User’s control +1 (Caps at B)] Defense: User’s control -1 grade] [Chakra/Stamina Cost: B swarms, C sustain] [Speed: Insect Speed] [Turn Duration: Sustained]**

No Handseals. 5x5 sphere. This technique can only bind 1 target for the power of this technique. Drains chakra -1 grade of the techniques power each turn the character is trapped inside. Requires strength equal to the techniques power to break out of, and each turn this technique’s bind loses 1 step of power. Once this technique has been broken out of it will remain still for one turn before chasing the target once more. To destroy this technique in 1 turn damage equal to the technique is needed, damage lower than this technique destroys 1 swarm, each swarm destroyed decreases the power by 2 steps. This will apply the effects of the bugs used as well.

(Symbiotic III)

**Phosphorus Destruction Insect**

*Hiden (Insect)*

**Jutsu Information**

These are a breed of nano-sized, venomous insects hosted by a select few members of the Aburame clan. These bugs destroy their enemies’ cells, causing excruciating pain in the process Unlike the standard Kikaichu, which are able to act independently of the user, the nano-sized insects can seemingly only be transferred onto a victim’s body by direct physical contact; though only a mere touch from the user’s skin is required as the bugs can circumvent most forms of clothing. However, this apparently does not apply to the user’s own clothes, who must instead remove items in order to effectively increase their chances of hitting the target.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: B; B Sustain per 2 turns] [Speed: Instant] [Turn Duration: Sustained]**

No Handseals. Activating this technique requires the user to remove protective clothing, costing them an offensive action before activating this. This technique cannot be guarded and must always be dodged for its effects to not take place. If these bugs make contact with a target, they will deal damage each turn. This starts as Light Damage and will be boosted in severity each time this character makes contact with the target again. The only way to cure this affliction is if the user summons the bugs back with physical touch or is killed. If the user survives the bugs will continue to eat away at the target even outside of combat. A Medical Nin can operate on the character to removed the afflicted skin. When using the B drain; B sustain variant this character entire body is covered with the insects, causing Taijutsu attacks and strikes to cause the effects as well as this character being hit with any unarmed attack. A variant that is B drain; C sustain can be used to focus only on the arms, this causes this technique to be unable to apply the effects to those attacking them and only apply it when attacking. These bugs can circumvent clothing but are stopped by armor. Armor must be broken or bypassed for this technique to work on the target.

*Rinkaichu* can only be used with *Rinkaichu* specific abilities, they cannot be used with normal *Insect Techniques* unless specifically stated in the technique.

(Symbiotic III, Approval)

**Minute Scent Insect**

*Hiden (Insect)*

**Jutsu Information**

The Bikochu is an insect that is used by the Aburame Clan, with the distinguishing traits of having a long nose and blue eyes. These bugs have an incredible sense of smell, stronger than that of a dog. Once they first detect a scent, that scent stays in its memory, so whenever it semlls it again it tries to get to the source of the scent.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: C swarms] [Speed: N/A] [Turn Duration: 5]**

This character can pay C swarms to release these insects from their body. This insect’s sense of smell surpasses Tier III Smell, and gain the effects of Tier IV Chakra Sensory. This effect lasts for 5 turns before fading. If this character is able to gain a character’s scent, these bugs can detect them over a vast distance and discern various details about them as if they are using Tier III Smell on them. As long as this character has a swarm of these bugs out they are immune to the *Unaware* for their duration. These bugs cannot be used for Insect Techniques unless specifically stating that they can be used.

(Symbiotic III, Approval)

**Parasitic Giant Beetles**

*Hiden (Insect)*

**Jutsu Information**

The Kidaichu are a species of beetle-like insects that are bred and utilized by select members of the Aburame clan. Though initially small in size, if provided with the incorrect amount of chakra, these insects immediately begin to devour the flesh of their host, causing them to undergo rapid growth to ultimately giant proportions. These insects are particularly troublesome to harbor even within the user’s own body.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: B swarm] [Speed: User’s control -2] [Turn Duration: N/A]**

Creates a swarm that takes up 1 tile. Releasing a swarm from the body counts as a technique for the turn. These swarms will absorb C chakra before growing to massive size the turn after. 1 Swarm will spawn 2 Giant Beetles, causing the swarm to disburse. These insects have stats based on how long they are able to absorb chakra from a target, starting out as D+ and increasing by 2 steps per additional turn they are allowed to *Infest* a target. These bugs stats cap at B+. These bugs are capable of fighting on their own, having tile movement equal to that of *Kikaichu*, +1 for each turn they are able to absorb chakra from a host. They are unable to block or dodge but can engage in CQC with a target. These bugs will die from 1 Light Damage, this is increased by 1 severity by each turn they are allowed to absorb chakra from a target to a maximum of Severe Damage. These insects use Strength, Agility, Speed, and Endurance for stats. These insects are capable of dodging projectile techniques. This technique can be used with other Aburame Techniques if the correct number of swarms are present. Swarms of different species cannot be combined to make a technique. These insects will drain chakra equal to the power of a technique when used with them.

**Parasitic Destruction**: If this Insect is Infesting a target while all of the chakra is drained, this insect will burrow into their skin and began to feast on them from the inside. The only way to stop this is if someone with prior knowledge is able to use a technique that damages the target internally and destroys the bugs or if the host is killed. After 3 turns the insects will rupture from the target and kill them, this insect will take over the corpse and have the effects of *The Endless March* but not take its usage for the battle. This variant can also only be used once per battle. If this character does not have *The Endless March* then this will simply create 2 insects with the highest stats of this technique.

(Symbiotic III, Approval)