**Ninken: Pup**

*Ninken*

**Jutsu Information**

The Pup is a small puppy with white fur, regularly carried on the owner’s head or inside their clothing. Their eyes are squinted and almost appear closed. Ninken pups are somewhat fragile and aren’t truly meant for direct combat although they can assist their master in various other ways.

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

Strength: User’s -2 (Caps at D+)  
Endurance: User’s -1 grade (Caps at D+)  
Agility: User’s -2 (Caps D+)  
Speed: User’s -1 (Caps at D+)  
Stamina: User’s -2 (caps at D)

Constitution: User’s -1 grade (Caps at D+)  
3 Tile Dodge, 4 Tile Sprint

Ninken are able to attack separately from their user. This Ninken cannot block damage for their user and will flee when dealt Moderate Damage or higher for 2 turns, running their full tile movement away. If kept on them the Pup cannot be targeted by attacks and do not take damage that the user takes. Ninken naturally have Tier II Smell and can focus their smell for a free-action to turn it into Tier III when equipped to their user as a free-action. The Ninken can communicate any information it gains to its user but has a 3 turn cooldown each time this is done. Their owner being put in Critical Condition causes the Ninken to flee to safety. Their rank is considered to be the users (Caps at D+). Their attacks cannot do more than Light Damage.

**Ninken: Adolescent (Wolfdog)**

*Ninken*

**Jutsu Information**

The Wolfdog, their appearance favors mostly wolves, granting them large paws made for running and swimming. They have a natural aptitude for both fighting and learning.

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

Strength: User’s -2 (Caps at C+)  
Endurance: User’s -1 grade (Caps at C+)  
Agility: User’s +1 (Caps at B-)  
Speed: User’s (Caps at B-)  
Stamina: User’s -2 (Caps at C+)  
Constitution: User’s -2 (Caps at C+)  
Tile-Movement: User’s -1

Ninken are able to attack separately form their user. This Ninken cannot block damage for their user. The character can no longer keep their Ninken on them but they do not flee when damaged. Ninken are considered to have Tier III hearing and can relay information to their user as a free-action with a 2 turn cooldown. They will not flee when their owner is put in Critical Condition but will only stand guard to make sure they aren’t attacked or attempt to drag them out of the fight, their tile movement being reduced by another 1 tile when dragging their owner. Their rank is considered to be the users (Caps at C+). Their attacks can deal damage freely.

**Ninken: Adolescent (Corso)**

*Ninken*

**Jutsu Information**

The Corso, their appearance nearly favors bears, they are large and have thick skin and fur the shield them from attacks. Their jaw strength is much higher than the standard Ninken.

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

Strength: User’s +1 (Caps at B+)  
Endurance: User’s -1 (Caps at B-)  
Agility: User’s -2 (Caps at C+)  
Speed: User’s -2 (Caps at C-)  
Stamina: User’s (Caps at C+)  
Constitution: User’s +1 (Caps at B)  
Tile-Movement: User’s -2  
  
Ninken are able to attack separately from their user. This Ninken is large enough to block their master from harm if needed. The character can no longer keep their Ninken on them but they do not flee when damaged. Ninken are considered to have Tier III hearing and can relay information to their user as a free-action with a 2 turn cooldown. They will not flee when their owner is put in Critical Condition but will only stand guard to make sure they aren’t attacked or attempt to drag them out of the fight, their tile movement not being reduced due to their strength. Their rank is considered to be the users (Caps at C+). Their attacks can deal damage freely.

**Ninken: Adolescent (Shepard)**

*Ninken*

**Jutsu Information**

The Shepard, their appearance is sleeker and smaller than a normal dog. They are much more agile and quicker but they lack the same jaw strength and muscles as other dogs.

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

Strength: User’s -2 (Caps at C)  
Endurance: User’s -2 (Caps at C-)  
Agility: User’s +1 (Caps at B+)  
Speed: User’s +2 (Caps at A-)  
Stamina: User’s (Caps at C+)  
Constitution: User’s -2 (Caps at C)

Tile-Movement: User’s +1

Ninken are able to attack separately from their user. This Ninken cannot block damage for their user. The character can no longer keep their Ninken on them but they do not flee when damaged. Ninken are considered to have Tier III Hearing and can relay information to their user as a free-action 2 turn cooldown. They will not flee when their owner is put in Critical Condition but will only stand guard to make sure they aren’t attacked; shepherds are too small to drag their masters. Their rank is considered to be the user (Caps at C+). Their attacks can deal damage freely.

**Ninken: Adult (Wolfdog)**

*Ninken*

**Jutsu Information**

The Wolfdog, they have the full appearance of a wolf but much larger. Their size closely resembles that of a small bear.

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

Strength: User’s -1 (Caps at B)  
Endurance: User’s -1 (Caps at B)  
Agility: User’s +1 (Caps at A)  
Speed: User’s (Caps at A-)  
Stamina: User’s (Caps at A-)  
Constitution: User’s (Caps at B+)  
Tile-Movement: User’s +1

Ninken are able to attack separately from their user. This Ninken is capable of blocking damage for their user if needed. This character can ride atop of their Ninken for C stamina each turn, reducing their speed and tile-movement by 1. Ninken are considered to have Tier III hearing and can relay information to their user as a free-action with a 1 turn cooldown. They will not flee when their owner is put in Critical Condition and will either protect them or remove them from combat, reducing their tile movement by 1 tile while moving them. They also have the option of continuing the fight on their owner’s behalf. Their rank is considered to be the users.

**Ninken: Adult (Corso)**

*Ninken*

**Jutsu Information**

The Corso, they have the appearance of a normal sized bear. Their jaw strength is unmatched and their fur and skin are extremely thick.

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

Strength: User’s +2 (Caps at A)  
Endurance: User’s +1 (Caps at A-)  
Agility: User’s -1 (Caps at B)  
Speed: User’s -1 (Caps at B)  
Stamina: User’s (Caps at A-)  
Constitution: User’s +1 (Caps at A+)

Tile-Movement: User’s

Ninken are able ot attack separately from their user. This Ninken is capable of blocking damage for their user if needed. This character can ride atop of their Ninken for C stamina each turn, this does not reduce their speed. Ninken are considered to have Tier III hearing and can relay information to their user as a free-action with a 1 turn cooldown. They will not flee when their owner is put in Critical Condition and will either protect them or remove them from combat, this does not reduce their tile movement. They also have the option of continuing the fight on their owner’s behalf. Their rank is considered to be the users.

**Ninken: Adult (Shepard)**

*Ninken*

**Jutsu Information**

The Shepard, they have a sleek appearance and are very large, albeit nearly the normal size of a large dog. Their frame makes extremely fast and crafty.

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

Strength: User’s -2 (Caps at C+)  
Endurance User’s -2 (Caps at B-)  
Agility: User’s +2 (Caps at A)  
Speed: User’s +2 (Caps at A+)  
Stamina: User’s -1 (Caps at B)  
Constitution: User’s (Caps at B-)

Tile-Movement: User’s +2

Ninken are able to attack separately from their user. This Ninken cannot block damage for the user. The character can no longer keep their Ninken on them. Ninken are considered to have Tier III Hearing and can relay information to their user as a free-action with no cooldown. They will not flee when their owner is put in Critical Condition but will either protect them or fight on their behalf. This Ninken can make use of Ninja tools, but not weapons. Cannot be rode on. Their rank is considered to be the user’s.