**Shadow Imitation Technique**

*Hiden (Kagemane Technique)*

**Jutsu Information**

The Shadow Imitation Technique is the signature technique of the Nara Clan. The user manipulates their shadow across a surface to merge it with a target or targets’ shadow. The user can stretch their shadow however they wish in order to accomplish this goal, but they are limited by their shadow’s surface area; if a target can move far enough away from the Shadow Imitation’s user, they are theoretically safe from it. Once a suer merges their shadow with a target’s, the target cannot move on their own other than to talk. The only movements they are able to make are those that the user makes; if the user walks forward the target walks forward.

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

1 Handseal. 8 Tile Range. User must be rooted while casting this technique and breaking the root will break it. When this technique makes contact with a target, they will mimic every action the user takes, moving the exact tiles and tile movement, or performing the exact action. To break free of this technique the target needs 1 step of strength over the power, if they have strength equal to it, they are able to resist the imitation portion. Each turn a character is binded this technique loses 1 step of power. This technique has no cooldown however each time the same target is binded this technique loses 1 step of power towards them specifically. Overall tile range is increased by control. (C:9/B:10/A:11/S:12). This technique cannot be clashed against. Jumping is not an effective method towards avoiding this technique and can only be avoided by having the tile distance.

**Homing**: This technique requires a character to escape the tile range of this technique or they lose 2 steps of speed towards reacting towards it.

**Controlled**: This can be used on a target who is engage in CQC and can weave around already standing structures.

(Nara Clan)

**Shadow-Neck Binding Technique**

*B-rank (Kagemane Technique*

**Jutsu Information**

This is a variation of the Shadow Imitation Technique, designed for offensive purposes. The user extends their shadow along the target’s body which, because the shadow has physical properties, the target can feel. There, the shadow can be used for restraint, replacing or adding to the binding of the Shadow Imitation; the closer the user is to their target, the stronger this binding becomes. This can be used to strangle a target, hence the name. The Shadow-Neck Binding’s ability to apply pressure to a body gives the user some additional options as well.

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

This technique can only be used when a target is already caught by Kagemane. 3 Handseals. This changes the Kagemane binding power to this technique but it still suffers the same power loss from sustaining Kagemane on a target. This technique only deals damage if its power is greater then the targets endurance by a grade, and will deal damage based on power -2 grades. Regardless of dealing damage this technique can still strangle a target. This will reduce stamina by D +1 grade for every step of power this technique has over a target’s endurance. If they are reduced to 0% Stamina they pass out for the remainder of battle. Targets require strength 1 step over this techniques power to break free.

(Dark Grip)

**Shadow Gathering Technique**

*B-rank (Kagemane Technique)*

**Jutsu Information**

This technique places emphasis on the minute control of the shadow’s movements. It is accurate enough to even make the tentacles go through tiny holes. Basically, this techniques takes the user’s own shadow and transforms it into countless thin tentacles, which are then used to grab objects and pull them in. Also, one can skillfully make use of the tentacle-shaped shadow tendrils by using them to lift up and throw weapons like kunai and such. This technique has many possible applications and uses. There are no hand seals used for this technique, but the hand movements.

**[Power: User’s Control (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: C; D sustain per 2 turns] [Speed: User’s control (Caps at A)] [Turn Duration: Sustained]**

This technique can be turned into *Kage Nui No Jutsu* but both cannot be used in the same turn, but the cost must be paid for it instead of this. This technique can be used to manipulate physical objects such as weapons, and can only be used offensively in this manner. When being used with weapons the strength and agility are replaced by control, being -2 steps for strength and -1 for speed or agility. With *Darker Than Black* this is changed to strength -1 and speed or agility being base control. The number of tendrils able to be made are reflective of the *Splintering Method* perk. Requires 1 tendril to use small size, 2 to use medium, and 3 to use large. Multiple attacks on one target uses the *Splintering Method* effects to reduce their reactive agility instead, but does not deal multiple instances of damage. Throwing works as normal. Gains 1 tile range when using strikes and 2 with *Darker Than Black*.

(Splintering Method)

**Shadow Sewing Technique**

*B-rank (Kagemane Technique)*

**Jutsu Information**

This is a ninjutsu from among the Nara clan’s secret techniques that uses materialized shadows to attack and bind, instead of merely immobilizing and control like the Shadow Imitation Technique. The user changes the shape of their shadow into several sharp tendril-like needles and controls each separately. They can then attack the same or several targets simultaneously and at the same time snatch away their ability to move by sewing them stuck with the shadow threads. Because it is a physical attack, it is impossible to capture something without harming them, but on the other hand, since the speed of invocation and the time of duration are excellent, it can be sued when urgent restraint is required.

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

This technique can be used to physically attack with tendrils, these can be avoided with agility or speed. If avoided with agility these work as normal strikes and if avoided with speed work as a technique. This technique can be used on a target captured by Kagemane to bind them, requiring strength 2 steps over its power to break free. The number of tendrils that can be made reflect *Splintering Method* perk. Requires 5 Tendrils to bind a target with this technique. A single Tendril can only deal up to C damage, the damage increased by 1 step per additional tendril until meeting the cap. This can still use effect from the *Splintering Method* perk to reduce agility or speed when attempting to be avoided.

*(Splintering Method)*

**Shadow Imitation Shadow Bind Technique**

*D-rank (Kagemane Technique)*

**Jutsu Information**

The Shadow Imitation Shadow Bind attaches their shadow to a host’s own without restricting their movements, or forcing them to mimic their own movement. This allows the host to move freely all ther while the Nara’s shadow is still attached to their own. Through the shadow, the Nara is able to sense when their combined shadow comes into contact with the target’s basically using the latter’s own shadow as an intermediary to link up other shadows in proximity, and they can then bind them with Shadow Imitation Technique.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: D; D sustain ] [Speed: User’s control] [Turn Duration: Sustained]**

This can place the users shadow upon anything without restricting their movements. Can be transformed into Kagemane at any time but will bind the person it is place on as well. This technique can only go as far as Kagemane but can use perks to extend its range. To notice this bind, a character must be able to perceive shadows from the *Willow Shade* perk. If they cannot perceive it they lose 2 steps towards avoiding this technique. This still works as *Kagemane* and the user must be rooted.

(Willow Shade, C+ control)

**Shadow Imitation Field Technique**

*A-rank (Kagemane Technique)*

**Jutsu Information**

This technique is an advanced version of the Shadow Imitation Technique, where the user expands their shadow to cover a wide range, thereby reducing the chance of escapes. Due to the technique’s concept, multiple targets can be captured simultaneously.

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

1 Handseal. Creates a field that has power equal to *Kagemane* and the size of the field is 9x9 around the character. This field can have its dimensions increased by using Nara Perks, and each tile increased will increase the radius. After this technique is used, the following round Kagemane can be used on all targets that are captured. This technique counts as a use of Kagemane and will lose power for the turns it was used.

**Darker Than Black**: This technique can be sustained, allowing the character to walk freely around the range of this technique. If rooted with a handseal this technique will not lose power. This character cannot make another action when rooted. B cost, B sustain.

(B+ Control)