**Trick: Switch**

*D-rank (Trick Weapon Technique)*

**Jutsu Information**

The Fuma clans signature Trick Weapons, they have the ability to change the shape, form, and make of the entire weapon at will giving them great diversity in combat and allowing them to use forms that best fit any situation.

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

Counts as an offensive action for the turn. With *Quick Rig*, this no longer counts as an offensive action for the turn. This is used to transfer a *Trick Weapon* from one form to another. 3 Turn cooldown.

**Trick: Senbon Flurry**

*C-rank (Trick Weapon Technique)*

**Jutsu Information**

The user sets it so that senbon are expelled from their Trick Weapon, usually while a target is attempting to block a strike from the weapon. This causes them to have to deal with both the strike and the senbon coming their way.

**[Damage: Senbon damage] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Senbon speed -1] [Turn Duration:]**

Must be rigged for 1 offensive turn before this technique can be used. This technique will cause a flurry of 4 senbon to shoot from their weapon while striking. These senbon have to be avoided as a strike or parried away with another tool, but both of these will count as dodging the strike unless this character can outright dodge the senbon with agility. The amount of Senbon that can be used is increased by 3 per *Tricked Weaponist* above I.

**Rigged: Fuma Shuriken**

*C-rank (Rigged Weapon)*

**Jutsu Information**

The user throws a Fuma Shuriken and once it reaches its target location, they pull it with a string causing several pieces of the shuriken to scatter in each direction. This can be used to attack those who avoid the Fuma Shuriken as well as those who it wasn’t exactly aimed for.

**[Damage: Weapon damage -2] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Weapon speed +1] [Turn Duration: 1]**

Fuma Shuriken breaks apart into a 3x3 dealing damage to all in the radius. The target must be able to perceive the strings used with this technique to properly react to it, if not they suffer -1 to their reactionary stats when avoiding this technique. This will not deal an additional instance of damage if the shuriken lands the hit, but can be used it attack others in the area. This can be activated a turn after the shuriken is thrown and will take priority over the target’s actions.

**Rigged: Kawarimi no Jutsu**

*C-rank (Rigged Technique)*

**Jutsu Information**

While using the Body Replacement Technique the user places an explosive tag upon the object they are switching places with, causing it to explode moments later. This can be used to catch a target off guard or create a diversion so the user can escape.

**[Damage: Explosive Tag Damage] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Instant] [Turn Duration: 2]**

The user uses Kawarimi as normal except they leave an explosive tag on the object they are switching places with; the tag will go off after a single turn of burning. This can be performed without the need for this technique but the user must place the tag on the object beforehand if this technique is not usable.

**Wind Demon Shuriken Techniques**

*C-rank (Bukijutsu Technique)*

**Jutsu Information**

A technique where the user causes the Fuma Shuriken to spin violently towards the target, pinning them down if they are unable to outright avoid the attack. They can then add elements to the attack after the target is pinned down to open them up for an unseen attack or simply add the shuriken in fighting through their defense.

**[Damage: Weapon damage] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Throwing speed] [Turn Duration: 2]**

This is dodged in the same manner as a binding, requiring equal speed to the throwing speed. This technique can only be blocked not deflected. When blocked this technique grinds into the weapon sued to block it, dealing damage each turn. Strength equal to this technique is needed to remove it from grinding. While grinding this technique will deal damage to the durability of whatever is blocking it as a technique, or deal damage to the target if not blocked. With strings attached the user can flow chakra into this technique at any point after it starts grinding. Grinding lasts for 1 turn after making contact. *Rigged* technique cannot be used in conjunction with this technique.

**Chakra String Bind**

*B-rank (Chakra String Technique)*

**Jutsu Information**

The user throws a set of shuriken at the target, attempting to make them dodge it in such a way that they are trapped by the strings if they have no vision of them. This can be used without the aid of shuriken but the range will be dramatically decreased and the attempt will be telegraphed, making it impossible to catch someone off guard with this variant.

**[Power: User’s Chakra String Durability (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s throwing agility (Caps at A)] [Turn Duration: 1]**

No Handseals. Tile Range equal to throwing range with shuriken, without this is limited to 5 tiles. Without throwing weapons this technique will use the user’s base agility. When these shuriken are dodged or deflected the previous turn, the targets will lose 2 steps of reactionary stats to dodge this binding. This will take priority over their actions the turn it is activated. If a character is able to perceive the strings the debuffs from this technique are voided. If both hands are used with this technique the user cannot perform an action while holding the target in a bind. If one hand is used this character can perform additional actions while the target is binded but the power of the bind is capped at C. A character must use 5 shuriken at minimum to use this technique with one hand, and 10 to use it with both hands. This has no cost when used with normal strings but the binding power is capped at C.

**Razor Trip Wire**

*B-rank (Bukijutsu Technique)*

**Jutsu Information**

Using two kunai as a medium, this character sets up a trip wire for the opponent to step upon. This was often a tactic implored by Fuma clan smugglers when being chased. The razor like wire cuts into the ankles of the pursuer and slows them enough for the Fuma to get away. Now in their shinobi days the Fuma use this as a means to defeat the enemy or slow them in a pursuit. This can be thrown in front of the target given the Fuma has enough skill.

**[Damage: User’s Chakra String Durability (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’ throwing speed] [Turn Duration: 5]**

Kunai’s maximum distance is 5 tiles from each other. Technique range is the users throwing range. This technique requires T2 Sight to detect and will only be revealed to those who detect it. If a character passes through the area with the wire string they have their speed reduced by 2 steps as well as tile movement. This wire cannot be jumped over or avoided in this manner unless the character can detect it, unless they stop moving. A user who can detect it, cannot use their turn to reveal this however.

**Armed & Dangerous**: With this perk this character attach explosive tags to the kunai and have this technique wrap around those who step onto it. This will still reduce their speed while binding them for the power of the user’s chakra strings. Those who trip over the wire are unable to dodge it, but those around are. This technique binds at static B speed. After turn the explosive tags go off.