**Imitation Beast Art: Four Legs Technique**

*Hiden (Giju Ninpo)*

**Jutsu Information**

This technique allows the user to move in the same way as an animal. By surrounding their body with chakra and moving about on all fours, the user’s speed and accuracy are significantly enhanced, which in turn makes their attacks more damaging. Hit-and-run tactics are the most effective form of attack while using this technique, as this ensures the user is constantly moving, thus making it difficult for opponents to follow their movements.

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

Grants the user +1 to striking agility, speed, and tile movement. Cannot be used with weapons, excluding throwing weapons. Only regular attacks and Jujin Taijutsu gain boosts from this technique. This stance must be active to use any Jujin Taijutsu unless stated otherwise. Certain persk require this stance to be active to work. Using this stance is a Jutsu usage for the turn but is not an offensive action. With *Wolf-Man* this technique becomes a free action instead of a Technique usage.

(Inuzuka Clan)

**Dynamic Marking**

*D-rank (Ninken Technique)*

**Jutsu Information**

While spinning through the air, a Ninken starts urinating, scattering the urine across a wide area. Any opponents that the urine sprays are likely to be confused, embarrassed, and, if it gets in their eyes, temporarily blinded until they ca flush it out. More useful to the ninken and their Inuzuka partner is that they can easily track the urine’s scent, allowing them to locate anyone who has been marked by the urine regardless of where they are or where they go. This is an essential prerequisite for the Fang Wolf Fang.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Ninken’s Agility] [Turn Duration: 3]**

Ninken Exclusive. Must be dodged with speed. This technique causes the *Unaware* clause if they do not own the technique. The user sprays urine in a 5x5 around themselves, increasing in range by every age above *Ninken: Pup* by 1 tile. Those hit by this technique can be tracked regardless of distance or technique by the Inuzuka and their Ninken. They cannot hide by normal means and will always be revealed. If this technique makes a direct hit the targets will be blinded, having their *Sight* sensory perks nullified and gain -2 to a reactionary stat if they have no other way of detecting threats.

(Ninken: Pup)

**Passing Fang**

*D-rank (Jujin Taijutsu)*

**Jutsu Information**

The user moves at a target at high speeds and delivers a body slam. Because of how quickly they move, the user travels in a fairly straight line, necessitating that they anticipate the target’s movements in order to ensure a successful strike. As they move at the target, the user spins rapidly in order to pierce targets, drilling even through stone. /unlike fang Passing Fang, this technique is performed alone.

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

Piercing Damage. The user is able to travel their tile movement +1 while using this technique. This technique can only be used for a single hit but its all targets in its path. The user can only move in 1 direction while using this technique and cannot make any sharp movements. Must be dodged as a technique. If the user has *Dynamic Marking* placed on a target, they utilize the *Homing* clause of this technique, but cannot otherwise. This allows the character to move freely towards the target as they wish instead of in a linear fashion.

**Homing**: This technique requires the tile-movement to avoid it, lacking this lowers the characters speed when dodging by 2 steps.

(Iinuzuka Clan, D Agility)

**Imitation Human Art: Beast Man Clone**

*C-rank (Gijin Ninpo)*

**Jutsu Information**

This technique transforms a ninken into their Inuzuka partner. By doing this, the Inuzuka gains a copy of themselves that serves the same pratical purpose as a shadow clone but without a shadow clone’s steep chakra requirement. Even though they look identical, the ninken – because it’s an animal – is likely to give away which of the two is which from how it moves and acts. To counteract this, the Inuzuka typically uses Imitation Beast Ninja Art, causing them to act more feral and thus make it harder tot ell them apart.

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

1 Handseal from Ninken’s master. Transformed Ninken into an exact copy of their owner, gaining stats equal to them. This counts as a technique usage for the turn but not an offensive action. Tier II sensory perks are needed to tell the difference between the Ninken and its owner while in this form. With *Half Beast, Half Man* the Ninken is able to perform this technique for themselves and no can tell the difference between them and their master. This follows normal clone rules. A single instance of Light Damage will cause the Ninken to revert back from their transformation, with *Wolf-Man* it requires Moderate Damage. Ninken can use Jujin Taijutsu techniques without the need for *Half Beast, Half Man* but cannot use perks or techniques outside of this.

(Shikyaku Mastery I, D+ Control)

**Fang Passing Fang**

*B-rank (Jujin Technique)*

**Jutsu Information**

An Inuzuka and their ninken companion both perform the Passing Fang, whereby they rotate their bodies and deliver a serios of rapid body blows to a target. In order to coordinate their attacks, thus ensuring targets have no opportunity to defend themselves, Inuzuka and their ninken synchronize with each other as much as they can: breathing in unison; using the Four Legs Technique; using the Beast Human Clone.

**[Damage: User’s strength +2 (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: C; C sustain] [Speed: User’s agility (Caps at A)] [Turn Duration: Sustained]**

Piercing Damage. The user is able to travel their tile movement +2 while using this technique. This technique follows the rules of *Passing Fang*, but must be performed with a Ninken who has used Beast Human Clone, if this is not used the damage of this techniques scaling is +1 instead of +2. *Pressed Attack* can be used with this technique. If either the Ninken or the character are stopped from using this technique it will revert to *Passing Fang*. Each time this technique is avoided the target loses 1 step towards reacting to this technique the following round, only when both of the techniques have been avoided.

**Homing**: This technique requires the tile-movement to avoid it, lacking this lowers the characters speed when dodging by 2 steps.

(Shikyaku Mastery II)

**Human Beast Combination: Double-Headed Wolf**

*B-rank (Giju Ninpo)*

**Jutsu Information**

This technique is a specialty of the Inuzuka clan. The Inuzuka and their ninken companion perform the Combination Transformation to take the shared form of a two-headed wolf. Because of the transformation’s size, its strong claws, and its two sets of fangs, its standard attacks are quite powerful. This is especially true of any other jutsu performed while using this form, which are far more destructive than what the Inuzuka or the ninken are ordinarily capable of.

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

1 Handseal. Ninken must be at least adolescent to perform this technique with them. Both Ninken and owner must be on adjacent tiles for this technique to work properly. This technique boosts the user’s strength by 2 steps (Capping at B) and their agility, speed, and tile movement by an additional step combined with *Shikyaku*. While in this form *Shikyaku* is still active and must be paid for normally, being unable to use *Shikyaku* will make this technique cease. The user’s claws have A durability in this form, and they have their sensory perks naturally increased by 1 step.

**Wolf-Man**: With this perk this technique can be sustained after the duration is over by paying the cost -1 grade each turn it is used. With this perk both heads can make separate actions, they can choose to attack the same target twice but will only deal 1 instance of damage and can use *Pressing Attack* perk in this fashion. Requires no handseals.

(Shikyaku Mastery II, Bestial Link)

**Fang Wolf Fang**

*B-rank (Jiujutsu Technique)*

**Jutsu Information**

After an Inuzuka nad their ninken combine into a Double-Headed Wolf, they begin spinning extremely rapidly towards their target. Because of how fast they spin, they are not able to see while using this technique, necessitating that targets be marked beforehand so that they can be tracked by smell. Even without a driect hit, targets will receive extensive cutting damage from the vacuum vortex that’s created by the Fang Wolf Fang’s rotation.

**[Damage: User’s Strength +2 (Caps at A)] Defense: N/A] [Chakra/Stamina Cost: C; C sustain] [Speed: User’s agility +1] [Turn Duration: Sustained]**

Travels at user’s tile movement +2. This technique follows the rules of *Passing Fang*, but can only be performed in *Double-Headed Wolf* form. This technique spirals in a 3x3 and deals damage -1 grade 1 tile away from its radius. Due to the character being unable to see during this technique, it can only be aimed at those who the Inuzuka has gained the scent of or people who have been marked by *Dynamic Marking*. This can still hit targets standing in the radius of the marked target. Due to its size this technique must be dodged following projectile rules.

**Piercer**: If this technique deals damage above a defense it will break through with full damage and speed, but leave the structure if its size is greater than this technique’s.

**Homing**: This technique requires the tile-movement to avoid it, lacking this lowers the characters speed when dodging by 2 steps.

(Shikyaku Mastery II, Double-Headed Wolf)

**Human Beast Combination: Triple-Headed Wolf**

*A-rank (Giju Ninpo)*

**Jutsu Information**

Following the principles of the clan’s use of ninken partners. While using two ninken or the shadow clone, the user fuses with this clone and their ninken companion into a gigantic, three-headed wolf. This drastically increases their size and power, whilst also gaining them sharp claws and canine. In their direct attacks, they demonstrate considerable efficiency. Furthermore, using techniques in addition to this gives birth to an extraordinary destructive power.

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

1 Handseal. Shares cooldown and turn duration with *Double-Headed Wolf*. Both Ninken must be adults to use this form. Ninken can be substituted fro a Shadow Clone. All three users must be on adjacent tiles for this technique to work. This technique boosts the user’s strength by 4 steps (Capping at S) and their agility, speed, and tile-movement by 2 additional steps combined with *Shikyaku*. While in this form *Shikyaku* is still active and must be paid for normally, being unable to use *Shikyaku* will make this technique void. The user’s claws have S durability in this form, and they have an additional 2 Tier’s to all sensory perks. The user’s size is 5x5 and they have +2 tiles of attack range. Can only be used once per battle. *Pressing Attack* cannot be used in this form.

**Wolf-Man**: With this perk this technique can be sustained after the duration is over by paying the cost -1 grade each turn it is used. With this perk all three heads can make separate actions, they can choose to attack the same target twice but they will only deal 1 instance of damage and can use *Pressing Attack* perk.

(Shikyaku Mastery III, Half Beast-Half Man)

**Super Fang Wolf Fang**

*A-rank (Jiujutsu Technique)*

**Jutsu Information**

After transforming into the *Triple-Headed Wolf* the user begins to spin their body in a violent assault against the enemy. The power is great enough to break through most defenses without looking power. In addition unlike its parent technique it does not first require the use of Dynamic Marking, as the three heads have enough sensory prowess amongst each other to detect the target.

**[Damage: User’s Strength +1 grade ] Defense: N/A] [Chakra/Stamina Cost: C; C sustain] [Speed: User’s agility +2 steps] [Turn Duration:]**

Travels the user’s tile movement +3. This technique follows the rules of *Passing Fang*, but can only be performed in *Triple-Headed Wolf* form. This technique spirals in a 5x5 and deals damage -2 steps 1 tile away from its radius. This character does not suffer from the sight debuff and can aim this technique at targets without the need to sense them by scent. This technique will reduce the defense/endurance of a structure by 1 grade for each turn it is used against it.

**Piercer**: If this technique deals damage above a defense it will break through with full damage and speed, but leave the structure depending on its size.

**Homing**: This technique requires the tile-movement to avoid it, lacking this lowers the characters speed when dodging by 2 steps.

(Triple-Headed Wolf)

.