**Flash Step**

*D-rank (Samurai Technique)*

**Jutsu Information**

A samurai technique by where the user kicks off of the ground multiple times in a small time allowing them to move at an accelerated rate. This makes it appear as if the person is teleporting from one place to another and requires refined body and energy control.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: Varies] [Speed: User’s speed] [Turn Duration: 1]**

No Handseals. This increases the users Tile-Movement by 2 tiles and increases their speed based on the drain. D:1/C:2/B:3/A:4/S:5. This does not count as an offensive action for the turn but does count as a technique usage. 5 turn cooldown. This does not benefit from Body Flicker perks at all. This can be used with chakra or stamina. If used to get behind the target, they lose -1 reactive agility if this technique has speed 2 steps higher than their defensive agility.

**Chi Cleansing**

*D-rank (Samurai Technique)*

**Jutsu Information**

This character manifests their inner energies before releasing them in a burst of force around themselves, this can be used to escape chakra-based and physical bindings as well as knock enemies over.

**[Power: User’s Control] Defense: N/A] [Chakra/Stamina Cost: Varies] [Speed: User’s control +2] [Turn Duration: 1]**

Sends a shockwave in a 3x3 +1 tile for each grade of control over D. Targets hit by this are knocked down if they do not have endurance equal to its power and suffer from *Grounded*. This can be used to escape bindings by paying a cost equal to them, or 1 grade of cost over if the binding is chakra based. This counts as a free-action. If this character has control equal to the power of the technique the cost is lowered by 1 grade to a minimum of D cost. This technique does not deal damage but can be used to reflect weaponry, but not pure chakra.

**Moonlight**

*C-rank (Samurai Technique)*

**Jutsu Information**

The user swings their sword is a wide arcing fashion that causes the attack to travel in a 360-degree radius around themselves. This can be used to quickly and effectively respond to threats behind the user with limited responsive movements. This technique is heavily supplemented by the Samurai Sabre Technique.

**[Damage: Weapon Damage +1 step per grade of strength] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility (Caps at A)] [Turn Duration: 1]**

User swings in a 3x3 radius of themselves. If their attack range is extended so is the range of this technique. When this character suffers from *Unaware* they can use this technique if it is not the full penalty to reduce it by an additional step, but only if this technique be properly respond to the threat. This technique can be used to deflect multiple attacks at once, dealing durability damage to the blade for each instance but only counting as blocking 1 attack for all other purposes. 6 turn cooldown.

**Cliff Hiking**

*C-rank (Samurai Technique)*

**Jutsu Information**

The user swings their blade upwards in the fashion one would throw an uppercut, lifting the target into the air along with them. This technique can also be used to attack targets already in the air, gaining an advantage due to the angle at which the slash is taken and making it greatly effective towards aerial targets.

**[Damage: Weapon damage +1 step per grade of strength] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility (Caps at B)] [Turn Duration: 1]**

Causes the target to go airborne if this character has more strength then they have endurance. Targets who are airborne already lose 1 step of reactive agility towards this technique and cannot block it. 4 turn cooldown.

**Combo**: If used on a target that is already airborne this character can use *Falling Leaf* on the same turn that this technique is used.

**Falling Leaf**

*C-rank (Samurai Technique)*

**Jutsu Information**

A technique used by Samurai while over the opponent, using their energy and mastery over their own body, they press their weight downwards and descend from the air. They attack swiftly and this allows them to descend from the air without wasting any other movements as well as avoiding attacks aimed at themselves.

**[Damage: Weapons damage +1 step per grade of strength] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility (Caps at B-)] [Turn Duration: 1]**

Can only be used while the user is airborne. This causes the target to descend at their striking speed, allowing them to avoid attacks aimed at them. If this technique is used on a target that is also airborne it will drag them downwards and slam them into the ground, dealing an additional step of damage and causing *Grounded*. The following clause does not apply when attacking a target that is already on the ground. 6 turn cooldown.

**Guard Buster**: The effects of this technique will happen regardless of it being blocked.

**Paragon Carving**

*B-rank (Samurai Technique)*

**Jutsu Information**

The user slashes forward into multiple targets in an instant, only being halted is a defense stronger than their attack exists in their pathway. This techniques cutting power is further amplified by the Samurai Sabre Technique.

**[Damage: Weapon Damage +1 per grade of strength] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility (Caps at A)] [Turn Duration: 1]**

Increases the users tile movement by 2 tiles, this strikes everything in the characters pathway. This technique will cut through and continue forward its max range unless something with defense or durability equal to this techniques damage is in the way. This ignores endurance for the effect calculation. When using *Samurai Sabre Technique* this technique requires durability or endurance 1 step over the damage of the technique to halt its progression. This attack only progresses linearly and cannot be shifted; meaning it can only travel in 1 direction. 8 turn cooldown.

**Samurai Sabre Technique**

*B-rank (Samurai Technique)*

**Jutsu Information**

Unique to Samurai, this technique employs the concept of chakra flow, through the use of the flow the user extends both the reach and cutting ability of the blade. This blade is capable of great destruction and various enhancements. They are able to extend their range of attack at will as well.

**[Damage: Weapon damage +1 per grade of control (Caps at B+)] Defense: N/A] [Chakra/Stamina Cost: B; C sustain per 2 turns] [Speed: Instant] [Turn Duration: Sustained]**

Cannot be used with throwing weapons. Adds *Energy Damage* to the weapon of choice. When blocking with this technique the weapon does not suffer from durability loss and inflicts an additional 2 steps of damage upon another weapon. This technique can be used to clash against Ninjutsu, allowing the user to cut it away. It will always lose 1 grade of power against it however, but only for clashing calculation this technique is not capped at any damage. Using this on a *Large* size weapon increase the initial cost by a grade. Chakra flow techniques only apply damage and do not apply to effects, these only scale from strength or the weapons damage.

**Small Blade**: Requires D+ Control. This allows the user to use it on *Small* size weapons. This extends them to the range of a katana. This damage cap is C+ instead and is C cost and C sustain per 2 turns. No advanced variants can be used with this form.

**Flow**: Requires C+ Control. This allows the user to use it on any sized blade. This extends their attack range by a tile and follows the techniques normal costs and caps. This character can use this to extend their attack range by paying C cost per tile.

**Flash**

*B-rank (Samurai Technique)*

**Jutsu Information**

A swift ranged attack where the user swings their sword at a target after coating it in Samurai Sabre Technique, release a sharp crescent of energy in the arc that the blade was swung.

**[Damage: Samurai Sabre Damage -1] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s agility] [Turn Duration: 1]**

Slashing/Energy Damage. Fires a 1x3 at the target that can travel up to 8 tiles away. This requires no handseals. If *Samurai Sabre Technique* is already being used then this technique costs C instead. 5 turn cooldown. When using *Flow* variant this character can pay an additional cost to increase the AOE to 2x5 instead.

**Rupture**

*B-rank (Samurai Technique)*

**Jutsu Information**

The user violently swings their sword with the intention of striking an opponent that is out of reach. The swing is powerful enough to release a wave towards the target that is hard to detect.

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

This technique still scales as +1 per grade of strength, but it ultimately reduced by 1 step after calculations. This extends this character’s strike to cover 3 tiles, +1 per grade of strength. This slash can only be linear but can attack multiple targets at once. This will not deal multiple instances of damage to 1 target.

**Samurai Sabre: Hammer**

*B-rank (Samurai Technique)*

**Jutsu Information**

The ability to use shape transformation during the implementation of the Samurai Sabre Technique, sculpting their respective blades into various rudimentary weapons that extend beyond the natural dimensions of their original swords. This forms the blade into a large hammer capable of destroying defenses and crushing multiple opponents at once.

**[Damage: Samurai Sabre damage +2 (Caps at A)] Defense: N/A] [Chakra/Stamina Cost: B; C sustain] [Speed: User’s agility -2] [Turn Duration: 3]**

Samurai Sabre is active while using this, and the sustain must be paid. Strikes in a 3x3. For an additional cost of C this can be increased to a 5x5 for striking. Targets must first avoid this strike with speed, only needing speed equal to the striking speed to avoid it, and then they avoid it with agility as if a normal strike. This can be used to target multiple opponents inside of the AOE. If Samurai Sabre is already active, changing it to this variant will only cost C chakra. The cost to sustain must be paid every 3 turns. Samurai Sabre’s sustain is separate from these techniques. 5 turn cooldown.

**Guard Piercer**: This strike will ignore the guard, dealing damage and effects regardless of a character blocking.

**Samurai Sabre: Saw**

*B-rank (Samurai Technique)*

**Jutsu Information**

The ability to use shape transformation during the implementation of the Samurai Sabre Technique, sculpting their respective blades into various rudimentary weapons that extend beyond the natural dimensions of their original swords. This forms the blade into a buzzsaw like structure capable of cutting through defenses.

**[Damage: Samurai Sabre Damage] Defense: N/A] [Chakra/Stamina Cost: B; C sustain] [Speed: User’s agility -1] [Turn Duration: 3]**

Samurai Sabre is active while using this, and the sustain must be paid. Deals an additional 2 steps of damage towards weapon durability and ignores 1 grade of defense or durability of structures. This variant causes the *Flash* technique to take all of this technique’s effects. This character binds a target with this variant with their strength, the target requiring strength higher than the target to break free of this. While binded they will take increased damage by 1 step per turn, or an additional step of weapon damage per turn if it is blocked. The bind works as a strike and only needs to be dodged to be avoided. *Flash* does not take binding properties. If the user is already using *Samurai Sabre* this technique only costs C chakra to activate and the sustain is the cost paid every 3 turns. Samurai Sabre’s sustain is separate from this technique. 5 turn cooldown.

**Samurai Sabre: Pike**

*B-rank (Samurai Technique)*

**Jutsu Information**

The ability to use shape transformation during the implementation of the Samurai Sabre Technique, sculpting their respective blades into various rudimentary weapons that extend beyond the natural dimensions of their original swords. This forms a long-range pike using to attack targets from a distance.

**[Damage: Samurai Sabre Damage] Defense: N/A] [Chakra/Stamina Cost: B; C sustain] [Speed: User’s agility] [Turn Duration:]**

Samurai Sabre is active while using this, and the sustain must be paid. Extends this techniques attack range by 2 tiles, and an additional tile per grade of control above D. This variant changes *Samurai Sabre Technique* from slashing to piercing damage instead. When using with *Flash* this character with throw a spear that loses it’s AOE but travels in a straight line through targets, losing 1 step of speed and power for each target it pierces through. This variant can also be using to attack multiple targets in a straight line, but does not lose power or speed when doing so. Samurai Sabre’s sustain is separate from these techniques. 5 turn cooldown.

**Piercer**: If this technique deals more damage than the defense of a structure, it will pierce through it retaining full damage and speed but leaving the structure.

**Samurai Sabre: Axe**

*B-rank (Samurai Technique)*

**Jutsu Information**

The ability to use shape transformation during the implementation of the Samurai Sabre Technique, sculpting their respective blades into various rudimentary weapons that extend beyond the natural dimensions of their original swords. This forms an axe capable of dealing severe damage to the body and armor.

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

Samurai Sabre is active while using this, and the sustain must be paid. Strikes from this variant deal a minimum of Moderate Damage. These strikes will ignore 1 grade of armors durability at all times. This increases the users striking range by an additional tile and makes their weapon considered a *Large Size* instead. 5 turn cooldown.

**Iai Beheading**

*A-rank (Iaido Technique)*

**Jutsu Information**

Adhering to the principles of Iaido, the user performs a quick and powerful slash with their sword in order to cut the intended target, before immediately re-sheathing the blade afterwards. This can be used to instantly decapitate a target if the use is powerful enough to do so.

**[Damage: Weapon damage +1 per grade of strength] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s agility] [Turn Duration: 1]**

This technique can only be performed in *Kendo: Iai*. This technique will perform an Execution is the striking speed is higher than the targets reactive agility by 2 grades or more. This is only warranted if the target has no alternative way to avoid the damage or the attack. If this character does not have enough striking agility to warrant this techniques effects then this will be treated as a normal strike. This can be used against enemies of varying sizes as long as the damage of this technique is enough to deal a Moderate Damage to the target. Using it on normal humans follows the same rules, being less than Moderate Damage means it will result in a normal strike, however abilities and perks that lower damage severity will not work against this technique and they must naturally be able to resist the damage being moderate or above.

**Dancing Blade Risk**

*A-rank (Iaido Technique)*

**Jutsu Information**

The user performs a quick dash towards his opponent before slashing them, this technique happens so fast it is often mistaken for the character using Flash Step to increase their speed. This technique naturally is difficult to deal with and supplements the more agile samurai rather than the physical one, allowing the character to interrupt the Shinobi handseals from a vast range away.

**[Damage: Weapon damage +1 per grade of strength] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s agility] [Turn Duration: 1]**

This technique increases the users tile-movement by +3, and an additional tile for every grade of agility starting at D. When used in *Kendo: Iai* the reduced tiles will be restored for this technique only. This can be used with *Iaido* perk to stop handseals. This character can only move in a linear path when using this technique. A character must first respond to this users speed before their strike, requiring agility at least 1 grade within their speed to focus on their movements while they perform this technique. Lacking this will reduce their reactive agility by 2 steps, and having 5 steps or more difference will cause the *Unaware* clause.