**Fire Release: Fireball Technique**

*C-rank (Katon Technique)*

**Jutsu Information**

The user kneads chakra in their body and turns it into fire, which they then expel from their mouth; the more chakra they use, the more flames are produced. Sometimes the flames lack a distinct shape, being only a stream, but more often than not they take the form of a giant orb that maintains its shape until hitting a target. Upon impact, the fireball is powerful enough to crater the ground and vaporize the surroundings.

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

6 Handseals. User expels a ball of fire that explodes into a 3x3 upon impact. 9 Tile range. The user can use the stream variant instead and the damage scales to the user's base control. This spawns a 1x3 that fans out 5 tiles, traveling up to a 5x11 cone. This can be sustained each turn with D chakra cost but roots the character in place.

**Uchiha Katon**: This character can use the B drain variant of this technique, creating a 3x3 that explodes into a 5x5 on impact. This variant boosts the speed and damage cap by 1 grade. This increases the tile range to 12 tiles. This cannot be used with the sustained variant of this technique.

(Fire Proficiency II, D+ Control)

**Fire Release: Dragon Fire Technique**

*C-rank (Katon Technique)*

**Jutsu Information**

The user spits flame from their mouth that, like a dragon’s, quickly travel forward in a straight direction. Upon contact with a target, the affected area is engulfed in flames. Whereas the Great Fireball Technique will burn everything in the vicinity, the Dragon Fire Technique is more narrowly focused at its initial target, likened to a projectile. This can be used with a medium such as wire strings or a line of enemies, with the flames moving from one enemy to the next. Despite this, the Dragon Fire Technique does not require a medium through which to be transmitted.

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

4 Handseals. The user spews a 1x3 wave of flame in front of themselves. When using a medium this techniques speed is set to the travel speed of the medium. If it is Wire Strings this techniques speed is changed to User’s Control -1 (Caps at C-). This technique will travel through enemies that are on adjacent tiles, dealing -1 damage for each enemy that this technique passed through. This technique will not cause damage to the targets surroundings if the user wills it, and all Katon Perks will only have effects on the target, when doing this the technique gains the *Controlled* clause.  
  
**Controlled**: This character can use this technique from outside towards CQC without the chance of harming an ally.

(Fire Proficiency II, D+ Control)

**Fire Release: Phoenix Sage Fire Technique**

*C-rank (Katon Technique)*

**Jutsu Information**

The user spits a volley of small fireballs into the air; at a glace it can appear as though there was only one fireball that then burst into many. The many small flames move wildly through the area, potentially mesmerizing targets as they’re surrounded. The user can control each individual flame with their chakra, allowing them to guide each at the target and, consequently, making this technique difficult to evade.

**[Damage: User’s Control (Caps at D-)] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s control +1 (Caps at C)] [Turn Duration: 3]**

7 Handseals. 12 Tile Range. The user is able to create 4 fireballs, each fireball that lands increases the damage by 1 step to a cap of C damage. This technique only last for 3 turns when the character is rooted to control the fireballs. Each turn used to avoid these fireballs after the first lowers the targets speed by 1 step, but not tile movement, capping at 1 grade of speed. The number of fireballs able to be created is increased by 2 for every Katon Proficiency above II. This techniques damage is uncapped when clashing and will always clash as 1 instance of damage. Cannot deal multiple instances of damage to the same target. The Fireballs are not sustained and will be expended when hitting another technique with sufficient stats.  
  
**Homing**: If a target cannot escape this technique’s tile range, they lose 2 steps of speed when attempting to dodge.  
  
**Controlled**: This technique can avoid already standing structure and be used to attack a target in engaged in CQC.

(Fire Proficiency II, D+ Control)

**Fire Release: Great Dragon Fire Technique**

*B-rank (Katon Technique)*

**Jutsu Information**

The user compresses a large amount of chakra built up inside their body and changes it into a dragon head-shaped fireball. The user then skillfully expels that great fire, and attacks their opponent. Even outside of the attack range, its power and reliability are stressed. The flames have a high temperature, which can create an upward movement of air currents which in turn can give rise to thunder clouds. A master of this technique can fire off several flames in succession and anyone caught in the technique could potentially be reduced to ashes.

**[Damage: User’s Control +1 (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s control (Caps at B][Turn Duration: 1]**10 Handseals. 12 Tile Range. The user fires a 1x3 projectile at the target. If the user has the Rapid Fire perk this technique can be shot up to 3 times utilizing the perks rules, also decreasing the speed by 1 step each time. This technique can be shot into the sky to create inclement weather 3 turns after the first one is shot into the sky. This technique can only apply perks and boosts to 1 instance of damage at a time, each projectile is considered it’s own separate technique. 7 Turn cooldown. Immense Heat is passively applied to this technique with no cooldown.  
  
**Uchiha Katon**: This character is able to fire all 3 shots on the same turn, each dealing its own instance of damage. This sends them on the same trajectory meaning a character only has to avoid the first to avoid all of them in the same manner. When used in this variant perks and boosts are applied to all of instances of this technique. The user must be rooted. This increases the cooldown by 3 turns.

**(Fire Proficiency III, C Control)**

**Sharingan I**

*Hiden (Dojutsu)*

**Jutsu Information**

The Sharingan (写輪眼, *Copy Wheel Eye*) is the dojutsu kekki genki of the Uchiha clan that appears selectively among its member. It is regarded as *“The Devil’s Eyes”.* Its powers are said to have been derived from the Purgatory Flames. This character has awakened the first tomoe and with it the basic abilities of *The Eye of Insight* and *The Eye of Hypnotism*. This character gains the ability to see chakra in color and perceive bodily movements with greater clarity as well as casting and gaining resistance to genjutsu through the eye.

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

Grants +1 Precognition. Activating Sharingan is a free action, but deactivating it must use an uninterrupted turn. The Sharingan drains on every 3rd round. This character is able to perceive handseals, attacks, and traps as if they had Tier I Sight, but they do not gain the other benifits of having Tier I Sight. Precognition only works on objects in the characters current field of vision and will not work when they are being attacked by something they cannot see, something that they have detected with a separate sense, or something that causes the *Unaware* clause on them. Attacking this character from two separate directions simultaneously causes them to pick which attack they want to focus on to gain Precognition. This method is valid even when the user can gain Precognition for multiple attacks.  
  
  
**Awakening**: When first awakening the Sharingan this character will gain +3 Precognition towards the threat of death. This only applies if they awaken their Sharingan in battle when it is a life-or-death situation. Afterwards this Sharingan returns to normal. This Precognition stacks.

(C+ Control or Admin Approval

**Sharingan II**

*Hiden (Dojutsu)*

**Jutsu Information**

The Sharingan (写輪眼, *Copy Wheel Eye*) is the dojutsu kekki genki of the Uchiha clan that appears selectively among its member. It is regarded as *“The Devil’s Eyes”.* Its powers are said to have been derived from the Purgatory Flames. This character has matured their sharingan to the second tomoe and with it enhanced its abilities greatly. This character is able to copy and remember techniques as well as use ocular illusions on those who meet their gaze.

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

Grants +2 Precognition. Activating Sharingan is a free action, but deactivating it must use an uninterrupted turn. The Sharingan drains on every 3rd round. This character is able to perceive handseals, attacks, and traps as if they had Tier II Sight, but they do not gain the other benifits of having Tier II Sight. Precognition only works on objects in the characters current field of vision and will not work when they are being attacked by something they cannot see, something that they have detected with a separate sense, or something that causes the *Unaware* clause on them. Attacking this character from two separate directions simultaneously causes them to pick which attack they want to focus on to gain Precognition. This method is valid even when the user can gain Precognition for multiple attacks.  
  
**Awakening**: When first awakening the Sharingan this character will gain +3 Precognition towards the threat of death. This only applies if they awaken their Sharingan in battle when it is a life-or-death situation. Afterwards this Sharingan returns to normal. This Precognition stacks.

(B- Control or admin approval)

**Sharingan III**

*Hiden (Dojutsu)*

**Jutsu Information**

The Sharingan (写輪眼, *Copy Wheel Eye*) is the dojutsu kekki genki of the Uchiha clan that appears selectively among its member. It is regarded as *“The Devil’s Eyes”.* Its powers are said to have been derived from the Purgatory Flames. This character has fully matured their sharingan and with it have the chance to unlock the true abilities of the sharingan. They are able to perceive and store a vast amount of techniques as well as combat genjutsu with their vision. They also unlock the ability to control Bijuu with the proper amount of mastery over their sharingan.

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

Grants +3 Precognition. Activating Sharingan is a free action, but deactivating it must use an uninterrupted turn. The Sharingan drains on every 3rd round. This character is able to perceive handseals, attacks, and traps as if they had Tier III Sight, but they do not gain the other benefits of having Tier III Sight. Precognition only works on objects in the characters current field of vision and will not work when they are being attacked by something they cannot see, something that they have detected with a separate sense, or something that causes the *Unaware* clause on them. Attacking this character from two separate directions simultaneously causes them to pick which attack they want to focus on to gain Precognition. This method is valid even when the user can gain Precognition for multiple attacks.

**Awakening**: When first awakening the Sharingan this character will gain +3 Precognition towards the threat of death. This only applies if they awaken their Sharingan in battle when it is a life-or-death situation. Afterwards this Sharingan returns to normal. This Precognition stacks.

(B control or admin approval)

**Uchiha Return**

*B-rank*

**Jutsu Information**

By utilizing the Gunbai to block an incoming attack, the user nullifies the effects of the attack by converting the incoming chakra into wind nature transformation, which is then reflected. AS this reflection of an attack occurs both suddenly and unexpectedly, they reflected attack can prove difficult for opponents to evade.

**[Damage: Varies] Defense: Gunbai’s Durability] [Chakra/Stamina Cost: Varies ] [Speed: User’s control +2] [Turn Duration:]**

Can only be used with a Gunbai. This can absorb damage equal to the users control. If used against a melee or close-range technique the target will suffer the *Unaware* clause even with prior knowledge to this technique. If the damage is high enough to break through the Gunbai this technique will not work. This technique will always reflect the damage back at the attacker, and costs the same as the technique used against them to utilize. This technique travels up to 6 tiles and this character must have agility equal to a higher than an attack to use this technique reactively. This can also be converted into a wind technique the following turn, increasing it’s damage by 1 step per damage of the attack absorbed starting at D. The wind technique must be castable from a Gunbai. The absorbed chakra must be used the following turn or it will fade from the Gunbai. This technique can use Fuuton perks but cannot surpass the damage of the technique absorbed unless the chakra is used to cast a separate technique.

(C+ Control, Uchiha Gunbai Mastery)

**Sharingan: Mimic**

*Hiden (Sharingan Technique)*

**Jutsu Information**

The user of the Sharingan is granted incredible clarity of perception, enabling them to read lips or mimic something like pencil movements. In combat, this allows them to see fast-moving objects and, once fully developed, they can anticipate an opponent’s next move based on the slightest muscle tension in their body and act accordingly to dodge it.

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

This can be used to mimic a character’s offensive action and clash against it. As long as this character has stats 1 step within the technique or action being used, they can properly replicate the attack and cause a stalemate in clashing. A character must be able to copy the technique to use this technique. This cannot be used to overpower a clash and can only be used to stalemate or cancel it out regardless of perks or stats. The stalemate aspect of this technique has an 8 turn cooldown, but this can be used freely although this character can only mimic the characters non-technique actions.

(Copy Wheel)

**Future Sight**

*Hiden (Sharingan Technique)*

**Jutsu Information**

While not an ability per se, the Sharingan user can appear as if they are able to “see the future”. First, the user must perfectly mimic every move their opponent makes and possibly their thoughts and words through careful observation. Then, they suggest an action to the opponent such as hand seals for a technique that the opponent and Sharingan user already know and copy that. With these things done, the user can complete the action even before the opponent does, possibly using the Sharingan’s genjutsu to confuse or delay them.

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

This character must perfectly mimic the target for up to 3 turns, and if the target performs an action the user cannot this technique is broken and goes on an 8 turn cooldown. If this character can mimic the target for 3 turns then they are able to use *Sharingan: Genjutsu* to influence their next movement regardless of eye contact countermeasures, but this takes control into account. This will heavily influence their actions and cause the character the lose the ability to react with a technique to the next technique, only able to avoid it with their stats or natural abilities. This technique does not need to be flashed until all prerequisites are finished.

(Copy Cat)

**Genjutsu: Sharingan**

*Hiden (Sharingan Dojutsu)*

**Jutsu Information**

This technique broadly refers to a range of genjutsu performed with the Sharingan. By establishing eye contact with a target, the Sharingan user traps them within a genjutsu which can be exploited for one of various purposes. Genjutsu created by this technique do not have any trademark form, appearing vastly different between the same functions and even the same users. This character can influence and suggest actions to the target such as causing them to hesitate on a strike or to perform a certain technique.

**[Power: User’s control] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: Instant] [Turn Duration: Varies]**

This can only be utilized through eye contact. If a character takes countermeasures against the user by looking away from their eyes they suffer -1 agility for every consistent round they spend looking away, only if this character is taking offensive actions against them. When this technique no longer has the required control to influence a target it will stop effecting them and does not need to be broken out of unlike most Genjutsu, but still can be. The effects of previous *Eye Of Hypnosis* will still take place if they are influencing a character even when a higher level variant is used, it will move down rather then cease all at once. Using this technique requires an offensive action. If a character has not already set countermeasures, they cannot do it in response to this technique. This techniques cost is paid for the attempt of it, not the success. 7 Turn cooldown with all variants, starting after the influence is broken.

**Eye of Hypnosis I**: Requires control higher than the targets to influence them. This can be used to reduce any stat by 1 step, or slow the speed of any action by 1 step. This effect can be changed each turn so long as they are under the influence of this Genjutsu. This is passively done at higher *Eye of Hypnosis* effects, meaning it will take place even when other actions are suggested.  
  
  
**Eye Of Hypnosis II**: Eye of Hypnosis I can be performed with equal control. This requires control higher than the targets. Along with use of Eye of Hypnosis I’s effects this character can suggest certain actions to a character such as moving in a certain direction or casting a technique of a certain specialization. This character must at least move their walking tiles in the suggested direction. When suggested a technique they are locked to using a technique from a certain school such as Fuinjutsu, Taijutsu, or a certain element, and if they do not have this school, they are unaffected by this and it used. Both of this can only be used once during the influence of this technique. They can now influence an additional step to any stat, spreading it between 2 or using -2 on 1 stat.  
  
**Eye of Hypnosis III**: Eye of Hypnosis II can be performed with equal control; Eye of Hypnosis I can be performed with control 1 step under. This requires control higher than the target. Along with the previous effects this character can outright suggest the target does not use a technique, or cause the target the move their dodge tiles in a certain direction. Using the technique lock will lock them out of using any technique as long as *Eye of Hypnosis III* can influence them. The effects of this can be switched freely each turn as long as it is still effecting them. This can be used to influence an additional stat, or a single stat but cannot lower any stat below 2 steps.  
  
  
**Illuminating Eyes**: Requires the user to have control over the target, each *Eye Of Hypnosis* requiring 1 less step to influence them. This perk makes *Genjutsu: Sharingan* a free action for any of the variants. This character is able to influence any of this characters stats, able to lower either 1 by 2 steps, or 2 by 1 step. If this character has control 2 steps higher then the target they are able to place them in a trance like stat for a single turn. This causes their current offensive action to cease and makes them unable to move for the time being. This cannot be broken out of save for those who posses Sharingan or another more powerful method of breaking Genjutsu.

(Eye Of Insight I)

**Mangekyo Sharingan**

*Hiden (Dojutsu)*

**Jutsu Information**

The Mangekyo Sharingan *(万華鏡写輪眼, Kaleidoscope Copy Wheel Eye)* is an advanced form of the Sharingan that has only been activated by a handful of Uchiha. They are, even amongst the clan itself, noted to be a myth. They are often referred to *“The eyes that pierce the heavens”* by members who believe them. A Mangekyo Sharingan is distinguished from a normal Sharingan by its appearance, which changes the form of the tomoe seal. The Mangekyo Sharingan retains all of the Sharingan’s generic abilities but in addition to that grants powerful abilities that differ between each eye.

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

Grants +4 Precognition. Activating Sharingan is a free action, but deactivating it must use an uninterrupted turn. The Sharingan drains on every 3rd round. This character is able to perceive handseals, attacks, and traps that bypass even Tier III Sight, though they still do not gain other benefits of having Tier III Sight. Precognition only works on objects in the characters current field of vision and will not work when they are being attacked by something they cannot see, something that they have detected with a separate sense, or something that causes the *Unaware* clause on them. Attacking this character from two separate directions simultaneously causes them to pick which attack they want to focus on to gain Precognition. This method is valid even when the user can gain Precognition for multiple attacks. This still gains the *Awakening* clause if awakened in a combat situation.  
  
**Fading Light**: When activating these eyes this character gets 1 stack of *Fading Light*. Every time they pay sustain for having these eyes active or use a Mangekyo Exclusive technique they gain another stack of *Fading Light*. If this character gain 5 stacks of *Fading Light* in 1 instance of combat their bodies become heavily strained, causing them to lose 1 step to Strength, Agility, Speed, and Control while suffering a Moderate Damage. Each time they stack 5 *Fading Lights* in battle their stats decrease by an additional step and they suffer another Moderate Damage. This appears in the form of the eye bleeding.

(Sharingan III, Admin Approval)

**Amaterasu**

*A-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Amaterasu is a Mangekyo Sharingan dojutsu, and the highest level of Katon. Amaterasu produces black flames at the focal point of the user’s vision. In most situations, this makes Amaterasu extremely hard to avoid. However, if the target can move fast enough to prevent being focused on, Amaterasu will miss them when it’s cast. Once created, the flames will not stop burning until their target is completely incinerated. The flames cannot be extinguished with water, the passage of time or any other normal method. Only the user can put the flames out. Amaterasu burns any material- other flames included- until nothing but ash remains.

**[Power: User’s control ] Defense: N/A] [Chakra/Stamina Cost: A] [Speed: User’s control +4 steps] [Turn Duration: Sustained]**

The user must concentrate for a turn, using their offensive action and closing the eye. After the turn of concentration has passed the user opens their eye and unleashes the black flame. This technique requires speed equal to it to avoid it, speed 1 step below it allows it to be partially avoided, and speed 2 steps below make it a direct hit. Because of the nature of this technique, it cannot be clashed against with a technique, the defensive structure must already be up. This technique however can clash with Ninjutsu, and will burn it away instantly but be consumed in its efforts. If this technique hits a target directly, they will take Moderate Damage and this will increase in severity by 2 each round, if it is an indirect hit this will deal Miniscule Damage and increase in severity by 1 each turn. This technique will burn until the target is reduced to ashes no matter what the object burning may be and cannot be extinguished by normal methods. If this character has an article or thick layer of armor or protective clothing with durability higher then this technique it will protect them, reducing the durability by 1 each turn. Once the power is equal to the endurance this technique burns through it and onto the wearer. The character must have a method of removing the clothing that does not involve directly touching the armor or protective clothing. This technique can be sealed by using the *Fire Sealing Method*. **This technique causes 2 stacks of *Fading Light* when used.**

**Direct Hit**: This hits a target directly and begins to burn their entire body, if the person or object is larger then normal the flames will slowly spread over their body. For large creatures or forms this technique will do Miniscule Damage regardless of it being a direct hit or not, and will increase in severity every turn as the flames encompass their entire form, at Heavy Damage their form is considered engulfed. Direct hits can only be removed by removing them from their person, sealing them, or using space-time ninjutsu.  
  
**Partial Hit**: Even when hitting a target larger then normal with a direct hit, it will be considered partial. This will do Miniscule Damage and raise each turn, once the damage is Moderate Damage this technique can only be removed with the same method as if it were a direct hit. While still acting as a partial hit this character can use all the methods as a direct hit to remove it or simply remove their limb from their body. This will always result in Heavy Damage and a Permanent Injury of the character missing that limb.

**Tsukuyomi**

*A-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Tsukuyomi is a Mangekyo Sharingan dojutsu and one of the most powerful genjutsu in existence. After making eye contact with the target the user traps them in an illusion of their design. Through their ability to alter targets’ perception of time, they use Tsukuyomi to subject victims to days’ worth of torture in a matter of seconds. This technique ordinarily renders a target comatose as soon as the illusion is completed. Sharingan users can brefly resist unconsciousness, but only particularly skilled Sharingan users can actually break free of Tsukuyomi’s influence.

**[Power: User’s control +1 grade (Caps at S)] Defense: N/A] [Chakra/Stamina Cost: A] [Speed: Instant] [Turn Duration: 1]**

This technique requires the user to make eye contact with the target for this technique to successfully work. This technique will cause a character to be stunned for the turn it is activated. This sends them into an illusionary world where the user has complete control of the illusion. The effects of this technique are left completely up to the user at this point, and afterwards the target falls unconscious. The mental trauma of this Genjutsu causes the target to have the *Mental Trauma* leaving the character bed-ridden for 1 OOC Week. This technique is unable to be resisted by any form Genjutsu countermeasure other than possessing a Sharingan. If a character has a Sharingan they are able to resist falling unconscious for rounds dependent on the maturity of their Sharingan. Sharingan I grant the character additional turn before they collapse, and each Sharingan above this one grants them an additional turn above that. Those with fully matured Sharingan and the *Sharingan Mastery* perk are able to escape this Genjutsu by having control equal to its power. Each Sharingan maturity level lowers this techniques power by 1 step. **This technique causes 2 stacks of Fading Light**

**Susanoo**

*A-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Susanoo is a gigantic, humanoid avatar made of the user’s chakra which surrounds them and fights on their behalf. It is the strongest ability available to those who have awakened the Mangekyo Sharingan in both eyes. By default, Susanoo is anchored to its user and they to it. This connection allows Susanoo to shield against physical attacks, one that becomes more difficult to penetrate as it is manifested more fully. Although Susanno is quite effective as a defense, it is able to distinguish in what it blocks. The user can still perform jutsu while within Susanoo and the attacks will pass through it without complications.

**[Damage: Varies] Defense: Varies] [Chakra/Stamina Cost: Varies] [Speed: Forms at user’s control +1 grade] [Turn Duration: Sustained]**

No Handseals. *Semi-Formation* counts as a technique for the turn, going on a 4 turn cooldown after the sustain is over for either variant. *Skeletal/Armor Form* each count as an offensive action when forming, but have a cooldown separate of the *Semi-Formation* of 8 turns once the sustain is stopped. This techniques attacks count as an offensive action and a technique for the turn, while its defense is freely standing so long as the user is paying the cost.  **Semi-Formation**: This variant allows the user to spawn both the rib cage or a single arm of the Susanoo at will. The ribcage forming a defensive layer around the user that has defense equal to the user’s control +1 (Caps at A). This ability considered a defensive technique and requires damage 2 steps above it to break through. This can be spawned as quickly as the forming speed for defensive purposes. The arm forming a skeletal arm that can freely interact with the surroundings. The arm has an extent of 5 tiles and moves at the user’s control. The arm deals damage and has power equal to the user’s control +1 (Caps at A). Agility or Speed can be used to avoid this targets attack, agility dodging only being able to use walking tiles for movement. These arms as capable of grabbing the target and binding them for their power, needing agility or speed higher to avoid this. This binding loses 1 step of power per turn and requires strength equal to this techniques power to break free, dealing damage equal to this techniques damage each turn. Both of these variants cost B Chakra and C to Sustain per 2 turns. Using this ability does not cause *Fading Light* to stack. Both can be used at once by paying the cost. This variant can only use the skeletal limbs.  
  
**Skeletal Form**: This variant creates the skeletal upper body of the Susanoo in a 5x5 around the user and 5 tiles high. This variant has a defense equal to the user’s control +2 (Caps at A) and damage/power equal to that. This variant still has a striking range of 5 tiles but starting from its figure rather then the user. This variant follows the same rules as the *Semi-Formation*. Activating this form counts as an offensive action and stacks 1 *Fading Light*. This Variant costs B and B per 2 turns. Each time the sustain is paid this variant stacks another 1 *Fading Light* as well.  
  
  
**Armor Form**: This variant creates muscle over the skeleton before forming a fine armor. This grants the Susanoo defense, power, and damage equal to the user’s control +1 grade (Caps at A+). This variant is able to use *Sword of Totsuka* and *Yata Mirror*. This variant costs A to activate and B per 2 turns to sustain, when activated from the Skeletal Form this character will restart the sustain. This variant stacks 2 *Fading Light*, and 2 each time it’s sustain it paid for. This variant follows the same rules as the *Skeletal Form*.

**Sword of Totsuka**

*A-rank (Susanoo Weapon)*

**Jutsu Information**

The Sword of Totsuka is a longsword utilized by the Totsuka Susanoo. It is sheathed in a sake jar; the blade is unlike any other, rather than a conventional form, the blade is actually the liquid inside the gourd that is released and shaped into a blade. It is an ethereal weapon with the capability of sealing the target it pierces. Those who are stabbed by the sword are drawn into the jar and trapped in a genjutsu-like “world of drunken dreams” for all eternity. This blade can also cut through objects like a normal blade, thereby giving the wielder great versatility in his attacks. The gourd is held by a second hand growing from the Susanoo’s right forearm, while the actual blade is wielded by its right, foremost hand.

**[Damage: Susanoo Damage +1 (Caps at S)] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Instant] [Turn Duration: N/A]**

This extends the Susanoo’s striking range by 2 tiles. This blade costs no chakra to use and is an extension of the Susanoo itself, however its effects have a cooldown based on the variant of attack used. This blade resolves as a strike when using *Slash* and a technique when using *Pierce*. This technique strikes as Susanoo’s striking speed. This character only gains the extended attack range and the damage when using either *Slash* or *Pierce* and cannot be used with effects outside of those two techniques. Strikes at Susanoo’s striking speed.  
  
  
**Slash**: Using slash turns all of the Susanoo’s attack range into an AOE, extending in a 1x7 fashion along their attack range. This can be used to attack multiple targets at a single time and deals damage to all structures and targets in the AOE. A defensive technique will only block or reduce the damage from its position backwards and will not defend those closer to the base of the attack then themselves. This requires agility or speed to avoid, and when using agility, the character can only move their walking tiles. 5 turn cooldown.

**Pierce**: When using pierce, the target must avoid this as if it were a technique. This means it resolves as a technique and can be normally clashed against. If this variant makes a direct hit on a target they will be sucked into the gourd and sealed into the Totsuka blade. This effect cannot be resisted in any normal way. This in turn can be used to absorb entities or other Fuinjutsu. The power of this strike must be higher than the power of a seal, entity, or technique to seal it. 10 turn cooldown.

**Yata Mirror**

*A-rank (Susanoo Weapon)*

**Jutsu Information**

The Yata Mirror is an ethereal shield with no set form or properties and has the power to alter every one of its attributes. By doing so, it can be used to negate any attack, weather it be spiritual or physical. As such, it is said that the Yata Mirror has been endowed with all nature transformation, changing it’s nature to nullify all incoming attacks.

**[Damage: N/A] Defense: Susanoo Defense (Caps at A+)] [Chakra/Stamina Cost: None ] [Speed: Instant] [Turn Duration: N/A]**

This shields property can be altered, changing to any nature transformation the gain +1 grade of defense against an attack using elemental advantage. A technique that lacks an element is unaffected by this boost. The properties of this shield can be changed so that it can block spiritual attacks as well, such as Genjutsu. Doing this causes it to lose the ability to transform into other natures and will block physical attacks at its base defense. When blocking a Genjutsu it uses its defense against the power of the Genjutsu, the Genjutsu only needing power higher than the Susanoo’s defense to break through and effect the user. Once the properties of the shield are changed, they cannot be changed again for 5 turns, but these properties will passively affect any attack.

**Kamui: Right eye**

*S-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Kamui is a space-time ninjutsu that can be used with Mangekyo Sharingan, this allows the user to transfer objects to and from another dimension. These transfers are often characterized by a spiraling void that targets swirl into or out of, distorting their form as they move between dimensions. Target’s that enter Kamui’s dimension are completely untraceable, as not even their chakra can be detected while they’re there. This means that targets transferred there are trapped, forced to stay until Kamui’s user lets them leave.

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

While one variant of Kamui is being used, no other variant or ability can be used. This character can use Kamui to teleport anywhere undetected while outside of combat with no side-effect. While in combat this requires 1 uninterrupted turn to perform and causes 2 stacks of *Fading Light*. This character is able to freely choose where they want to teleport while in combat, this teleportation being soundless and unable to be detected by chakra sensory. The user will begin to summon the portal on the first round, and then the second round they will warp into it unless interrupted. This character can choose to take someone with them by paying an additional cost. This variant costs B chakra when used in battle. This is classified as a *Space-Time Ninjutsu* **Kamui**: Can be used to absorb targets into the Kamui Realm or make themselves intangible. To absorb another character into the eye this character needs to make physical contact with the target usually done by grabbing them. This requires the target to move at *Instant* speed to avoid this if contact has been established. This drains B chakra for the attempt. When making themselves intangible this character is immune to any physical contact but also cannot physically touch any object. They can move through any object without making contact with it, this extends to their weapons and clothing. This cost C chakra and D to sustain for up to 3 turns and has a cooldown of 2 turns. This character requires reactive agility within 2 steps of speed to an attack to Kamui reactively to it. This character can will themselves tangible even on the same turn as becoming intangible, doing so to counter attack causes the target to suffer the *Unaware* clause. Due to the nature of this technique, the *Unaware* clause cannot be minimized for the first time this is done in battle regardless of previous knowledge of this technique. Afterwards it can be minimized with proper perks. Becoming intangible is a free action, and attempting to absorb a target is counted as a technique. This character can mold chakra while intangible but is unable to use handseals, resulting in use of only techniques that require no handseals. Intangibly causes 1 stack of *Fading Light* and attempting to absorb causes 2 stacks of *Fading Light*, even if the attempt isn’t successful.  
  
  
  
  
  
  
**Kamui: Left eye**

*S-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Kamui is a space-time ninjutsu that can be used with Mangekyo Sharingan, this allows the user to transfer objects to and from another dimension. These transfers are often characterized by a spiraling void that targets swirl into or out of, distorting their form as they move between dimensions. Target’s that enter Kamui’s dimension are completely untraceable, as not even their chakra can be detected while they’re there. This means that targets transferred there are trapped, forced to stay until Kamui’s user lets them leave.

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

This character is able to warp objects from long range with Kamui, the tile range of this ability being 15 tiles. The user must first create a “barrier space” around the target which uses up an offensive action for the turn and rooting them. They can decide the size of the Kamui they are going to use, Small Rift, Large Rift, and Massive Rift. Next the use creates a rift into Kamui at the speed of their control +1 step (Caps at S). The rift being larger than the target will always warp them without harm. The speed of Kamui must be within 2 steps of the speed of a technique or attack to warp it.  
  
  
**Small Rift**: Can be used against single target projectiles are normal human characters. This technique uses normal projectile dodging rules but deals static damage. Having 1 step of speed over this technique results in Moderate Damage, having equal speed results in Heavy Damage, and it being a direct hit results in Severe Damage with having the limb focused on ripped from their body. Causes 2 stacks of *Fading Light*, B Drain. 5 turn cooldown. When warping a projectile with this variant, it causes 1 stack of *Fading Light*.  
  
**Large Rift**: Can be used against techniques and characters of 5x5 in size. This variant follows the same rules for as *Small Rift* for characters meeting this size and anything lower makes this technique work as a bind, only needing speed equal to it to avoid it. If it can’t be avoided the character will be warped into the Kamui Realm but not suffer damage. Creates rift in a 3x3. Causes 3 stacks of *Fading Light*, A Drain. 7 turn cooldown.  
  
  
**Massive Rift**: Can be used against techniques and characters of any size. This variant follows the same rules as*Small Rift* for characters 7x7 and above, for characters smaller it follows the *Large Rift* rules. Creates rift in 5x5. Causes 4 stacks of *Fading Light*, S Drain. 9 turn cooldown

**Kamui Shuriken**

*A-rank (Susanoo Weapon*

**Jutsu Information**

Kamui Shuriken is a large shuriken used by Susanoo, it is imbued with Kamui and anything it touches is instantly warped into the Kamui Realm. The shuriken can be launched by the Susanoo- rapidly spinning towards the intended target before cutting and warping them.

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

19 Tile Range. The Shuriken travels at a 5x5 towards the target, and is avoided as a projectile technique. If this attack deals any damage, the object that is damaged is instantly transported to the Kamui Realm. This can be used against other techniques and will always transfer them into the Kamui Realm even when losing the clash but will stop the shuriken’s forward movement. This technique continues until it is stopped or reaches its full tile movement. 10 Turn Cooldown. Thrown at Susanoo’s striking speed.

**Kagutsuchi**

*A-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Kagutsuchi is a technique which applies shape transformation to the black flames of Amaterasu, allowing the user to manipulate them at will. While Amaterasu is cast from the left eye, they use their right eye to manipulate the flames. The user can create a defensive encampment by manipulating the flames to cover something, create a barrier of spike-shaped flames, the user can wield the flames without being incinerated, or wrap it around a weapon to increase its potency.

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

Can be used to manipulate *Amaterasu* in various ways. *Amaterasu* must be available for this character to use it, but this technique is a free action if used on the same turn as *Amaterasu*. This allows the character to create *Blaze Release* techniques. Those hit by structures and forms of this technique suffer the effects of *Amaterasu*. This eye can also be used to instantly extinguish the flames of *Amaterasu* with no drawbacks. Blaze Release techniques do not suffer elemental advantage from water. Blaze Release techniques allow the user to utilize Katon Perks with the techniques.

**Amaterasu: Flame Wrapping Fire**

*A-rank (Kagutsuchi Technique)*

**Jutsu Information**

The manipulated flames of Amaterasu are used to cover the ribs of Susanoo with flames, surrounding the user with a shield of black fire. In addition to the damage it can inflict, this technique has the psychological effect of causing melee enemies to hesitate in attacking the user of this technique. This can be used on surfaces other than the ribs of Susanoo.

**[Damage: N/A] Defense: Amaterasu’s power +2] [Chakra/Stamina Cost: C; D sustain] [Speed: Instant] [Turn Duration: Sustained]**

No Handseals. Controls *Amaterasu* on the surface of an object without burning the object itself. This causes any attack or person attempting to touch the surface to suffer the effects of *Amaterasu*. When used against a melee attack the user of the melee attack has the option to halt their attack before hitting it, but it uses their offensive action for the turn and causes their next defensive action to have their reactionary stat reduced by 2 steps. The encampment itself does not have any added defense itself.

**Blaze Release: Honoikazuchi**

*A-rank (Blaze Release)*

**Jutsu Information**

The user first surrounds themselves with Amaterasu before proceeding to shape them into spikes, impaling anyone within their immediate vicinity

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

No Handseals. *Amaterasu* must already be present to activate this technique, the user can activate it as a free action before using this technique if they wish. This creates a 3x3 in the target location of spikes, these spikes deal damage before applying *Amaterasu* to the target. This technique works as both an offensive and defensive technique. This can be used defensively around the user and can be used along with *Flame Wrapping Fire*.

**Blaze Release: Susanoo Kagutsuchi**

*A-rank (Blaze Release)*

**Jutsu Information**

An application of Kagutsuchi through Susanoo, whereby the user produces weapons made from the orb of black flames held in his Susanoo’s secondary right hand. They can create a sword that is able to slice through individuals or defenses or produce arrows to be utilized with Susanoo’s bow.

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

When Susanoo is activated it has an orb of black flames automatically in its secondary right hand without the need for the user to cast it. Both variants have individual cooldowns separate from one another but both cannot be casted on the same turn even with the ability to cast multiple techniques.  
  
**Sword**: This increases the Susanoo attack range by 2 tiles, This turns all of Susanoo’s attack range into an AOE traveling in a 1x7 line. This can be used to attack multiple targets at a single time and deals damage to all structures and targets in the AOE. A defensive technique will only block or reduce the damage from its position backwards and will not defend those closer to the base of the attack then themselves. This requires agility or speed to avoid, and when using agility, the character can only move their walking tiles. The tiles effects by this attack are left burning with *Amaterasu* for the remainder of the fight or until the user wills it away. 5 turn cooldown. Strikes at Susanoo’s striking speed.  
  
  
**Arrow**: The user creates an arrow of black flames, using the same effects as *Bow of Vajra* but increasing the damage by another step. This causes any target that is dealt damage from this attack to also be effected by *Amaterasu*. This still must be charged for a single turn before being fired.

**Bow Of Vajra**

*A-rank (Susanno Weapon)*

**Jutsu Information**

A bow manifested on the wrist of Susanno’s left arm. The right arm is able to create arrows for the bow while pulling it allowing it to be notched and fired quickly. The properties of this arrow can be augmented from pure chakra to black flames, or even the users nature release.

**[Damage: Susanno’s power +1 (Caps at A+)] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: User’s control +1] [Turn Duration:]**

Can fire bolts towards a target location, traveling on a straight path. This character must spend one turn notching the arrow before it can be launched. This arrow is able to damage all targets in its path and will continue forward until stopped or reaching the end of it’s path. This arrow can be imbued with the characters nature transformation, allowing them to use elemental effects and perks from its tree with this technique. While imbued with the element it has both its elemental advantages and disadvantages. This arrow can be imbued with *Amaterasu* using the *Susanoo Kagutsuchi* technique but take the cooldown of that technique instead. When being fired with pure chakra this weapons cooldown is 4 turns.

**Fluidity**

*A-rank (Mangekyo Dojutsu)*

**Jutsu Information**

This character is granted supreme fluidity while in combat, they are able to perceive multiple threats at once with their Sharingan and respond accordingly without any wasted movements. This allows them to battle both in close range and long range with a even more powerful predictive ability then the normal sharingan allows.

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

This character is granted Precognition to all threats and are immune to the method of attacking from differing sides to confuse the sharingan. While in CQC all of their Precognition is also converted to offensive agility. This character ignores clauses that reduce agility towards avoiding things unless sensory perks are needed to perceive it. This character is passively granted an additional step of offensive agility when using *Clarity* perk. This cost 1 stack of *Fading Light* to activate and is a free action. This character is granted an additional step of Precognition. This character is immune to being *Overwhelmed* while this eye is active.

**Futamo**

*S-rank (Susanoo Technique)*

**Jutsu Information**

The use is able to “Split” their Susanoo, creating separate face and pair of appendages from behind their original. This gives it the appearance of two faces and six arms. This allows the user to fight even more targets at once due to the growing limbs and many ways to apply them.

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

This allows the users Susanoo to make 2 actions per turn instead of 1. After using 2 actions this ability will persist but go on cooldown for 5 turns. This character is able to use the Susanoo’s second action freely and can even use it to attack the same target multiple times. This ability does not extend to its user and they themselves can only perform one action. This allows the Susanoo to use Susanoo exclusive abilities or techniques twice in a single turn if willed, and does not take an additional draw or further the drawbacks.

**Undulating Blade**

*A-rank (Susanoo Weapon)*

**Jutsu Information**

An undulating blade made from the form of the Susanno, this blade can be used to slash down on a target and even converted to a slashing wave of chakra. This grants the users Susanno an extended attack range. One is made in each hand of the Susanoo.

**[Damage: Susanoo’s damage +1 (Caps at A+)] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Forms Instantly] [Turn Duration: N/A]**

This increases the Susanoo attack range by 5 tiles, This turns all of Susanoo’s attack range into an AOE traveling in a 1x10 line. This can be used to attack multiple targets at a single time and deals damage to all structures and targets in the AOE. A defensive technique will only block or reduce the damage from its position backwards and will not defend those closer to the base of the attack then themselves. This requires agility or speed to avoid, and when using agility, the character can only move their walking tiles. 5 Turn cooldown. Strikes at Susanoo’s striking speed.

**Kotoanmatsukami**

*S-rank (Mangekyo Dojutsu)*

**Jutsu Information**

Kotoanmatsukami is a dojutsu that casts a powerful yet subtle mind-controlling genjutsu on the target. The technique allows the user to enter the mind of any individual within their filed of view, and manipulate them by giving them false experiences, making it seem as if they were doing thins on their own free will. It is regarded as a genjutsu of the highest caliber, due to the victim being entirely unaware that they are being manipulated.

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

This cannot be used while in combat. When used this completely rewrites a character thought process, even so to the point of them becoming a completely different person. This can only be used on a character in a defeated state or someone who has no ability to resist the eyes. When used against a character they a given the option of continuing to play the character the way the users see’s fit or accepting a Death Reward and their character becoming an NPC of the user. 10 Year Cooldown. This technique bypasses all other methods of control on a target and is absolute. This ability is present in both the left and right eye and have separate cooldowns, allowing 2 uses.

**Needle Barrage**

*A-rank (Susanoo Technique)*

**Jutsu Information**

The Susanoo ejects several needles made of pure chakra towards the target. The quantity and speed of the needles makes it quite difficult to dodge unassisted. This is fired from the Susanoo’s chest cavity, leaving it ready to perform other actions as need be.

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

13 tile range. This counts as a technique for the turn for the user and the Susanoo, but the character or Susanoo can still do actions not deemed at technique on this same round while using this Technique. This technique fires a volley of needles, a total of 10. These needles cannot be parried like normal throwing weapons. Each additional needle will deal an additional step of damage capping at A, while a single needle will deal B+ damage but lose 1 grade of power towards clashing. If 2 needles are used this technique loses 2 steps towards clashing, and 3 loses 1 step towards clashing. 4 and above do not lose any power towards clashing. 6 turn cooldown.

**Seamless Drilling Lance**

*A-rank (Susanoo Weapon)*

**Jutsu Information**

A weapon formed on the right arm of the Susanoo taking the shape and functionality of a drill. This drill is capable of twisting and piercing through defense with ease and can have fire added to itself to create a spiraling vortex of flames. The drill begins to spin as the character thrusts it forward, making its way through defenses and obstructions with ease.

**[Damage: Susanoo damage +1 (Caps at A+)] Defense: N/A] [Chakra/Stamina Cost: None ] [Speed: Forms Instantly] [Turn Duration: N/A]**

(Notes)

This strike can be avoided with either speed or agility, agility limiting the target to walking tiles. This extends the Susanoo’s attack range by 2 tiles for its use. This drill is 3 tiles in length, allowing it to damage up to 3 targets with a single thrust. This resolves as a strike rather then a technique, making it only clashable by techniques that require no handseals or defensive techniques. This character can use flames to enhance the drill, allowing them to use Katon perks with it.

**Piercer**: This technique will break through a defensive technique and continue with full damage and speed if it has higher damage, this technique will however damage the structure and destroy it.