**Dance of the Camellia**

*C-rank (Dance Technique)*

**Jutsu Information**

Using a modified stance that uses both swipes of a single-handed sword and Taijutsu attacks, the user overwhelms their target. With it they repeatedly stab at the target, doing so rapidly enough to create the appearance of afterimages. Each stab is directed at a slightly different part of the target, from a slightly different angle, and with a slightly different regularity, making it difficult to predict each strike. Although targets may be able to dodge the attack for a time, they will eventually be unable to keep up with the constant and chaotic strikes, giving the user the opening, they need to finally stab and kill them. Using Shikotsumyaku, the user pulls a bone from their upper arm that they modify into a sword.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Instant] [Turn Duration: 3]**

This character must have a one-handed weapon to use this dance. This dance can use both perks from Kenjutsu and Taijutsu tree while using a single-handed weapon. 3 Turn cooldown when deactivating this stance.  
  
**Active**: This character can make repeated stabs, causing the target to lose 1 step of defensive agility when reacting to it. This costs C to activate and D to sustain each turn. Each turn it is sustained it lowers the targets defensive agility by another step at a maximum of 1 grade. Once a target is struck their defensive agility will be restored back to normal and this technique will go on cooldown. 5 Turn Cooldown on active.  
  
**Shikotsumyaku**: The user creates a bone sword, the durability and damage are equal to their bone endurance, capping at C and raising by a grade for each Dance Proficiency above I. Without this technique, using this sword lowers a character’s striking agility by 1 grade. This sword functions the same as any other weapon. Cost C Stamina. This sword can still be used even when the duration of this dance is over.

(Taijutsu Proficiency II, D- Agility, D- Stamina)

**Dance of the Willow**

*C-rank (Dance Technique)*

**Jutsu Information**

This stance has no set way in which to use, they liken their movements to the branches of a willow, swaying in the wind. The Kaguya typically uses more unorthodox strikes from their knees and elbows to confuse the enemy. When using this with Shikotsumyaku they can sprout bones from their body in a sporadic manner.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Instant] [Turn Duration: 3]**

This dance allows a character to strike up to 3 targets in a single turn. Only 1 of the targets may be engaged in CQC. This can be used to stop multiple handseals in a single turn. Cannot be used to attack 1-person multiple times, but clones are valid as an additional target. While in this stance the user gains an additional dodge but this cannot go pass 4. 7 turn cooldown.  
  
**Active**: This character gains +1 Tile movement for each character they can attack in a single turn. This costs D Stamina. This only lasts for a single turn. On this turn, this character may use a single dodge to dodge multiple attacks. 6 turn cooldown on active.  
  
**Shikotsumyaku**: The user creates several bones around the body, able to attack up to 6 targets in a single turn instead. When using the active for this dance, if this character dodges the target loses 1 step of reactive agility for the counter attack. Cost C Stamina.

(Taijutsu Proficiency II, D+ Agility, D Stamina)

**Dance of the Larch**

*B-rank (Dance Technique)*

**Jutsu Information**

When this character is about to be attacked with Taijutsu, they assume a defensive posture. This allows them to guard against even the most powerful attacks. This character can hook stray limbs with their own, causing others to be unable to move away from them as well as spinning with either their limbs or a weapon extended. Using the Shikotsumyaku the user sprouts bones from their body to ideally cause the attacker to skewer themselves. The stronger and faster the attack, the greater the damage that will be done to the attacker. The user can keep the bones protruding form their body to discourage any additional attacks.

**[Damage: N/A] Defense: User’s Guard +2] [Chakra/Stamina Cost: None] [Speed:] [Turn Duration: 3]**

This dance increases the characters guard by 2 steps, if used against a Taijutsu Technique this guard will act as if the attack is still a normal attack. With this technique active this character cannot attack or use any offensive Taijutsu Techniques and have their speed and offensive agility reduced by 1 step. A character is able to hold this stance for no additional costs. 10 turn cooldown.  
  
**Active**: The character can catch attacks that have equal agility to themselves as long as their guard is intact. This requires strength higher than the users to break free. If the character cannot break free they are binded to the target. This character can spin in a 3x3 dealing their strength in damage (caps at B) and striking at their agility without the debuffs from this perk. This gains a +2 if a target is caught by the user and this can overcap by 1 step. The spin is separate from the first active ability and they can be used free of each other. Both variants require C Stamina to activate and both can be activated on the same turn. 8 turn cooldown on both active abilities.  
  
**Shikotsumyaku**: This spawns several bones while this character is guarding, dealing damage equal to the damage of the attack back to the user. If the strike would break the bones then no damage will be dealt back towards the attacker. While this dance is being used this bones will continue to poke from the characters form dealing damage equal to the bones durability -1 grade. The damage is increased by a step for each grade of strength the attack has. The catching a limb, the target requires strength higher then the durability of the bones to break free. When using the spinning variant this character can deal damage in a 5x5 instead. At Dance Proficiency III this effect takes place even when the character has a longer attack range then this character.

(Dance Proficiency I, C endurance, Stoicism)  
  
  
  
 **Shikotsumyaku**

*Hiden (Shikotsumyaku)*

**Jutsu Information**

Shikotsumyaku is a Kekki Genki which gives the wielder the ability to manipulate their own bones. They gain control over the production, breaking down, and density of all bones in their body and as long as the body does not tire out, users can take advantage of these abilities without limit. With Shikotsumyaku, users can grow new bones anywhere in their body. Typically, these bones are functionally and visually identical to other bones in the body.

**[Damage: User’s strength +1] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility] [Turn Duration: N/A]**

This technique spawns’ bones around the user’s body, for D cost this character can spawn the bones on a singular limb. All bones have a durability of the user’s endurance. While guarding with these bones it will be considered blocking even if it is an unarmed strike. The durability of these bones are reduced by 1 step each time they block damage but are unaffected by damage 2 steps or more below their durability. Each attack will lower the bones durability by 1 step, 1 grade of damage over the bones being enough to break through but the damage is reduced by 1 step. When used offensively bones deal Piercing damage but can be guarded as an unarmed Taijutsu strike. While the bones are active Guard Breaker, Guard Buster, and Guard Piercer clauses do not effect this character. Bones cannot be spawn to defend against an attack unless this character has ‘Primal Protection’ and the bones must be spawned before being attack to be used to guard. Spawning bones on each limb has cooldowns specific to the limb. 6 turn cooldown. Bones can be reformed for D drain once broken, but only when cooldown is up. Bones can only clash with single target Ninjutsu techniques and clash at a -1 grade. Energy Damage and AOE’s cannot be defended against with this technique. They will reduce the damage as a defensive technique.

**Dance of the Clematis**

*B-rank (Shikotsumyaku)*

**Jutsu Information**

This character removes their spine to use as a weapon. The cartilage between the individual vertebrae makes the spine flexible for use as a whip, and the cartilage can be stretched further to increase the whip’s range. When the spine whip is wrapped around the target it holds them in place so that the user can concentrate all of their Shikotsumyaku pwers into the creation of a single bone weapon, which is made as hard as possible with a considerable amount of chakra. Because of the weapon’s large size, as well as the sheer density, a Kaguya can barely handle it. This makes the whip like spine necessary to properly use it.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: C per activation ] [Speed: Instant] [Turn Duration: 3]**

Shikotsumyaku exclusive. This dance has 2 variants. Both variants have a 7 turn cooldown. The actives for this dance can only be used while this dance is still active, however if they are already constructed the character can still use them. In this case the cooldown will begin once both are used or another dance has been used.   
  
**Vine**: The user creates a whip using their spine, with a 5 tile range. This weapon can only be avoided with agility and cannot be guarded against. Once binded the target needs strength equal to the bones durability to break free. Once caught, the user can retract the spine and pull the target towards themselves, to resist this the target only needs strength equal to the user. While binded this target cannot make any offensive actions. The power of this bind weakens by 1 step each turn. The vine itself strikes at the user’s agility and has damage equal to the bone’s durability -1 grade (Caps at C). This variant cannot be used with *Yanagi No Mai* to bind multiple opponents with the whip. Only 1 person may be binded at a time.  
  
  
**Flower**: The user creates a drill like growth on the opposite arm that grants them an additional tile range for striking. This deals damage equal to their bone’s endurance +1 per Dance Proficiency but reduces their striking speed to E. While this variant is used this character is stuck to walking tiles. This variant has *Guard Breaker*, *Piercer,* and *Guard Piercer* clauses, making it unblockable by guards. This weapon breaks after a strike is landed with it. When using this with *Sawaribi No Mai,* if the user attacks from behind they will strike at their agility -1 grade instead if the *Unaware* clause is present. Does not stack with *Unaware* clause.

(Shikotsumyaku, Dance Proficiency II, C+ Endurance)

**Ten-Finger Drilling Bullets**

*B-rank (Shikotsumyaku)*

**Jutsu Information**

The user creates holes that expose hardened finger bones. In volleys of five per hand they shoot bone bullets at a target by swinging their hand. This causes a loud sound as they’re fired but the bullets travel incredibly quickly through the air and take a spinning motion. Upon impact, the bullets tear through skin, flesh, and bone.

**[Damage: Bone durability (Caps at D+)] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility] [Turn Duration:]**

*Piercing* Damage. Travels up to 10 tiles away from the user. This technique can utilize *Shurikenjutsu* perks. Every 2 bullets that hit a target deal an additional step of damage, that can overcap. This technique will pierce through a target hit and continue on its path unless blocked by a structure or technique. Both hands must be free to use all 10 bullets, and it will take an offensive turn to pick up a weapon in hand if dropped to use the technique like this. Structures or defenses power are considered -1 grade for this technique piercing. This is considered Ninjutsu  
  
**Piercer**: This technique will pierce through structures or defenses if it has more power then it’s defense but will not deal damage to the defense or structure.  
(Shikotsumyaku, C Endurance, Dance Proficiency II)

**Dance of the Seedling Fern**

*A-rank (Shikotsumyaku)*

**Jutsu Information**

After spreading thousands of small seed-like bones in the area, the user produces as many as ten thousand blades of bone that sprout from the earth. Because of how quickly the bones appear from the ground, how wide an area they cover, and how high into the air they extend, this technique can do extensive amounts of damage, killing indiscriminately. If any of their targets should avoid this technique, the user is able to merge with the bone blades. They can appear anywhere but ideally behind them, attacking them in their blind spot.

**[Damage: User’s Bone durability +1 grade (Caps at A+)] Defense: Bones durability] [Chakra/Stamina Cost: A ] [Speed: A] [Turn Duration:]**

Spawns bones 10 tiles in each direction of the user. This takes 1 turn of set up, and this is an offensive action. These bones raise up 6 tiles high into the air and require tile movement surpassing this to avoid this technique regardless of speed if they cannot escape it’s AOE, and can only be avoided by traveling directly upwards. This technique cannot be used to clash other techniques and will resolve last in the round, however due to its spawning this technique also cannot be clashed against. For C stamina cost this character is able to merge with a bone and teleport anywhere in the field of bones. This teleportation is silent and if they are unable to detect them without using a sense other then hearing, they suffer from the *Unaware* clause.

(Shikotsumyaku, B- Endurance, Dance Proficiency III)