**Poison Release: Man Killing Pool**

*C-rank (Dokujutsu)*

**Jutsu Information**

After weaving handseals, the user sprays a large volume of poison from their mouth is liquid form towards a target area. This poison is concentrated into an acidic form that can melt through protective clothing and skin, allowing it to get into the bloodstream through the skin even without a wound or inhalation.

**[Damage: User’s control +1 (Caps at C+)] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s control -2 (Caps at C)] [Turn Duration: 5]**

7 Handseals, the user is able to spray the poison outwards in a cone for up to 7 tiles away. This technique ignores 2 steps of endurance, durability, or defense when calculated. If this technique makes contact with a target when being sprayed it will inflict them with the effects of the users poison. This technique will remain on the surface for 5 turns, if sprayed on a defense it will continue to melt through it until removed or the duration is up. This deals damage each turn to the structure and those who walk into the area. Other Poison techniques can be used from this pool but will utilize it fully in the process, causing it to no longer effect the area.

(Dokujutsu I)

**Poison Release: Poison Clone**

*C-rank (Dokujutsu)*

**Jutsu Information**

The user formulates a clone made of poison either from an existing source or after creating one. These clones have the ability to be used for a source to use larger poison techniques or sent to engage a target in close range. Once they are struck they return to their poisonous state, making them hard to deal with for those without versatile skills.

**[Damage:N/A] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: Instant] [Turn Duration: 6]**

3 Handseals. Creates a clone on an adjacent tile or up to 7 tiles away upon a source. This clone shares stats with the user but have -2 dodges and -2 grades of endurance and constitution. Each additional clone from the first will decrease all clones’ stats by the number of clones on the field. 1 instance of Light Damage is enough to destroy a clone. Clones can move up to 10 tiles away from the user before returning to their source. Each additional clone is -1 grade the cost, and when creating clones from a source the cost is reduced by a grade to a minimum of D.

I: 1, II: 2, III: 3

Poison clones returns to poison when destroyed. If destroyed by a unarmed physical attack the character will be inflicted with the poison. These clones can be used as a source for casting poison techniques but this dissolves the clone.

(Dokujutsu I)

**Poison Release: Toxic Dragon**

*B-rank (Dokujutsu Technique)*

**Jutsu Information**

The user spits a large volume of poison from their mouth before shaping it into a dragon, the dragon soars towards the targets location engulfing them and spreading the characters poison around the area of the impact.

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

10 Handseals. User creates a 1x6 dragon that soars to a target location. The dragon inflicts poison on the targets it damages and bursts into a 3x3 at its length upon impact. When the dragon bursts it does not deal damage but still spreads poison. This techniques cost is reduced by a grade when using it from a source and will leave a source where the dragon has exploded. This character can use this dragon from any source in a 9 tile radius, using this technique below a target will cause the *Below* clause to take effect.

**Controlled**: This technique has great control and can move around standing structures as well as be used in CQC between 2 characters.

(Dokujutsu II)

**Vacuous Toxin Cloud**

*B-rank (Dokujutsu Technique)*

**Jutsu Information**

After weaving the handseals this character exhales a large volume of toxic vapors around the area. These vapors are at such a great volume that it makes them hard to see through, effectively combating two of the three primary senses due to smelling inside causing the target to become poisoned. The user however, is immune to their own poison and can fight freely through this technique although they themselves will not be able to see.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s control +2 (Caps at A)] [Turn Duration: 5]**

4 Handseals. The user creates a field of toxic vapors at a 11x11 around themselves. These vapors can only be seen through with chakra-enhanced sight of Tier II Sight or better, and cannot be smelled through. This technique follows *Breath Holding* rules when moving through it. The user is immune to the mist and can use their sense of smell while inside of it. Additional *Dokujutsu* perks will increase the range of this technique by 2 additional tiles. Those that inhale this are affected by the poison, but this variant can only be inhaled.

(Dokujutsu II)

**Man Killing Technique**

*A-rank (Dokujutsu Technique)*

**Jutsu Information**

The user of this technique concentrates their poisonous chakra to create a poison lethal enough to kill 1000 men with ease. This poison is black in coloration and gives off an awful smell to the point where those without mastery over their sense of smell can tell it would be lethal. This poison is so deadly that even the user isn’t immune to it and must use it on weapon. They are able to create the poison and spit it from their mouth without trouble however, but can only use it effectively against targets with a weapon.

**[Power: User’s control +1 grade] Defense: N/A] [Chakra/Stamina Cost: A] [Speed: Instant] [Turn Duration: 4]**

This technique can only be used on a weapon or ninja tool of some sort. The user is not immune to this poison regardless of their perks. A single touch of this poison is enough to effect a character regardless of the attack breaking skin or not. This poisons effects began to take place based on its’ power vs. the target’s endurance. If this technique has power 1 grade or more above the targets endurance it will take place immediately after being touched. If this technique is 2 steps or less above the characters endurance it will take place the following turn. If a character has endurance higher than the power of this poison it will take 2 rounds before the effects start to set in, increasing by an additional round for every set of endurance they have over its power.

Once this poison starts to effect this character it will lower their endurance by the difference between the power and the endurance of this character for the next 4 turns. This poison will persist through battle and if this character reaches Critical Condition with this technique’s effecting them they will automatically succumb to the poison and die, working as an Execution. After 4 turns their endurance will be lowered for the remainder of the battle. Their endurance will be lower until they have a medical procedure to extract the poison, or have a method of nullify the poison inside of them such as powerful regenerative abilities.

(Coagulation)