**Water Release: Four Sharks Rain**

*C-rank (Suiton Technique)*

**Jutsu Information**

The user slams their hands into a nearby water surface, sending a large surge of water into the air. This water then forms into a group of four water sharks, which then rush towards the target from above. Should these sharks be attacked, the water that composes them simply reforms into countless droplet-sized sharks, which continue to rain down upon the target and inflict damage whenever they come into contact with them.

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

7 Handseals. 9 Tile Range. Slashing Damage. 4 Sharks come down from the air towards a target, each dealing D damage on their own but the damage for this technique is increased by 1 step for each additional shark. Each shark can be clashed at once only if the technique has an AOE of 3x3 or greater. If this technique is clashed it will instead turn into a shower of many sharks dealing -1 grade of damage. This can only be avoided with speed if the character has Tier I Sight. If they lack a way to detect the technique after clashing, they are hit and cannot avoid the damage. This technique requires a water source.  
  
**Shark Style**: This technique will always cause a target to bleed, regardless of its damage. This is enough blood to sustain *Blood Sense* for 2 additional turns.

(Suiton II, C- Control)

**Undertow**

*C-rank (Kenjutsu Technique)*

**Jutsu Information**

The users leaps over a target before swinging their sword down upon them. The Hoshigaki use this technique to knock others under the surface of the water where they can attack them freely. This can also be used to knock an opponent down onto the ground.

**[Damage: Weapon Damage +1 (Caps at C+)] Defense: N/A] [Chakra/Stamina Cost: None ] [Speed: User’s agility -1 (Caps at B-)] [Turn Duration: 1]**

This technique will knock a target down the following turn, causing them to suffer from *Grounded* for the following turn. If they are standing over a body of water that is at least 3 tiles deep they will instead be knocked 3 tiles deep into it. This technique uses the characters strength vs. the targets strength or endurance rather then the power of the technique. Those with stats equal to the damage can resist it.  
  
**Guard Buster**: The damage of this technique can be guarded, but the effects will still take place.

(Kenjutsu II)

**Water Release: Shark Bullet Technique**

*B-rank (Suiton Technique)*

**Jutsu Information**

The user manipulates a volume of water with their hands; by thrusting their hand in a direction, the manipulated water is sent in that direction. As it moves, the body of water takes the shape of a shark, with additional water following in its wake for as long as the user keeps their hand thrust out. Because of how uickly the shark moves and how much water there is, it does extensive damage when it impacts something. Users can also ride within the water sharks as it moves, allowing them to travel faster than they’re able to swim.

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

10 Handseals. 14 Tile Range. Slashing Damage. The user projects a shark towards a target location, this shark travels in a 3x3 and damages all objects in its path towards the location unless stopped. The user can ride inside of the shark, moving up to 7 tiles with the shark at maximum. When riding inside the shark, if it is clashed and overpowered, the user cannot react with speed or clashing but can use other options to escape the damage. By rooting themselves this character is able to control the shark, and can extend its range of attack by an additional 6 tiles only when rooting themselves. This allows the shark to have the *Controlled* clause.  
  
**Controlled**: This technique can be controlled; it can weave around standing structures but will be blocked if a defensive technique is used against it. Requires tile range to move around structure. Can be aimed in CQC.

(Suiton III, Shark Style)

**Water Release: Five Feeding Sharks**

*B-rank (Suiton Technique)*

**Jutsu Information**

The user puts their hands on the surface of a body of water and from the fingers, chakra is released into the water, changing it into the form of five ferocious sharks. The sharks circle the target with high speed creating a raging stream that takes away their prey’s freedom of movement and their sharp teeth tear into the neemy with each consecutive attack. The sharks can regenerate from surrounding water, making them difficult to destroy.

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

10 Handseals. 13 Tile range. Slashing Damage. This technique can only be used with a water source. This technique has two variants. When destroyed sharks can be regenerated with C chakra per shark, but can only be used the following turn after being regenerated.

**Vortex**: Can only be used on the surface of water while the user is standing above it. This causes the 5 sharks to swim downwards in a swirling vortex towards the target. This has B damage and A speed Cap. The sharks will continue to drag the target downwards 3 tiles each turn unless they have more strength then the techniques power. The power of this technique lowers by 1 step each turn and only requires speed equal to this technique to avoid it. This variant counts as a single instance of damage and can be clashed normally, if a technique cancels or overpowers this one the sharks are destroyed and cannot be regenerated.

**Feeding Sharks**: This variant creates 5 sharks that can separately attack, each shark deals C damage and multiple shakrs attacking 1 target increase the potential damage by 1 step up to a cap of B. These sharks can be used to bind a target and when used in this fashion only require equal speed to avoid or equal strength to their power to break free. Multiple sharks binding 1 target will increase the binds power by 1 step. These sharks can be attacked and damage must be 2 steps over their power to completely destroy them, anything else will allow the user to regenerate them. These sharks attacks are considers strikes and resolve as a strike. Sharks only occupy 1 tile at a time and can move up to 7 tiles per turn. This sharks can move independently of the user if they are submerged in water, if they are moving through the air it requires the user to be rooted.

(Suiton III, Shark Style, Shark Bullet)

**Water Release: Exploding Water Colliding Wave**

*B-rank (Hoshigaki Technique)*

**Jutsu Information**

The user spits out a great volume of water from their mouth, swallowing up and crushing the enemy with the advancing surge. The user can ride the wave, allowing them to move at high speed, and attack the enemy, now swept off their feet. The amount of water created is proportional to the amount of charka used. Afterwards, the excess water can be used for additional Suiton Techniques.

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

Hoshigaki Exclusive. 13 Handseals. The first turn this technique creates a giant column of water under the user, 5x5 in size and 7 tiles high. Those standing on it take no damage and are able to ride the wave afterwards, speed equal to the techniques is needed to ride it if the character is not already under it while it is spawning. The next turn this wave begins to surge forward dealing damage in a 25x25 (10 tiles in each direction) away from the previous column of water. During the casting of this technique the user is unable to perform any attacks other than strikes and CQC Techniques. Once the first portion of the technique is activated the second portion will happen unless destroyed or clashed. The user is able to ride the wave till its end. This technique causes the entire area to become a small sea, resulting in 35 tiles from the source to become water. The water is 7 tiles high and decreases in depth every 5 tiles moved away from the initial source.  
  
At B control *Great Exploding Water Colliding Wave* can be used.

**Great Exploding Water Colliding Wave**: Costs A chakra instead. Damage is user’s control +1 grade (capping at A damage). This causes the column to be a 7x7 that is 12 tiles high. This increases the overall range to 15 tiles in each direction instead. This variant causes the entire map to become a sea for the remainder of the battle, being 10 tiles deep.

(Suiton III, Massive Volume, B- Control)

**Water Release: A Thousand Feeding Sharks**

*A-rank (Hoshigaki Technique)*

**Jutsu Information**

A much more powerful version of the Water Release: Five Feeding Sharks technique where the user creates one thousand sharks out of water that replicates a giant wave to swarm down and attack the opponent.

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

Hoshigaki Exclusive. 10 Handseals. Slashing Damage. This creates a wall that spans 10 tiles in each direction and is 10 tiles high. This wall moves 9 tile each turn and is 3 tiles wide. The damage will take place on the first tile and the second and third can be used to ride the technique its full range each turn. This techniques sizes cannot be increased by any perks or abilities, and its vast size makes it nearly unclashable as it gains power for every 2 tiles length wise when clashing. This technique requires a source of water that is at least near its size. This technique will only deal 1 instance of damage but once a target is hit they will be dragged along with the waves, they are able to make any action except for movement unless they have endurance equal to the power of this technique. Each turn this technique is moving forward it will lose 1 step to speed and power. This technique leaves a large source of water at its wake, large enough to turn the surrounding area of 20 tiles into water 4 tiles deep. The depth of this water decreases by 1 tile for every 5 tiles outwards from its source. This water spawns from the center of this technique.

(Suiton IV, Shark Style, Five Feeding Sharks, B+ Control.)

**Water Release: Great Shark Bullet Technique**

*A-rank (Hoshigaki Technique)*

**Jutsu Information**

A stronger variant of Water Release: Water Shark Bullet Technique. The user creates a gigantic shark out of water and, by thrusting both hands forward, sends it to attack the opponent. This technique differs from the original, since this is able to absorb the chakra from an opponent’s technique and in turn, use that chakra to grow larger and more powerful. The stronger the opponent’s technique is, the strong this technique will get.

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

Hoshigaki Exclusive. 1 Handseal. 14 Tile Range. Slashing Damage. This technique forms a 7x7 shark projectile that damages all things through its course. When clashing with a technique, this shark will consume its chakra and increase its own damage by 1 step for every grade of damage the technique had starting at D. This does not work on techniques that lack chakra, or defensive techniques. Techniques with durability will still be consumed. When this technique absorbs B or greater damage from a technique it will grow in size to a 9x9. This technique is capable of absorbing more then 1 technique in a single turn. If this technique is used to clash another technique, the character may still react afterwards with another technique or movement.

(Suiton IV, Essence Feast, B+ Control, Shark Style)