**Unsealing: Chain Link Field**

*C-rank (Fuinjutsu)*

**Jutsu Information**

The user unseals a chain out of a scroll in a spirally fashion that cuffs around a targets body to bind them momentarily. Due to the fashion the chain is used, it is not made to bind a target for extended periods of time and is mostly used for follow up attacks or seals.

**[Power: C] Defense: B] [Chakra/Stamina Cost: D] [Speed: User’s control -2 (Caps at B)] [Turn Duration: 1]**

4 Handseals. 9 Tile Range. Chains travel in a 3x3, restricting the first person and whoever is caught in the radius. If a character has strength equal to the power of this technique, they can escape the chains instantly. If they have less strength, they will be captured for the following round and can break free the round after. These chains have no chakra properties and lose -1 grade of power when clashing chakra-based techniques. They require damage equal to their defense to break or destroy them, and will continue forward unless destroyed. They share the same disadvantages as *Doton* but not the advantages. 4 turn cooldown.

**Uzumaki Kanji**: The user can pay C cost instead to have the chains become a 5x5 instead and increase the power to B- and the defense to A-. When using this variant, Fuinjutsu seals can be applied to the chains causing their full effect as long as the chains are affecting the target.

(Fuinjutsu II)

**Red Barrier Seal**

*C-rank (Fuinjutsu)*

**Jutsu Information**

The user inscribes a formula that erects 4 walls to defend anything in the center of the formula with the four walls. This technique can also be used as a method to trap a target in close quarters or next to a lethal attack, giving them little options in terms of escaping the attack.

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

7 Handseals, user must make contact with a surface. This creates a 5x5 box that defends against attacks, these walls can be as high as 5 tiles and as low as 2, with the ceiling to this technique following the height of the walls. This technique can be used to trap someone, only allowing them to leave if they can break through the barrier. Can only be used where the user is standing. The barrier will remain for 2 turns after it is eructed. 6 turn cooldown.

**Uzumaki Kanji**: This technique can be formulated up to 5 tiles away from the user. This character can root themselves to sustain this technique, paying the cost each turn but refreshing the defense of this technique each of those turns. A character must be able to break through in a single attack to get through the barrier while it is being sustained.

(Fuinjutsu II)

**Remote Chakra Shielding**

*C-rank*

**Jutsu Information**

The user inscribes a seal upon the targets body someone that takes the shape of an aegis. This seal can be activated remotely by the user and causes a thick layer of chakra to be produced and coat the body. This can be used to shield the user or an ally from oncoming damage they are able to perceive but those being attacked cannot. This technique only has a one time use on others, making it only useful for the direst of situations.

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

This technique must be applied on a target in seal form to use it. Requires only 1 Half seal, following *One-Handed Handseal* rules. Once activated this technique will defend a character from any threat for the turn, but only has a 1 time use in combat and cannot be reapplied while in combat. This can be activated at anytime by the user and works instantly, so unless the attack itself has instant speed it can always be used in response to it. This works as a normal defensive technique but due to its basic nature does not reduce the power of physical and non-chakra-based attacks by 1 grade. This can be used on ones self and has a 1 time use in battle still.

(Fuinjutsu II, C control)

**Uzumaki Sealing Technique**

*B-rank (Fuinjutsu Technique)*

**Jutsu Information**

After forming the necessary hand seals, the user slams their hand on the ground after which a sealing formula, that originates from the user’s hand, forming underneath the target. When the seal activates, anything above the inscription is sealed within the formula itself.

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

4 Handseals. Travels up to 8 tiles away from the user. Spawns a 3x3 that can seal anything this size and smaller into the formula. To avoid this a character only needs speed equal to the speed. A character that is sealed into this technique is considered defeated unless they have a means to escape the sealed dimension. This character can also use this technique to unseal an object or technique, giving it the *Below* clause if being unsealed below a target. This can be used to unseal objects in scrolls or sealed into other objects using this techniques effects instead. A character can seal anything that this technique has higher power then, but cannot seal things that do not make contact with the ground. The size of the symbol can be increased by 1 dimension for C cost, and can be expanded an indefinite amount of times to seal anything equal size to it or smaller. Cannot be used to seal multiple things at once. Gains *Below* clause if used below a target. 5 turn cooldown.

(Fuinjutsu III)

**Four Symbols Seal**

*A-rank (Fuinjutsu)*

**Jutsu Information**

This technique requires a great deal of talent to perform. The user applies the seal’s formula to an object or a human’s body, sealing a large enemy or an evil spirit within then. If two Four Symbols Seal are used, a stronger seal is created; this is called the Eight Trigrams Sealing Style. If the Four Symbol Seals do not completely overlap with each other, this allows the enemy/spirit’s chakra to merge with whoever they’ve been sealed into.

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

Can only be used in combat with *Combat Application*. This technique is used to seal a large beast such as a Bijuu, or a spiritual entity inside of another character. Each time this character summons the power or uses abilities of the entity sealed within them this seal has its strength lowered by 1 step. Once the power of the entity is higher than the power of this seal, the seals power will be reduced by the difference of the entities power and the seals’ power. Once this seal is reduced below E the seal is destroyed and the entity will no longer be restricted until another seal is put in its place. While in combat the character must be able to touch someone to apply this seal. This takes a single turn of set up before it can be used, this takes up an offensive action for the turn. This can be applied to the body without *Glyph* and will last until broken. Can be used once per battle.

**Uzumaki Kanji**: This technique can be used to set the *Eight Trigrams Sealing Style* which adds another grade to the power of this technique. Once this seal reaches S+ Power each additional step will reduce the power of the entity it is sealing. This will increase its power each time it is summoned by the its host until it reaches it’s normal power once more and then it will begin to reduce the seal. This seal still allows a character to summon the power of a Bijuu and use it with slight restrictions. This variant takes 2 instances of A cost to use while in combat.

(Uzumaki Kanji)

**Tail Release Method**

*A-rank (Fuinjutsu)*

**Jutsu Information**

This Fuinjutsu employs the use of a formulae to bind a jinchuriki before extracting the tailed beast from within them. When extracted, the beast initially takes the form of pure chakra, also causing the host to go into a near Version 1-like state. After being extracted, the beast takes a corporeal form.

**[Power: User’s control +2 steps] Defense: N/A] [Chakra/Stamina Cost: A] [Speed: Instant] [Turn Duration: 3]**

Requires 3 uninterrupted turns to complete. Can only be used on an already restricted or defeated Jinchuriki. This technique requires power higher than the Bijuu’s to extract it and will reduce the Bijuu’s power each turn up to 3 turns. If the power of this technique still isn’t over the Bijuu’s this technique will fail. This technique will regardless of the power of the Bijuu require 3 turns to work unless the characters are not in combat are attempting to be stopped. If a seal is placed on the Jinchuriki then this techniques power will be reduced by 1 step for each grade of power the seal has. Once the beast has been released it will remain stagnant for 3 turns, before awakening and going on a rampage if someone is not able to either seal it or control it. Can be used once per battle.

(Uzumaki Kanji, B control)

**Dead Demon Consuming Seal**

*S-rank (Fuinjutsu)*

**Jutsu Information**

The Dead Demon Consuming Seal is a sealing technique developed by the Uzumaki clan to call upon the power of the Shinigami. After the hand seals are performed, the user’s soul is partly separated from their body and suspended behind them. Behind their soul appears the Shinigami, which restrains their soul with its hair. Only the summoner is able to see the Shinigami at this point. After a few moments, the Shinigami wraps its left arm with prayer beads and chants unintelligibly until a cursed seal appears on its arm. It then drives its arm into the summoner’s soul thus allowing the summoner to call upon the Shinigami to seal a target: the Shinigami’s arm emerges from the summoner’s body and grasps the target’s soul. The target’s soul is sealed within the body of the summoner, or any other object or person they wish to do so to. When the sealing is complete the Shinigami gradually starts consuming the summoner’s soul. The summoner can, with difficult, continue moving and speaking, allowing them to finish any lingering business.

**[Power: User’s control +2 grades] Defense: N/A] [Chakra/Stamina Cost: S] [Speed: Instant] [Turn Duration: 2]**

10 Handseals. This takes 1 offensive turn to set up regardless of perks or abilities. The Shinigami’s reach is 10 tiles away from the user, although a character is unable to perceive the Shinigami, this character only needs to reveal this technique when the Shinigami’s hand is meant to make contact with the target. Once this technique makes contact with a target it will cease any technique or ability they are currently using and restrict them from using any other. This technique will pull at the target’s soul for a maximum of 2 turns lowering their control to resist this by 1 step each time. This will lower the the user requires power 1 grade over the targets in either of these to fully pull their soul their body, 2 steps pull the soul partially allow them to remove 2 limbs, 1 step over allows them to pull a single limb. If portions of the body are pulled the Shinigami will severe them and consume them causing a character to never be able to use the limbs again. This technique can be used to seal a tailed beast or evil spirit into a character, if sealed in this fashion this seal takes the same effects as *Eight Trigrams Sealing Style*. Once this technique is complete those sealed will have their soul removed, killing them instantly. The user will have 3 turns before they die, though they cannot make any combative actions or use any techniques.

(Uzumaki Kanji, A- Control)

**Adamantine Sealing Chains**

*A-rank (Uzumaki Technique)*

**Jutsu Information**

This is a sealing technique that is characteristic of the Uzumaki clan. Users produce chains made out of their own chakra, which emerge from their torso. Users control the chains as they extend outwards from their body, most commonly to wrap around targets and restrain them. The chains are extremely durable, enough that even Bijuu would struggle to destroy them. In addition to physically binding targets, the chains are said to bind targets’ chakra as well. Because the chains are made of the user’s chakra, the chains can be produced anywhere the user’s chakra resides.

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

No handseals. Chains can travel up to 14 tiles away from the user. When attempting to bind a target these bind for the users control and are avoided as a binding instead of an attack. A character requires strength equal to this technique to break free of it. These chains cost B chakra and B sustain every 2 turns when using only the chains, when adding a separate Fuinjutsu formula to the chains the cost is A with the sustain remaining the same. As long as the cost of the Fuinjutsu isn’t above A the character does not have to pay for it while placing it on the chains. Contact from the chains will automatically transfer the formula to a targets body, this can be done with any Fuinjutsu. This lasts for 2 turns and will be reset each time the chains make contact with a target. If the chains can retain contact with a target for an entire turn the formula can be applied to the body using the *Glyph* perk. When these chains are binding a target, they cannot use any chakra-based techniques. These chains can be manipulated to place a formula anywhere they can make contact, to switch the formula they are using has a 3 turn cooldown and will need to technique to be paid for each time it is switched. Overall 9 turn cooldown.

**Suppression**: Each time this technique interacts with a Bijuu, Jinchuriki, or any host of an entity or evil spirit, this technique will lower the entities power by 1 step for the remainder of the battle.

(Adamantine Chains)

**Beast Sealing Technique**

*A-rank (Uzumaki Technique)*

**Jutsu Information**

After creating the necessary seals, the seal formula rises up in the form of multiple chakra chains and binds the target. The Uzumaki then pulls the entity or large beast towards themselves or another target before sealing them inside of them. When sealed the Eight Trigrams Sealing Style formula is used

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: Instant] [Turn Duration: 1]**

This technique can be used to seal a Bijuu or spirit-based entity into themselves, another character, or an object. This technique requires that the entities power be lower than the power of this characters *Adamantine Sealing Chains*. Each turn the power of the beast will be lowered by a grade, paying the cost of this technique each turn. Once the entities power is lowered pass E it can freely be sealed inside of any item or person that is able to contain it. While performing this technique a character cannot use any offensive or defensive actions, and must focus purely on subduing the beast. They can still manipulate their chains however to perform actions for them, but cannot use any other method of offense or defense and must be focused only no the beast. If a character has to focus on something other then the beast the effects of this technique will not take place the turn.

(Adamantine Chains)

**Heal Bite**

*Hiden (Uzumaki Technique)*

**Jutsu Information**

Through biting and consuming the user’s chakra, they can heal the injuries of others, as well as themselves. This ability can heal even life-threatening injuries, and is capable of quickly restoring the stamina of those healed. This technique, however, rapidly depletes the user’s own chakra reserves, leaving them with a bite mark after each use. Due to the technique’s accelerated depletion of chakra, it is dangerous for one to use this ability too regularly.

**[Power: Varies] Defense: N/A] [Chakra/Stamina Cost: Amount Healed] [Speed: Instant] [Turn Duration: Sustained]**

This will heal based on the amount drained from the user. This can be used on life-threatening injuries but cannot be used on Executions. If something outright kills a target then they are not capable of using this technique to save themselves. This character can use this technique for themselves. Each time this technique is used it will deal Miniscule Damage and the damage severity will increase by 1 by every additional use after this. A character will have their stamina restored by the amount drained as well as combat stamina. This counts as an offensive action for both characters.

**D Drain**: This can heal Moderate Damage fully. This restores 2 Combat Stamina.

**C Drain**: Can restore Heavy Damage to 2 Moderate Damage or restore multiple Moderate Damage. This restores 3 Combat Stamina and can heal Tier 1 Injuries.

**B Drain**: Can restore Heavy Damage fully and can reduce a Severe Damage to a single Heavy Damage. This restores 4 Combat Stamina and can heal Tier 2 Injuries

**A Drain**: Can restore Severe Damage fully and can reduce Critical Condition to 2 Heavy Damage. This restores 5 Combat Stamina and can heal Tier 3 Injuries.

**S Drain**: Can restore Critical Condition fully and will heal any damage to nothing. This restores 6 Combat Stamina and can heal **certain** Tier 4 Injuries. Cannot restore limbs or completely destroyed/removed organs.

(Heal Bite)