**Gentle Fist**

*Hiden (Jyuken Technique)*

**Jutsu Information**

A form of hand-to-hand combat used by members of the Hyuuga Clan. It inflicts internal damage through attacking the body’s Chakra Pathway System, subsequently injuring organs which are closely intertwined with the area of the network which has been struck. To do this, the user surgically injects a certain amount of their own chakra into the opponent’s chakra pathway system, causing damage to surrounding organs due to their proximity to the chakra circulatory system. Even the slightest tap can cause severe internal damage, hence the name “gentle” fist.

**[Damage: User’s control] Defense: N/A] [Chakra/Stamina Cost: D per strike ] [Speed: User’s agility] [Turn Duration: Stance]**

Energy Damage. Gentle Fist ignores any perks that enhance the skins ability to take damage. This technique will always drain D chakra out of the target if hit. This technique can be guarded but this will not stop it from draining chakra and will only reduce the damage by 1 grade. While using this technique this character’s attacks are always considered *Light Attacks* but do not gain the speed boost. A character can use other attack methods without exiting this stance but they will not apply the effects. Byakugan must be active to use this technique.

**Eight Trigrams Thirty-Two Palms**

*C-rank (Jyuken Technique)*

**Jutsu Information**

The Eight Trigrams Thirty-Two Palms is a maneuver of the Gentle Fist fighting style. It is essentially a halved version of Eight Trigrams Sixty-Four Palms, but seems to be no less effective. This technique is used to close off the flow of chakra through thirty-two chakra points of an opponent’s chakra pathway system. This eliminates their ability to use chakra for quite some time and makes it difficult for them to move.

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

Jyuken must be active to use this. Once the technique is started it cannot be stopped unless no more targets remain in the users attack range. This character envisions a trigram in 5x5 around themselves, those inside of this range are considered to be in CQC of this character and they can strike them using this as striking range. This accumulates to 6 strikes, 3 on each turn. These strikes can be divided amongst all in striking range of the user. A single strike has a cap of D damage, each 2 strikes raising this cap by 1 step. Hitting a target with all 6 strikes will deal this technique full damage and cause the target to be unable to use chakra for 1 turn afterwards. During this turn their agility and speed are lowered by 1 step. This technique’s strikes are avoided as Taijutsu Techniques. Each strike applies the effects of *Jyuken*. Drains are done with each strike that lands and damage is calculated at the end of this technique. Does not deal multiple instances of damage.

With *Agile* the user can finish all 6 strikes in a single turn. This still must be dodged as if it was 2 rounds worth of attacks. This doubles the striking to 6 per turn instead of 3.

**Eight Trigrams Sixty-Four Palms**

*B-rank (Jyuken Technique)*

**Jutsu Information**

This is a secret taijutsu of the Hyuuga clan, traditionally known by only the most skilled members. The user envisions themselves within the center of an Eight Trigrams symbol. The user then delivers a series of attacks to a target that is within the symbol’s perimeter, striking sixty-four of their Tenketsu. Those sixty-four Tenketsu are subsequently blocked, stopping the flow of chakra within the target’s body and making it difficult for them to move. Alternatively, the sixty-four strikes can be split amongst multiple targets, such as to deflect incoming projectiles.

**[Damage: User’s Control +1 (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s Agility] [Turn Duration: 4]**

Jyuken must be active to use this. Once the technique is started it cannot be stopped unless no more targets remain in the users attack range. This character envisions a trigram in a 5x5 around themselves, those inside of this range are considered to be in CQC of this character and they can strike them using this as striking range. This accumulates to 12 strikes, 3 on each turn. These strikes can be divided amongst all in striking range of the user. A single strike has a cap of D damage, each 2 strikes raising this cap by 1 step. Hitting a target with all 12 strikes will deal this technique full damage and cause the target to be unable to use chakra for 2 turns afterwards. During these turns their agility and speed are lowered by 2 steps. This technique’s strike are avoided as Taijutsu Techniques. Each strike applies the effects of *Jyuken*. Drains are done with each strike that lands and damage is calculated at the end of this technique. Does not deal multiple instances of damage.

With *Agile* the user can finish all 12 strikes in 2 turns. This still must be dodged as if it was 4 rounds worth of attacks. This doubles the striking to 6 strikes per turn instead of 3.

***Eight Trigrams One Hundred Twenty-Eight Palms***

*A-rank (Jyuken Technique)*

**Jutsu Information**

The Eight Trigrams One Hundred Twenty-Eight Palms is a technique of the Gentle Fist fighting style It is essentially a doubled version of the Eight Trigrams Sixty-Four Palms. This technique is used to close off the flow of chakra through one hundred and twenty-eight chakra points of an opponent’s chakra pathway system. This eliminates their ability to use chakra for quite some time and makes it difficult for them to move. Alternatively, it can be used to hit a great number of targets very quickly.

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

Jyuken must be active to use this. Once the technique is started it cannot be stopped unless no more targets remain in the users attack range. This character envisions a trigram in a 7x7 around themselves, those inside of this range are considered to be in CQC of this character and they can strike them using this as striking range. This accumulates to 18 strikes, 3 on each turn. These strikes can be divided amongst all in striking range of the user. A single strike has a cap of D damage, each 2 strikes raising this cap by 1 step. Hitting a target with all 16 strikes will deal this technique’s full damage and cause the target to be unable to use chakra for 3 turns afterwards. During these turns their agility and speed are lowered by 1 grade. This technique’s strikes are avoided as Taijutsu Techniques. Each strike applies the effects of *Jyuken*. Drains are done with each strike that lands and the damage is calculated at the end of this technique. Does not deal multiple instances of damage.  
  
With *Agile* the user can finish all 18 strikes in 3 turns. This still must be dodged as if it was 6 rounds worth of attacks. This doubles the striking to 6 strikes per turn instead of 3.

**Eight Trigrams Palms Revolving Heaven**

*C-rank (Jyuken Technique)*

**Jutsu Information**

The moment before the Hyuuga is struck by an attack, they emit chakra from all of their body’s Tenketsu to block it. They then spin rapidly, repelling the attack and anything else in the vicinity away, creating a protective shield for as long as they continue to spin. The greater the force of an attack, the greater the force with which it’s repelled.

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

Creates a 3x3 around the user that blocks damage, damage 2 steps above this techniques defense is required to break through but will follow defensive technique rules. This technique will push away those outside of it regardless of any perks. If this character is unable to spin, they are unable to use this technique, meaning certain bindings will allow this technique to be used. The user can sustain this technique up to 2 turns +1 for each Crane Stance above I.

At *Crane Stance I* this character is able to increase the defense cap of this technique by 1 grade for a grade increased of drain. This can be used to increase the radius to a 5x5. The user can use this technique in the air regardless of the variant now and does not need to spin to use this technique anymore.

At *Crane Stance III* this character is able to increase the defense cap of this technique by 2 grades for 2 grades increased drain. This gives the techniques defense User’s control +2.

**Eight Trigrams Vacuum Palm**

*C-rank (Jyuken Technique)*

**Jutsu Information**

This technique is similar in practice to Eight Trigrams Palms Revolving Heaven, but has a specific target rather than a general area. To perform it, the user precisely pinpoints the enemy’s vital points with the Byakugan and releases a high-speed palm thrust. A “vacuum shell” compressed using the Gentle Fist is formed to attack the opponent’s vitals from a distance, blowing them off their feet with tremendous force before they even notice they were hit.

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

Energy Damage. 5 Tile range. This technique requires Sight Tier I to see, or hearing Tier II to hear. This technique can apply all effects of *Jyuken* as well as perks from a distance. With *Agile* a character is able to fire 2 in 1 turn. This technique loses 2 grades of power when clashing other chakra-based technique. This has a 3 turn cooldown, with *Crane Stance II* this has a 2 turn cooldown, and with *Crane Stance III* this has a 1 turn cooldown. Byakugan must be active to use this.

**Eight Trigrams Vacuum Palm Wall**

*C-rank (Jyuken Technique)*

**Jutsu Information**

This technique is a variation of the Eight Trigrams Vacuum Palm where either two Gentle Fist users, or a single person using both hands, sends a powerful wave of compressed chakra from either palm simultaneously and with great force towards an opponent. The chakra released from the user’s palms targets their opponent’s vitals while also knocking them off their feet with concussive force.

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

Energy Damage. 6 Tile Range. Fire a 3x1. This technique only requires Tier I Sight to see or Tier I hearing to hear. This technique knocks C chakra from all targets hit but cannot apply *Jyuken* perks. This technique loses 1 grade of power when clashing other chakra-based techniques. 5 Turn cooldown. This technique will knock a character over and *Ground* them for the following turn unless they have endurance equal to the damage.

With *Crane Stance II* this can be enhanced into a 5x1 for an additional C cost.

**Eight Trigrams Mountain Crusher**

*B-rank (Jyuken Technique)*

**Jutsu Information**

A more powerful variation of Eight Trigrams Vacuum Palm. The user hits the target at close range with a powerful wave of chakra emitted from their palm, which sends them flying back, causing severe damage.

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

Energy Damage. 3 Tile range. Technique creates a 3x5 in front of the user. This technique no longer knocks out chakra but does not lose power for clashing with other chakra-based techniques. This technique will knock a target back the length of the technique and *Ground* them the following turn.

**Guard Piercer**: This technique will ignore a guard.

**Gentle Fist Art One Blow Body**

*C-rank (Jyuken Technique)*

**Jutsu Information**

A technique born from their innate ability to expel chakra from every Tenketsu on their body, a member of the Hyuuga clan can hit their opponent with a blast of chakra that will send them flying away from the user. This technique can use pin-point accuracy to target the weak point of a technique exemplified when trapped in a technique to dispel.

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

Sends a shockwave around the user in a 3x3, knocking down and causing *Grounded* to all opponents who have equal or less endurance to its damage. This technique can be used to escape any bind by paying the cost equal to the bind. Binds that are not chakra based have their cost reduced by a grade when attempting to escape. The character does not need to move to perform this technique and can be used in most if not any situation. 6 Turn cooldown. The base cost of this technique is D chakra. The user has great control over this technique and can choose to not attack allies in the vicinity.