**Iron Claw**

*C-rank (Taijutsu Technique)*

**Jutsu Information**

This move simply entails a squeezing of the target’s face. The character thereby gains control over the target due to gaining control over the head and all of it’s movements.

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

Requires strength equal to this techniques power to break free of. While this technique is actively binding a target, this technique deals its damage the first turn, and -1 grade each following turn. The power of this bind is reduced by 1 step for each turn it is used on a target. A character cannot attack while this technique is being used. This counts as a *Grapple* and Taijutsu Techniques that require a grapple can be used. 10 turn cooldown.

**Sokujou Hakai**: This character is able to slam a target onto the ground, granting +2 steps to the initial damage of the technique. This does not give this technique 2 instances of damage. This requires D stamina cost and can overcap this technique by 1 step. When used the target is *Grounded* for as long as this technique is actively binding them.

(Taijutsu Prof II)

**Lariat**

*C-rank (Taijutsu Technique)*

**Jutsu Information**

A powerful taijutsu technique whereby the user charges at their opponent, striking them with their bend of their arm, which can be coated in chakra. A successful strike can blow away a target’s entire chest with a direct hit, which may not kill them right away, but will ultimately kill them if they are not treated. The attack is rather straightforward, but very quick, powerful and is easily capable of knocking down an opponent.

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

Adds +2 tile movement. This technique causes a target to move their full tile movement unless physically halted, and cannot redirect or stop their strike. Characters without endurance equal to this techniques strength are carried the distance of the user’s movement and then thrown 3 tiles in the direction from there. This gains +1 knockback tile for each *Taijutsu Proficiency* over II, and gains an extra tile of movement at *Taijutsu Proficiency IV*. When using with chakra flow or chakra cloaks this techniques damage is considered slashing rather than piercing. 8 turn cooldown.

**Double Lariat**: Can be used by two characters on opposite sides of a target. This removes the damage cap but both characters must use equal strength, meaning it will go off the lower of the two’s strength. If one character uses higher strength then the character with the lower of the two strengths will be damaged as well. This variant causes a target to lose -2 reactive agility when reacting to this strike. This variant does not cause 2 instances of damage but 1. With *Tag-Team* these characters have the damage increased by 2 steps.

(Taijutsu prof II)

**Lightning Release: Calamity Great Shock**

*C-rank (Raiton Technique)*

**Jutsu Information**

After weaving a set of handseals the user stomps the foot upon the surface and causes a wave of lightning to envelope the area. This technique causes those who are shocked to remain in place around the user. This technique is powerful but suffers from a short range, making it mostly utilized in close range engagements.

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

4 Handseals. The user causes a shockwave 3 tiles in each direction. This technique will always travel maximum distance unless it is blocked by a structure. Those effected by this technique who do not have more endurance than the damage become *Grounded*. A character can pay the cost per turn to continuously use this technique although this does not count as the technique being sustained and the handseals must be wove each time, this technique will go on cooldown if not used in this manner. 4 turn cooldown.

(Supercharged, Raiton Prof II)

**Lightning Release: Super Vibrato**

*C-rank (Raiton Technique)*

**Jutsu Information**

Much like chakra flow, this technique flows lightning chakra into a weapon giving it greatly enhanced cutting power. This technique is similar to Raiton Chakra Flow but much easier to use albeit less powerful. This technique is used for a single strike rather than a continuous stream, giving the user a brief moment to attack. Those well versed in Raiton are able to sustain this technique much like chakra flow.

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

No Handseals. This technique lasts for a single strike. *Raiton Proficiency* boosts do not apply with this technique. If struck the target suffers from -1 agility and speed the following turn. This can be used on throwing weapons to the same effect, paying C cost for each 3 throwing weapons used excluding the first. This gives the attack Energy damage as well as piercing if it is not already piercing. This strike, unlike chakra flow techniques, can apply other *Raiton Tree* perks with it, and at *Lightning Proficiency III* this can be used as chakra flow instead, granting it the ability to be sustained for C cost every 2 turns.

(Chakra Flow, Raiton Prof II)

**Choke Slam**

*B-rank (Taijutsu Technique)*

**Jutsu Information**

The user begins this technique by wrapping their hands around a targets throat before lifting them off of their feet. They then use their body weight to slam the target back down onto the ground causing severe damage to the back of the head and spine. Due to its nature, this technique can be escaped quite easily from those who do not possess adequate strength.

**[Damage: User’s strength +1 grade (Caps at B)] Defense: N/A] [Chakra/Stamina Cost: C] [Speed: User’s agility -2 (Caps at C+)] [Turn Duration: 2]**

The speed of this technique is purely for initiating the grapple, and if a character is already grappled this technique can be used. Each turn this technique is used its power is reduced by 1 step, and strength under the strength of the user by 1 step is enough to escape this. The first turn the user lifts the target from the ground, the second turn the user slams the target onto the ground. This causes *Grounded*. If the damage is greater than the targets endurance by 1 grade they are stunned for the following turn. Targets trapped in this technique can escape at any moment until they are actually slammed, and can even escape mid slam if the acquire enough strength by then.

(Sokujou Hakai, Taijutsu Prof III, C Strength)

**Lateral Chop**

*B-rank (Taijutsu Technique)*

**Jutsu Information**

The user folds their arm before delivering a powerful chop with their hand towards an exposed portion of the targets body. This is usually aimed towards the throat or chest of the target for the most effective use.

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

Swipes in a 1x3 in front of the user, attacking all in the radius. If used with chakra flow or a chakra cloaking technique this will deal slashing damage. When using *Essence Flow* with this technique a character will clash with the technique removing the boost from size as long as it is 5x5 or smaller in size. If this clashes against a single target technique it gains +1 from size boosts while calculating clashing. When being aimed at a vital portion of the body the speed of this technique is instead User’s agility -1, but the damage is changed to User’s Strength +1 (caps at B+).

(Taijutsu Prof III, C strength)

**Hell Bomber**

*A-rank (Taijutsu Technique)*

**Jutsu Information**

The user first grabs the opponent before lifting them up and leaping into the air. Afterwards the plunge down the ground using their full body weight and strength to slam the target into the ground. This uses enough strength to cause a massive shockwave in the surrounding area. This attack is powerful enough to decimate entire bodies if the user is powerful enough.

**[Damage: user’s strength +2 steps (Caps at A+)] Defense: N/A] [Chakra/Stamina Cost: B] [Speed: User’s agility -2 steps (Caps at B)] [Turn Duration: 2]**

The speed of this technique is purely for initiating the grapple, and if a character is already grappled this technique can be used. Each turn this technique is used its power is reduced by 1 step, and strength equal to it is enough to break free. The first turn the user lifts the target overheard and leaps into the air, the second turn the user comes down before ultimately slamming the target into the ground. This causes a 5x5 shockwave that will deal the damage of this technique -1 step and *Knock-Up* targets regardless who have less endurance than the damage. This will travel an additional 4 tiles afterwards dealing -1 step to damage for each 2 tiles. The primary target of this ability will be stunned if their endurance isn’t 1 step within the damage of this technique for the following turn. This technique can be escaped at any moment until they are actually slammed, and can even be escaped mid slam if they acquire enough strength by then.

(Taijutsu Prof IV, C+ Strength)

**Lightning Release Chakra Mode**

*B-rank (Yotsuki Technique)*

**Jutsu Information**

The user wraps their body in a layer of lightning chakra to increase their physical parameters, with more lightning causing greater increases. As user coat more lightning around themselves, the more their hair sticks up. The lightning augments the strength of the user’s taijutsu, creating what is called nintaijtusu. The lightning also defends the user from most attacks, deflecting them away on contact. The lightning chakra stimulates the user’s nervous system, enhancing their speed and their reaction time.

**[Damage: User’s strength +2 per grade of control (Caps at B)] Defense: User’s control (Caps at B)] [Chakra/Stamina Cost: B; C sustain per 2 turns] [Speed: Instant] [Turn Duration: Sustained]**

No Handseals. Activating this technique counts as an offensive action for the turn. This techniques armor works as a defensive technique, protecting the user and can only be bypassed by normal means of bypassing defense. All of this characters Taijutsu Techniques have their damage caps raised to this technique’s. If this character has more speed than a character’s agility by 1 grade, the target loses 2 steps of reactive agility, if the speed is higher than a 4 step difference, they gain the unaware clause when reacting to this characters attacks. A character must react to this character’s speed before they can react to their strike. Attacks in this form deal Energy and Blunt damage. Using *Body Flicker Technique* while this technique is activated allows this character to move at Instant Speed, granting them the ability to dodge nearly anything. Strikes in this mode do not apply *Shock* or amplify it to the next severity.

**Level 1**: Increases the user’s agility by 1 step, and speed/ tile-movement by 2. Taijutsu Techniques have their speed cap raised by 2 grades when this technique is activated.

**Level 2**: Requires *Raiton Proficiency IV*. A cost; B sustain per 2 turns. This increases the damage and defense cap to A. Increases the user’s agility by 2 steps, and the speed/tile-movement by 4. Taijutsu Techniques have their speed cap removed when this technique is activated.

(Essence Burst, Raiton Proficiency III)

**Hell Stab**

*B-rank (Yotsuki Technique)*

**Jutsu Information**

The Hell Stab is the strongest technique of the Yotsuki Clan, whereby they concentrate a considerable amount of lightning chakra into just the finger tips of a single hand and then performs a thrusting motion, which allows them to pierce a target. The intensity, size and strength of the technique can be proportionally increased by reducing the number of fingers involved.

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

Piercing Damage. No Handseals. This technique can apply and use all *Raiton Tree* perks. This technique naturally has the *Piercer* and *Guard Piercer* clause. This technique must be avoided as a strike and cannot be avoided with speed as long as it can attack the target.

**Four-Finger Nukite**: This form will be used if not specified which variant is being used. This technique ignores 1 step of endurance, defense, and durability. This uses the base values of this technique as damage and reference point.

**Three-Finger Nukite**: Requires *Raiton Proficiency IV*. Changes the damage to User’s control +2 (Caps at A). This variant ignores 2 steps of endurance, defense, and durability. This variant costs A chakra initially, if converted from *Four-Finger Nukite* it only requires B chakra. Sustain remains the same.

**One-Finger Nukite:** Requires *Raiton Proficiency V* Changes the damage to User’s control +1 grade (Caps at S). This variant ignores 1 grade of endurance, defense, and durability. This variant costs S chakra initially, if converted from *Four-Finger Nukite* it only requires A chakra, cannot be converted from *Three-Finger Nukite* and must be paid in full. Sustain remains the same.

(Raiton Proficiency III, B- Control)