So, a disclaimer- This is a freeform game with Stats, Perks, and Techniques cards to supplement what is being roleplayed. Just because a skill card says something doesn’t mean that effect will always take place. This style of combat doesn’t simply go off who is stronger but who is better at Roleplaying Combat. This isn’t finding small mistakes like “Well this skill card says they can do this from behind, but he is simply above me so it does not work”. For all intents and purposes if you cannot detect someone and they strike you from above that will still warrant the same action as if it was directly from behind. Skill cards are not say all be all.

Turns & Turn Order

Every character has an active and reactive action each turn. A reactive action is in response to an action another character has taken, and an active action is something your character is actively doing. A reactive action being blocking and an active action being striking.

A reactive action can react to any roleplay before the character, even if the round has ended. Similar to stopping Handseals, one can only stop Handseals when they see them being casted. This only counts for 1 turn backwards, and afterwards they cannot react to it.

An active action is the user’s action for the turn, such as casting a technique or striking a target and are only limited by what the character is capable of. These are actions that will warrant a response from others. Only 1 Technique can be used per turn. Unless using perks or techniques that bypass this.

All Techniques have a cooldown even if it isn’t stated. D Ranks have a 1 turn cooldown, C Ranks have a 3 turn cooldown, B Ranks have a 4 turn cooldown, A ranks have a 7 turn cooldown, and S Ranks have a 10 turn cooldown. This only takes effect if the cooldown is not stated on the technique.

Turn order can be decided by a dice roll, decided by 1 person on each side of combat. The one with the highest dice roll gets to decide which side will Roleplay first.

Roleplays CAN happen simultaneously and most of the time will, however in some instances one roleplay will take action before the other. This is based purely on instance and usually based on the reactive action, as someone could Roleplay doing handseals at the same time someone else was doing them, or they could roleplay them starting the handseals and casting the technique before they responded. This is just to let people know that this will influx and they will not be restricted to only roleplay simultaneous movements.

Larger group roleplay can be broken into several groups with their own rounds and own turn order specified to their specific group. When attempting to RP with a group that is not yours you will have to wait 1 full round. This is so someone isn’t simply jumping into the roleplay and that the turn order can be established properly.

Entering combat from not being in combat is done by waiting a minimum of 3 turns if you were on the same map/area as the combat, or if you have a way to be alerted of combat such as sensory perks and techniques, or someone from that combat escaping to get back up. A Round is a full RP from each person in the battle and starts when the first person you saw RP upon arrival RP’s for the second time, that would be considered 1/3 turn waited.

Entering Combat from being AFK but in the area will be 1 turn long. This applies for if someone AFKs during a battle and comes back also. AFKing during a battle however, can be determined by the other side as you being KOed unless you specify that you need to take leave and can abide by a certain time you set. There is a 15 Minuet grace period after the time you set for you to get back but if you exceed these the opposing side can rule you KOed to continue with RP. This time cannot be longer than 30-45 minutes and can only be used ONCE per fight.

Entering Combat from a separate map will always be 4 rounds, +1 for each map traversed to get there. At 3 or more maps the person is banned from joining the combat.

At any point of a person feels that someone has entered combat from OOC knowledge there will be verbs and countermeasures they can use. Those who are caught using OOC knowledge to attempt to join combat will be punished.

Certain situations and fights will automatically be scene locked, such a missions or events. Both sides can opt to scene lock the fight so that neither side can receive reinforcements. This again, is case by case on what can and cannot be scene locked. Fighting in an area that is likely to be populated cannot be scene locked, but fighting out in a random field can be- due to no one else needing to be there and people randomly happening upon it is very unlikely.

Scene Locking makes it so that no one can interact with those inside of the fight. They are able to roleplay freely doing what they came to do, but if they choose to stay in the area they can be interacted with, but if they choose to leave, they cannot be followed and caught.

Due to the time it takes to finish a scene, ReRP’s can be denied by the opposing side. A ReRP can only be denied if it is something a character can ICLY make a mistake on, such as overestimating the range of an attack, or using a technique that would have no effect in a certain situation. Other than this, a character can freely ReRP. This is case by case however.

Stats

Stats are how proficient a character is in a certain field and determines what feats they are generally capable of as a shinobi. Having one step over a target is not much of a step but several other factors come into play such as skill cards, perks, or even separate stats that will play a larger part.

Stats can only be increased to A+ unless using a specific technique that can break this cap. This does not count for naturally getting an S in a stat but for techniques that boost your stats.

When making an attempt that is lethal or serious stats must be flashed. When stats are not flashed this gives consent for the roleplay to be taken as casual and freeform. This does not mean if someone fails to flash stats in the heat of combat you may freeform it, but if someone Rp’s grabbing you without flashing stats in your own faction, you can respond however you see fit. You cannot make the Roleplay seem casual and then all of a sudden kill them, though this does not mean you cannot ICly trick a character. An example would be free forming a spar and killing them at the end when you’ve won. This will not be allowed. However, telling someone to meet you somewhere so you can ambush them is completely fine and part of being a Shinobi.

Stats, perks, techniques, or anything being used in actual combat should not be requested but should be flash when being used. A reflash of what you have used can be requested by a character so long as the technique is relevant to the situation. You do not need to flash anything that isn’t actively being used even if you are debuffed. Being hit by a technique that lowers your speed doesn't mean you have to flash your speed unless you are using it.

2.3) Strength

2.3a) Strength is the overall physical power of a character. It determines how naturally strong the character is without any chakra enhancements. This is how strong their natural strikes are.

2.3b) Attempting to carry someone will always result in -2 steps to speed and tile movement. With D+ Strength this is reduced to 1 for each, and its null with C+ Strength. While carrying someone with less than C+ strength the character becomes ‘Encumbered’, causing them to be unable to leap or do any acrobatic movements.

2.3c) Attempting to lift something requires strength within 2 steps of its Power, Durability, Defense, or any other stat resembling its power. This does not apply to chakra-based objects such as a boulder made from a Doton Technique, this will always require some sort of strength simulant technique to perform and refers to more natural structures and objects.

2.3d) Once lifted it can be thrown at the speed of the user strength -1 steps and the damage of the user’s strength +2 steps. If the user has +1 grade of the target's power stat, they are able to lift it with one hand. Lifting something regardless of strength will always ‘Over encumbered’ A character, this only counts towards objects larger than the character themselves- not items such as weapons, or other people.. Meaning they are stuck to walking tiles and cannot dodge attacks, as well as the effects of ‘Encumbered’. Anything beyond 3x3 cannot be lifted without a strength simulant.

Agility

2.4a) Agility is the overall fluidity in battle along with their ability to land and avoid strikes in close range. The more agility a character has the more acrobatic they are.

2.4b) Agility can be used the avoid small projectiles such a smaller fire balls or shuriken. When using this it follows the same dodge rules as speed but limits them to their walk tiles instead of their dodge tiles. AOE techniques cannot be dodged in this fashion, however dodging them in CQC range gives the character +1 step of speed for every step of agility they have over it.

2.4c) Agility within 2 grades of an attacks speed is required to react to it. Lacking this will cause the attack to hit directly regardless of any other stat.

2.4d) Taijutsu in general is heavily influenced by Agility and determines whether a character can dodge, block, or strike another. Having 1 grade above someone in Agility lowers their guard by 1 when attempting to block, and when dodging instead lowers the damage of the strike by 1 grade rather than completely avoiding it.

Endurance

Endurance is a character’s ability to take damage and continue to fight through the pain as well as their ability to resist being physically impaired by an attack. Endurance is not durability; Tanking damage is not valid with endurance alone but there are perks that will help with this.

2.5a) Damage Scale

Miniscule Damage- Damage less than a grade below the characters endurance, this damage can be easily brushed off. Three are required to translate to the next severity

Light Damage- Damage lower than a character’s endurance but within a grade of it is considered light damage. This damage is slightly more effective then Miniscule but still has no real effect on those taking it. Three are required to translate to the next severity.

Moderate Damage – Damage equal to or higher by only 2 steps over the characters endurance is considered moderate damage. This damage is enough to rattle senses, but isn’t anything to cry over. Three are required to translate to the next severity, or in some cases two to the same spot.

Heavy Damage- Damage a grade over or more is heavy damage. This can send a character into agony and is more common with broken bones, 2nd degree burns, and deep lacerations. Two of these will translate to the next severity, however striking the portion of the body that is on a heavy will move it up to the next severity if it is a moderate damage or higher.

Severe Damage – Damage 2 grades above one’s endurance is severe damage. This is the complete shattering of a bone, the losing of a limb, 3rd degree burns. This is extremely painful and will likely send the character into shock. This is the maximum severity a character can take.

Critical Damage – Critical Damage is achieved when a character reaches their threshold in damage, a character in a critical state is unconscious. Any instance of damage further then this will result in death and this is considered as the character being defeated. If attacked with lethal intent and enough damage a character can skip the critical state and be killed.

Permanent Damage – Permanent Damage isn’t exactly what it says it is because the damage can be fixed, however it is along the lines of losing something. Fingers, eyes, legs, arms, this counts as permanent damage because without medical assistance this damage cannot be undone. Permanent damage will appear on a character’s profile as an injury and will always have a debuff of some sort.

Execution – An execution simply ignores a character’s endurance, but can only be pulled off in certain situations. Defeating and capturing an opponent leaves them in a state where they can be executed if they are restricted by chains or rope. Having someone fall asleep from Genjutsu does NOT leave them in an executable state. Those on Critical Damage are in an executable state. Very few techniques will have an Execution clause, which sadly means they will kill a target regardless of endurance.

2.5b) Damage Spread

Damage is spread between each limb. Both arms, legs, the torso and the head each have their own separate damage. Damaging a specific limb can be a better way to defeat an opponent that seems far more powerful then yourself. Even when taking damage to multiple limbs, a character’s damage threshold is the overall damage they can sustain. If a character can only sustain 2 Heavy Damage, and 1 is dealt to each arm they have reached their threshold for damage.

However, on the same note, Techniques that encompass the entire body will not have the benefit of targeting a single limb. They will deal damage spread all around the body and give leave and injury but more than likely will not be a limb specific injury.

2.5c) Constitution

Constitution is the body’s ability to take damage rather than the persons damage tolerance, and is calculated by a mixture of Stamina and Endurance. This will take both stats into account rounded up from –‘s and up from +’s. Meaning D- Stamina and Endurance will give you D Constitution. You can reveal your constitution with the ‘Constitution’ verb.

E

1 Heavy before being reduced to a critical state

D

1 Severe before being reduced to a critical state

C

Requires 4 lights to become 1 Moderate damage. 1 Severe for Critical

B

Requires 4 Moderates or 3 in the same place to become 1 Heavy. 1 Heavy and 1 Severe to be reduced to a critical state

A

Requires 3 Heavy to become 1 Severe, even when striking same limb. 1 Heavy, 1 Severe

S

Requires 4 heavy to become 1 Severe, 2 Severe before being reduced to critical state

2.5d) Injuries

Injuries occur when meeting a certain situation, and are usually used to change the tide of battle.

-When outright dealing a Heavy Damage

-When dealing Heavy Damage with a technique

-When directly hitting with a certain element

-Certain techniques will apply an injury themselves

-When dealing a Heavy with ‘Unaware’ clause

-When dealing Heavy Damage to a person that is bound

2.5d-1) The intensity of the injury is solely dependent upon the situation, as a large stone falling on a person’s arm would likely crush it, while a strike from a kunai or small blade that would cause an injury more than likely would cause a deep laceration.

2.5d-2) An injury will always increase in intensity if the injured body part is attacked again with at least moderate damage.

2.5e) Damage Types & Injury List

There are four different types of damage. Blunt, Slashing, Piercing, and Energy. Each type of damage has its own strengths and weaknesses. These damages are not exclusive to themselves, seeing as a Kunai would be able to deal both slashing and piercing damage. Some attacks even deal multiple types of damage at once, and in this case multiple injuries may occur.

Blunt Damage

Blunt damage is caused by anything that is simply force. Earth, Wind, and Water are all able to cause blunt damage as well as certain weapons and Taijutsu.

Blunt damage is the only damage that lowers guards defense when used against it.

Blunt damage is negated by armor unless it is dealing damage 2 steps above it. This does not count towards chakra enhanced attacks unless the armor is also chakra enhanced.

Weaponry such a Katanas can still deal blunt damage by using the hilt, but will be dealing damage based solely off of strength rather then their damage scaling. This damage is capped at their damage -1 grade.

Cracked – Done by dealing heavy damage. Gives -1 endurance, agility, and speed to the afflicted part.

Fractured – Done by dealing at least a moderate to a ‘Cracked’ injury. Deducts an additional step of stats.

Broken – Done by dealing at least moderate to a ‘Fractured’ injury. Deducts an additional step upon the last injury for a total of -1 grade. The target will suffer from C damage each time they attempt to use this body part, done as overall damage.

Crushed – Done by dealing a heavy damage with a Ninjutsu technique. This makes the limb inoperable until it is repaired, no further injury can be done unless severed. Receiving the Crushed injury on the head will automatically result in critical condition.

Warped – Caused when heavy damage is done through a guard. This character’s guard is reduced by 2 steps until this injury is healed.

Slashing Damage

Slashing damage caused by cutting motions with weaponry and can even be inflicted by lightning and wind techniques. These are mainly found by weaponry and wind techniques.

Slashing damage cannot be used to break through a guard, but will deal damage -2 through the guard instead. This damage can only be blocked with an attack that has the capability to deal slashing damage. (Only dealing with CQC)

Slashing damage can damage and even destroy armor given the right amount of damage, but has no direct benefit towards it.

Gashing – Done by dealing heavy damage. This will cause the character to bleed out, reducing their stamina by D each turn. They are able to use their offensive action to halt the bleeding. Lasts 3 turns, resets if severity is increased

Slashed – Done by dealing at least a moderate to ‘Gashing’ injury. This causes the character to bleed more profusely, losing C stamina each turn. They are able to use their entire turn to stop the bleeding. Lasts 3 turns, resets if severity is increased

Laceration – Done by dealing at least moderate to ‘Slashed’ injury. This causes the character to uncontrollably bleed, losing B stamina each turn. The loss of blood can only be stanched by medical attention.

Bisect – Done by dealing a severe, or a heavy with a Ninjutsu technique. This causes the afflicted portion to be removed from the body making it unusable. The target will suffer from ‘Slashed’ injury as well.

Piercing Damage

Piercing damage is damage that will pierce or thrust through objects and is commonly found in Suiton, Doton, Raiton, and weaponry. Piercing is great for dealing with armor and structures as well as getting through tough defenses.

Techniques with the ‘Piercer’ clause are different from simply piercing damage. These techniques only require damage above a defensive technique to go through it and continue with full force. These techniques typically will not destroy the structure, but will get through them.

Piercing damage towards armor will only reduce the damage by 2 steps rather than negate it, but the damage dealt towards the armor itself is reduced by a grade because the target of a piercing attack is to bypass the armor- not destroy it.

Piercing attacks will go directly through a Guard but can still be Blocked.

Puncture – Done by dealing heavy damage. This increases all damage dealt to this body part by 1 step.

Penetrated – Done by dealing a moderate to ‘Puncture’ injury. This increases all damage by an additional step.

Impaled – Done by dealing a moderate to ‘Penetrated’ injury. This increases all damage done by an additional step, for +1 grade.

Pierced – Done by dealing a severe, or a heavy with a Ninjutsu technique. This will cause the attack to go through the target dealing damage to those behind for -2 steps for speed and power. This causes ‘Penetrated’ to the target and can further injury to those it hits if able to. Techniques with Piercer clause that hit directly will always cause this injury.

Energy

Energy damage is simply things that cannot be converted to normal damage, the way energy damage works differently is it can be shaped and formed to deal other types of damage. A spear of lightning would deal Piercing and Energy damage. Energy damage is even more powerful when being able to hit it directly.

Energy damage is found in Katon, Raiton, and any other nature release that creates pure energy rather than structures or forces of nature. This can also count as techniques that use chakra at its purest state to deal damage.

Katon

Burn (1st degree) - A first degree burn caused by a direct hit from a Katon technique, or one that would deal Heavy Damage. This reduces the targets endurance by 1 step on the afflicted body part.

Burn (2nd degree) – A second degree burn caused by a direct hit from a Katon technique that causes a heavy, or hits an area effected with 1st degree. The user loses an additional step of endurance.

Burn (3rd degree) – A third degree burn caused by a direct hit from a Katon technique that causes a Severe damage, or hits an area effected with 2nd degree. The target loses a total of 1 grade of endurance. Due to the numbness and char of the skin the area loses -2 to Strength, Agility/Speed.

Raiton

Shock I – An electrical shock throughout the body that damages nerve system, cause by a direct hit by a lightning technique or a hit that causes a heavy damage. Reduces their overall Agility and speed by 1 step.

Shock II – Caused by a Raiton technique that would do heavy damage, or a direct hit while effected by Shock I. Causes the target to lose an additional step of agility from the shock.

Shock III – Caused by a Raiton technique that would do a heavy damage, or a direct hit while effected by Shock II, Causes the target to lose an additional step of speed from shock.

System Overload – Caused by a Raiton technique that would be a do Severe damage. This can also be caused by a Raiton technique that will deal a heavy or a direct hit while Shock III is affecting them. Causes the target to be stunned for the following turn, unable to take offensive or defensive actions unless they are not required to move for them.

Speed

Speed is a measure of how quickly a character is able to cover a distance. Speed is used to avoid most Ninjutsu techniques, and in some cases used to avoid Taijutsu users.

2.6a) Tile Movement

Tile movement is the number of tiles a character can move in one turn. There are sprint tiles, dodge tiles, and walk tiles. Some perks or techniques can help a character increase these movement tiles and get in range to start CQC as well as help avoid AOE techniques.

Sprint Tiles – These tiles are moved when a character is taking no other action. If defending or attacking from any threat the user cannot use Sprint Tiles.

Dodge Tiles – When taking an action of any sort, a character is limited to dodge tiles. Dodge tiles are more than likely your default speed in directly engaged in combat.

Walk Tiles – Walk tiles are the amount of distance you can cover while walking, thus are the number of tiles you can traverse instantly. This is commonly used to engage in CQC as anyone in your walking tiles are forced into combat. Walking tiles is also the tiles you need to be within to stop handseals.

Back-Peddling – When moving away from a target but keeping your attention on them, this is considered back peddling. This will reduce your movement tiles by 1 step every turn this is used, and the lowest it can be reduced to is your walking tiles. A character has to spend 1 turn not back peddling to alleviate this, they can either be standing still or moving forward. Moving sideways away from a target is not valid unless you are circling around them, which would keep the same tile range as before. Any other action will result in the back-peddling penalty.

However, a character is not locked into back-peddling just because a threat is near them. They can turn their back but will be unaware to the attacks behind them, and suffer from the ‘Unaware’ debuff. This can be still be reduced or negated by sensory perks.

Reduction – If a debuff reduces your speed, even without saying it- it will reduce your tile movement. If unstated it will be left at 1 tile and the most your movement can be reduced to is 1 tile. The only way to stop someone from moving is any type of debuff that would state so. Tile movement cannot be reduced to 0.

2.6b) Speed Dodge Chart

Speed 2 Steps above a technique is required to cleanly dodge it

Speed 1 step above a technique will reduce the damage by 1 grade.

Speed equal to a technique will reduce the damage by 2 steps

Speed 1 step below a technique will reduce the damage by 1 step

Speed 2 steps below a technique will take a direct hit

Dodging with agility will follow these same rules when used against a technique.

Avoiding Binding only requires speed equal to the techniques speed.

2.6b-1) If a technique has an AOE you will also need enough tile-movement to move out of the range. If you have enough speed to avoid it but not enough tile-movement it will deal damage -1 grade.

2.6b-2) All-Out Dodge – An all-out dodge will give a character +2 steps to speed and tile movement when dodging but consumes 1 Combat Stamina. This takes up their entire turn, they cannot use an offensive action or a separate defensive action.

2.6b-3) Dodging more than 1 technique with speed in a single turn will reduce the characters speed by 1 for every additional technique they are dodging.

2.6) Stamina

Stamina is a vital part of combat, as it is how long a character is able to battle before needing to break. It is also the resource used for most Taijutsu techniques.

2.7a) Combat Stamina

2.7a-1) Combat Stamina is utilized each turn a character does a stamina taxing action. Combat Stamina is a new system that is being introduced and tested and still can be revised and changed. Combat Stamina taxing actions are such as attacking, dodging, casting techniques, and various other actions.

2.7a-2) At E a character will start with 6 Combat Stamina, after using these up a character must refrain from using a stamina taxing action for 1 turn before it starts to recover. Combat Stamina will return each turn as long as a stamina taxing action isn’t being used and will reset the turn count if it is.

2.7a-3) A character can still do stamina taxing actions after their combat stamina runs out, but they receive the ‘Exhaust’ debuff, reducing every stat but Stamina and Endurance by 1 for each turn they continue to use stamina taxing actions. After 3 turns they are forced to catch their breath, unable to take any offensive or stamina taxing action while still suffering from the debuff. After this they will recover half of their combat stamina, rounding down.

2.7b) Combat Stamina Scaling

Every 2 steps invested into Stamina will give a character 1 Combat Stamina. Various other perks and even techniques can either increase or recover Combat Stamina during battle.

2.7b-1) Combat Stamina and the Stamina Bar are complete separate and can at no point be substituted for one another.

2.8) Control

Control represents a character’s overall control of their chakra and how well they are able to mold it. The higher a character’s chakra control is, the more powerful their Ninjutsu and Genjutsu techniques are and will supplement a lot of other specializations.

Not much else can be explained about Control, and will be explained on need be bases for the situation more than not. This section will be updated as needed however.

Throwing Weapons

Throwing weapons are small projectiles that shinobi utilize for ranged attacks. They are quicker than using handseals and require no chakra be thrown, making them useful in certain situations where other techniques would not be.

Throwing weapons have a 7 Tile throwing range. This can be increased by perks or techniques but is the base range universally of throwing weapons. Even Ninjutsu that create weapons that can be thrown will be limited to this range. Only 1 type of weapon can be thrown, and only 3 of them can be thrown at once with no enhancements.

Throwing weapons are quicker than ninjutsu, and will always need to be dealt with first if thrown at a character. They cannot be clashed against with ninjutsu, however if a character throws weapons towards a technique they will be destroyed and the technique will go through. Most if not all Ninjutsu techniques will automatically overpower throwing weapons unless stated otherwise or they are being used in a chakra-based technique. A character will always have to react to throwing weapons before they are able to cast techniques.

Throwing weapons can be used to stop handseals as long as they have speed 2 steps higher than the handseals. To forcibly stop handseals the throwing weapon must be able to at least do a Light damage. If they deal miniscule damage, the caster is able to take the damage and continue to cast seals.

Throwing weapons can be avoided with either speed of agility, but work differently for both of them.

3.4a) Dodging with speed only requires 1 step higher to cleanly dodge, having equal speed will reduce it by 1 grade, and having 1 step under will reduce it by 2 steps. However, a character can perform any action with no restrictions afterwards.

3.4b) Dodging with agility will require 2 steps over to perfectly dodge and retain free actions. Anything less this then will require them to be parried with agility. As long as you are a grade within the throwing speed of weapons you may parry them but require a weapon or object to parry them with. Parrying throwing weapons leaves the character unable to perform handseals afterwards.

Another way to avoid throwing weapons is to clash them with throwing weapons of your own. This can be performed with throwing speed at least a grade within the throwing weapons, however having equal throwing speed or higher will allow a character action with no restriction. These weapons need damage within 2 steps of the other weapons and must be in the same size class.

Having equal or higher throwing speed will use a defensive action when clashing.

Having lower but within a grade will turn it into an offensive action when clashing.

A Character cannot have an infinite amount of weaponry on them, each weaponry must be moved from their Storage to their Inventory. Without additional perks or equipment, a characters overall Inventory space has a score of 5. Each item will have its own number representing how much inventory space it will take up.

3.6a) A character is able to take a Primary weapon into battle with them, this one not taking up any storage space at all. If they want to take extra, they must put it in their Inventory.

3.6b) For Example, Shuriken will take up 0.25 space, Kunai will take up 0.50, and an explosive tag- due to the dangers of storing it will require more space, so it will take up 1. A character could take 12 Shuriken, 4 Kunai, and 1 Explosive tag to be valid in battle and if they want to sport a Katana or Tanto, they could.

4.0) Handseals

Handseals are commonly used to perform many Ninjutsu, Genjutsu, and other secret arts- sometimes even Taijutsu. They allow a character to summon and control the proper amount of chakra necessary to perform a technique. A testament to a shinobi prowess in Ninjutsu is the ability to cast Ninjutsu with fewer or no handseals.

4.1) Handseal Speed Scaling

Handseal speed is determined by the handseal speed perk the caster has along with the amount of handseals they are attempting to cast with. 1 Handseal will always be at the speed of their perk, but every 3 handseals slows this by 1 step.

1 Handseals

No Change

4 Handseals

-1 Step

7 Handseals

-2 steps

10 Handseals

-1 grade

13 Handseals

-4 Steps

4.1a) This scaling does not stop and can reduce handseal speed to E if that many handseals are needed to be used. To simplify this a verb would be used to determine how fast a user’s handseals are so they do not have to calculate themselves.

4.2) Handseals can be interrupted by Ninjutsu that requires no handseals, throwing weapons, CQC attacks, or a perk that explicitly says that it does.

4.2a) With ranged attacks such a Ninjutsu with no seals, or throwing weapons they simply have to have 2 steps of speed over the handseals and within range of the target. Ninjutsu techniques that Can have no seals will not be valid, it must be a technique that without any enhancement from perks or stats has no handseals.

4.2b) With a melee attack, the user must be within walking tiles of the target but only requires striking speed -1 of the handseal speed. Taijutsu techniques can be used to enhance the tile range for stopping handseals, and even the stopping of handseals so long as it does not require set-up of any kind.

4.3) Unlike most stats or perks, Handseals cannot be hid so effectively and thus the request of handseal speed is now void. You cannot ask how fast someone does their handseals when they are first casting a technique, this add some element of espionage to it. However, with T1 Sight perk a character can determine the exact speed of the handseals and is able to request it, but only to themselves.

If a character never attempts to stop the casters handseals, then they won’t be required to display them. Attempting to stop someone’s handseals and lacking the stats is considered an IC mistake, and will likely result in the person taking the full damage as they used their round already.

4.4) Handseal Speed Perks

Handseal Speed 1 – D Speed Handseals

Handseal Speed 2 – C rank Handseals

Handseal Speed 3 – B Rank Handseals

Handseal Speed 4 – A Rank Handseals

Handseal Speed 5 – S Rank Handseals

Blinding Seals – They require T2 Sight to keep up with Handseal speed.

Lightning Seals – They require chakra enhanced sight to keep up with Handseal speed. Without at least T2 sight, other character can’t stop these handseals.

(Keeping Track = Being able to tell the speed without attempting to stop. Blinding and Lightning can be obtained at any Handseal Speed but are locked perks)

4.5) Forced Handseals

Forcing handseals on someone, in no way, is an easy feat. First, it requires that the person attempting has higher agility by at least 2 steps. Priority will also come into effect on this. Second, the character having handseals forced upon them must be in a state where they are unable to resist. Any form of subduction that renders them unable to move is valid such as a root or stun. After both of these requirements are met the user can force handseals on a target. This opens up techniques to that would normally be unusable in CQC range to be casted here, making them even more devastating. A character who had handseals force upon them cannot react with a technique unless their handseal speed is higher than the speed of the technique by a grade. This is handseal speed after calculation of the technique. They are free to dodge or use a technique that requires no seals.

Taijutsu

Taijutsu refers to any physical attack or technique used by shinobi in combat. It is the most accessible form of combat in the shinobi world, not requiring weaponry, chakra, or handseals. All Shinobi usually have a decent understanding of Taijutsu enough to escape close range combat if they find themselves out matched. In the current state of the world, Taijutsu Specialist are a dying breed as Ninjutsu has evolved to become a quick and easy ender to fights.

Priority

Priority is a machinic that is exclusive to CQC, and is gained from certain perks or techniques. By flashing each perk and ability that gives priority characters determine where the priority sits. The basis behind Priority is a character who has trained their entire life in close range combat wouldn’t lose to someone who only had more agility simply for that reason, they have been in this situation countless times and have something to show to prove it.

5.1a) How Priority Works?

Once a character has established that they have priority over another, priority shows the difference between the characters in overall stats. This means if a character has +1 priority over another character, and that character used a Technique that grabbed them if they have 1 step of agility over them- they would instead require 2 steps of agility. However, this does not stop at agility, if a character C endurance to resist the effects of a Taijutsu attack by a character who has +1 Priority, he would instead need C+ to resist it. This works for All actions in CQC unless stated otherwise. A action that isn’t CQC being used in CQC will not be effected such as a Genjutsu or Ninjutsu.

5.1b) Example: If Tohei has +3 Priority over Uchiha, Yuuji- and Yuuji has a Sharingan which would give him +3 to defense agility, in terms of CQC this would be completely voided. Yuuji’s eyes simply wouldn’t be able to keep up with the technique Tohei employed, even if he could see it before it happened his body simply wouldn’t be able to keep up with his eyes. But, since Tohei has +3 Priority and Yuuji only has +3 defensive agility, Yuuji is barely able to land a hit on Tohei. Now let’s say the base difference between their agility is 1 step In favor of Tohei, this would mean Tohei can cleanly evade and block each of his attacks. Let us say Tohei used a technique that requires strength to escape and they somehow have equal strength, Yuuji would need +3 steps of strength due to his inexperience in Taijutsu and the current state of the Priority.

5.1c) Priority works for Dodging, Guarding, Grappling, Striking, and Taijutsu Techniques.

5.2 CQC

A character may always attack if a target is within their movement tiles, even using their full dodge tiles- however this does not CQC Lock a character. A

character may respond and then move their full dodge tiles away from the character, -1 for back-peddling if they choose to keep their attention on them. CQC Lock is initiated when a character (After Both of their movements have resolved) is within Walking Tiles of the other character.

5.2-1) When pursuing a character in attempts to CQC Lock it is valid to save tile movement from the previous round. Using 3 out of your 4-tile movement will grant you +1 to the following round, this is to show the efforts of pursuit as you are closing the distance slowly but surely.

5.2-2) Example: Character A has 5 dodge tiles and 3 walking tiles, and character B has the same. Character A moves 5 Dodge Tiles and is in range to strike character B so he does. Character B defends and moves backwards their full tiles but takes a -1 from back peddling, so they move 4 tiles instead. Character A moves once again but only moves 4 of the 5 tiles they have, attacking again. Character B defends against before moving backwards 4 tiles. Because of the character A’s +1 from earlier it would equate as a 3 Tile movement instead. Character A is moves forward again but only moving 3 of his 5 this turn and attacks. Character B defends and moves backwards. This time it would only equate as a 2 Tile movement. Character A only has to move 2 Tiles to attack and saves 3 additional tiles. Character B moves 4 Backwards and Character A moves his saved up 3. The next turn, since Character A is within walking tiles after the resolution of both sides can lock Character B in CQC.

5.2a) Handseals can still be stopped if they are within walking tiles In General. Meaning if my walking tiles are 5 tiles, and I can move 5 tiles and close the distance I can stop handseals, but this does not always mean CQC Lock is initiated.

5.2b) CQC Lock

CQC Lock is when a character is locked into CQC with another, during this time they cannot weave handseals openly and both are stuck at walking tiles for movement. When locked in CQC only Taijutsu, Kenjutsu, other close-range abilities, and Ninjutsu that requires no handseals can be used freely. Handseals can only be used in extremely rare situations. Although it is a CQC Lock a character is able to break this be Disengaging on the one attempting to CQC Lock them.

5.2c) Disengage

To Disengage from CQC Lock a distance of at least 3 tiles must be achieved. While CQC Locked the back-peddle debuff is only -1 and does not increase. This can be done by vaulting away, or using a technique that can help you escape. Keep in mind all attacks require Combat Stamina but not all defenses do. A outside character may also step in the way of the character attempting to CQC Lock the other, and requires speed 2 steps within the target or more. If not, they can always attack from the side causing the other to respond to them, thus breaking the CQC Lock.

5.2c-1) Disengage List

This is a list of situations where a character can disengage.

If a full round goes without any attacks.

If a character steps in to intervein with speed within 2 steps

If the character keeping the CQC Lock responses to an outside attack. Saying you move to fast and do not focus on the attack is invalid, if you do not focus on the attack it will land.

If the character keeping the CQC Lock is rooted, stunned, or any other form of restriction is caused to them.

If either moves or is moved more than 3 tiles away.

Outside Attacks during CQC Lock

During CQC Lock the characters movements are considered simultaneous, meaning that casting a technique or an attack will likely have a chance of hitting the one that was not aimed for, if not hitting both. When using techniques or attacks the user does not have great control over such as ones with the ‘Controlled’ or ‘Homing’ clause, they will have to roll a 2-sided dice to determine who is actually hit. This only counts for techniques without an AOE, and those will automatically be aimed for both characters. This is only in the situation where a character is attacked by an outside source and does not respond to it, but instead opts to keep CQC Lock going. However, if the character attempting to keep the Lock attempts to avoid the technique, the other character is free to follow suit and disengage or run the risk of getting hit by the technique by keeping the CQC Lock. All Taijutsu and CQC related attacks are considered ‘Controlled’ and won’t have the risk of hitting their ally.

Attacks

Attacks can be aimed at any section of the body during CQC, but if a specific body part is not being aimed at in the roleplay it will be considered aiming center-mass, or torso. Each attack consumes 1 Combat Stamina. There are a different set of attacks that can be performed. Note that none of these can be used alongside techniques unless they are stimulants such as Gates or Lightning armor.

5.3a) Light Attacks – A light attack is a quick strike towards the opponent like a jab or a leg kick. This attack adds +1 to striking speed but it can only deal light damages and has -1 step for strength. These lights will stack but can only be converted to Moderate with other attacks, and lights can only be converted to moderates once per turn. Light attacks cannot break someone’s defense but can lower it.

5.3b) Normal Attack – A normal attack that will go based solely off the characters stats. These attacks have no enhancements but also have no restrictions. If a certain attack type is not roleplayed or announced then the attack with be considered a normal one.

5.3c) Heavy Attack – A heavy attack is a haymaker of sorts, a powerful blow aimed to deal as much damage as possible. This adds +1 to damage but -1 to striking. If landed these attacks boost the severity of a blunt damage injury regardless of damage delt, a character defending will void this. Requires an additional Combat Stamina to be used. When heavy strikes are dodged, they set the user off balance giving them -1 step of reactive agility for the next turn.

5.3d) Unorthodox – Unorthodox strikes are elbows, headbutts, and other Taijutsu attacks not typically employed by shinobi. This attack will always deal an additional step of damage to the guard of a target and deal +1 damage through guard. Using this attack will put the character off balance, making them unable to dodge the following turn.

5.3e) Dodge – Dodging is simply avoiding the brunt of the attack; this requires 1 Combat Stamina but allows you to avoid the attack entirely. A character must be within a grade in defensive agility of the attack they wish to dodge. Each dodge after the first reduces the characters reactive agility by 1 for dodging purposes.

5.3f) Guard – Guarding is how a character defends against attacks when they are unable or simply do not want to dodge. A characters Guard starts as their endurance +1 for each step of priority you have over the opponent, and every strike they guard lowers their guard by 1 step. While guarding damage delt to the character cannot surpass Moderate unless their guard is broken with the attack. A character can recover their guard by simply not guarding for a turn. After the turn their guard is recover by 1 step every turn until it returns to normal. Note that reducing a guard cannot break it, and can only be broken when the gap between it and the damage already exist

5.3f-1) Guarding will negate the damage you take until your guard is below the damage of the strikes, and then the difference between your guard and the damage of the strikes will be dealt to you.

C+ Strike Vs C Guard Deals E Damage.

5.3f-2) Damage 2 grades below your guard will not reduce your guard, while damage 3 steps over your guard will break through it. In the case of breaking through a guard the damage is instead reduced by 2 steps, and is no longer restricted to Moderate damage.

5.3g) A broken guard means you can no longer guard yourself and the only defense you have left is techniques or dodging. Your guard will recover after 3 turns. Your guard will return to normal save for a -1 to it’s over all stat, due to it being broken. This will last for the rest of combat and each time it is broken it is reduced by 1 more.

Techniques

Techniques have a similar guideline to regular Taijutsu but mimic speed rules for dodging instead of letting a character outright dodge it, replacing speed for agility. Taijutsu Techniques can also be guarded against but techniques will deal an additional step in guard damage for each step difference between the damage and the guard. Afterwards, deals the difference in damage through the guard but at a +2. The best defense against an offensive Taijutsu techniques, is a defensive one as they will result in more of a clash. You cannot clash an offensive Taijutsu with an offensive Taijutsu. Taijutsu Techniques do not benefit from attack modifications and will always be considered to be normal.

5.4a) Example. A guard of C+ being hit by a B damage technique will take an additional 2 steps of damage to the guard, so it will be reduced to D+. The difference between D+ and B will be dealt to the defender, but at a +2. Dealing C damage through the guard.

5.5 Grappling

Grappling is in a strange position, seeing as Shinobi do not usually grapple save for a few. Other than this guide, grappling will be left solely up to Taijutsu Techniques, Perks, or any other abilities that handle it.

5.5a) To initiate a grapple, the guard of the target must either be broken or reduced to a grade below the user’s strength. A grapple can still be dodged, and an unsuccessful grapple attempt puts it on a 2-turn cooldown. For All intents a purposes initiating a grapple will count the same as striking, but deals no damage.

5.5b) Once the grapple is initiated it is a test of base strength. A target needs higher strength then those attempting to grapple them to break free. Strength boosts or stimulant techniques are an applicable way to break free, but must require no handseals.

5.5c) Once grappled neither character can move from the position, and the one that is grappled can no longer dodge. Grapples last as long as a character’s guard is broken, or below the user’s strength by 1 grade. The turn the user’s guard returns to a state where they can break the grapple- they make break it and disengage for free.

5.5d) From the grapple you can either Strike, Slam, Throw, use a technique that requires grapple to be initiated, or Disarm.

5.5d-1) Strikes – Strikes from the grapple come at -1 grade of strength, but cannot be guarded against.

5.5d-2) Slam – A Slam will inflict blunt damage based on the user’s strength +1. Slams will leave the target grounded afterwards, making them unable to use any movement-based techniques. This will always break the grapple.

5.5d-3) Throw – The character can throw the grappled character in any direction but this can be resisted with either endurance or strength. The user can throw them 1 tile per step of Strength they have over the stat they choose to resist with. Them having equal will result in a failure to throw and break the grapple.

5.5d-4) Techniques – Some techniques will require a grapple to be initiated before they can be used. A person who is grappled can still use defensive Taijutsu so long as it can be used while heavily restricted and doesn’t need bodily movement to perform.

5.5d-5) Disarm – When initiating a grapple, disarming will be applicable as long as the user can retain strength over the target. A disarm requires no other stats or movement but will instantly break the grapple. A disarmed blade requires a full uninterrupted turn to pick up, the character may throw the blade a tile for every step of strength they have above E. E resulting in 1 tile.

Kenjutsu

Kenjutsu is art of wielding a blade, and this game will refer to most weaponry unless it is its own unique weapon. The art of Kenjutsu is widely practiced by Shinobi as supplementary only to Ninjutsu, however factions like the Samurai have mastered this art to the point of where they can combat Ninjutsu.

Kenjutsu follows CQC rules but differ slightly, the first difference is the lack of different attacks such as Light, Normal, or Heavy, but will go based off of the weapons stats.

6.1a) All weapons must take a turn to be drawn, this takes up an offensive action for the turn.

6.1b) Kenjutsu however, instead of Guard they have block- and addition to being able to dodge, weapon users also can parry.

6.1c) When holding a weapon, to discard it and cast handseals will always cause the handseals to be performed at -1 grade of speed. The character can drop the weapon to alleviate this debuff but must use an uninterrupted turn to pick it back up.

Blocking

6.2a) Blocking is based on the overall power of the blade, the damage cap of the blade being its durability for Blocking. Blocking will not deal damage through to the user, but can only be used against another weapon. A sword cannot block melee and will instead have to parry or dodge it. The only exception is if the weapon can produce the same type of damage, then it is allowed to block the strikes even if they are melee. A user may still use guard against the blunt attacks and this will still retain their Kenjutsu Priority.

6.2b) Each time the weapon is used to block, its durability is reduced by 1 step. Unlike a guard this does not recover over the battle and will remain the same throughout the entire battle. Once the durability reaches E, the next attack will break the weapon and render it useless both defense and offense wise.

6.2c) Even when the durability is reduced, the blockings base power is always retained and damage 1 grade above this base power (The weapons damage cap) will instead reduce its durability by 2 steps. Each step of damage above this will continue to scale another step onto the damage the weapon will take. At 5 steps over the weapon will take 3 steps of damage for each strike at the power.

6.2d) Damage 2 grades above a weapons base durability will break it instantly and continue through with -2 steps to damage. Otherwise a certain weapon or technique is needed to break and blade and continue to deal damage. Chakra based techniques that CAN be blocked will always deal an additional step of damage to a weapons durability.

6.2e) Defending against throwing weapons will not cause a blades durability to go down.

Parry

6.3a) A character will not be force to block until their blade is helplessly broken and they have a way to reduce the damage taken by their weapons durability. Parrying takes 1 Combat Stamina to perform. To parry a character must not perform any action for the turn, on the next turn if an CQC attack is aimed at them they will parry it. This does not degrade the durability of the weapon and reduces the reactive agility of the character who attacked by 1 step, also making them unable to dodge. The Combat stamina will always be drained on the turn of the attempted parry regardless of if it was successful or not.

6.3b) No techniques can be casted the round the character set-ups the parry, even stimulants. After using a parry, it goes on a 3-turn cooldown regardless of if the character parries a strike or not. There will be a ‘Parry’ verb that will be clicked before RPing it, this will cause the next RP to have (Parry Attempt) marked on it.

6.3b-1) Example: Click Verb. RP. Opponent RP. My RP (Parry Attempt)

6.3c) Failing a parry attempt does not bar you from using the full action of your next turn, and when failed you are free to use any action. However, a character cannot attempt disengage while setting up a parry or after a failed parry attempt until the round after. The opposing character may take the opportunity to disengage, making poorly timed parries dangerous for CQC Specialist.

6.3d) Parrying is exclusive to weapons, but the parry clause in Techniques works the exact same. Parrying techniques are not limited to Kenjutsu and can be used with Taijutsu.

6.3e) A character cannot parry an attack if their weapon can’t block it, however Parry techniques ignore this rule and can parry any form of CQC attack.

Techniques

Kenjutsu techniques work similar to Taijutsu techniques in CQC, they will deal an additional step of damage towards a blades durability if blocked and will deal damage based on the difference between the weapons current durability and the techniques damage to character blocking. Attempting to dodge will go off the same rules as Taijutsu. If a technique breaks a weapon it will continue forward with full damage and speed.

6.4a) A Kenjutsu technique can be parried, and in this instance will be completely defended against.

6.4b) Clashing offensive Kenjutsu techniques will result in both blades taking damage, whichever technique deals more damage will go through at a -2 damage. If the techniques have equal damage, they will cancel each other out.

Ninjutsu

The most common of the three categories, Ninjutsu is the most nebulous of them and is generally regarding ninja arts at their core. Ninjutsu is renown to be the superpower of the three categories as it deals physical damage unlike Genjutsu and doesn’t require the caster to put themselves in close range like Taijutsu.

7.0a) A forewarning, Ninjutsu can friendly fire. If the angel you take to attack puts a friendly character in the range of the attack and you do not realize it at first remember that RERP’S can always be denied by the other side and will count as an IC mistake. Use your techniques wisely.

7.0b) When pure Taijutsu combats Ninjutsu it will always have the Taijutsu’s power reduced by 1 grade. What is considered to be Nintai which is chakra based Taijutsu will not suffer this same debuff. This debuff includes weapons and other none chakra based offensive options.

7.0c) If the range of a Ninjutsu technique is not stated, then the range will be considered 7 tiles.

Clashing

A clash happens when two separate Offensive Ninjutsu are shot at each other with the intent to damage a target. An offensive technique battling against a defensive technique will follow its own set of rules.

Damage – To cancel each other out the damage must be equal or within a step of each other, at 2 steps one technique will overpower the other and continue through but have damage reduced. Each additional step over will remove a step of reduction when breaking through

Equal Damage to 1 step within – Cancel

2 steps over - -1 grade to damage.

3 Steps over - -2 steps to Damage

4 Steps over - -1 step to Damage

5 Steps over – No reduction

Speed – To properly clash a technique must have within 4 steps of the other attacks speed, this counts only for the technique that is innating the clash. A character simply cannot cast something below 4 steps fast enough to defend themselves.

Size – For each dimension in size a technique has over another it gains +1 step to clashing. A 3x3 will gain +1 over a single target technique and so forth. When clashing a technique with a smaller sized AOE, the smaller one may only clear what its size is able to clear. This means portions of the technique may still continue even when clashed and canceled and in this case continue forward as normal.

Element – Elemental weakness comes into play when an element that has a strength over the other is used. In this case the other element loses 1 grade in damage towards clashing. Ninjutsu that lack elements are so susceptible to this rule. Kekki Genki and Kekki Tota follow their own strict rules when it comes to clashing.

Sustained – Sustained techniques have their damage, speed, and power restored each turn they are sustained. This means a technique that is not sustained would have to beat it outright in a clash to continue forward.

7.1a) When initiating a clash and failing it a character is still able to speed dodge but at a -1 grade to speed. If dodging with agility the same effect takes place. The only other way to combat a clash is to use a technique that requires no handseals and at least has 1 step over the speed of the technique fired.

7.1b) If a character is in range of a technique that is being clashed by another character, they have a small window of time to avoid it, reducing the speed of the technique only for dodging purposes and only for them. The technique has its speed reduced by the same amount of damage reduced from damage clashing rules.

7.1b-1) -1 grade of damage would be -1 grade of speed, while no reduction would continue forward with full speed even towards a character that was not clashing.

7.1b) The character that did not initiate the clash will be able to respond to the technique with either a technique that requires no handseals, a technique that can be performed with a single handseal, or if they can perform the technique with handseal speed a grade higher then the techniques speed. They are also allowed dodge normally if they choose to.

Offensive Vs. Defensive

Defensive techniques are undoubtably the best to use against offensive ones, however they take a character’s entire turn as they count as both an offensive and defensive action for the turn. There are some elements that can bypass technique defenses, so defense may be powerful but not all-powerful counter to offensive techniques.

7.2a) A defensive technique only needs to be 2 grades within a techniques speed to be used against it.

7.2b) A defensive technique will not constitute as a clash and any bonuses gained from clashes be void.

7.2c) If it is not stated in the technique, damage 1 grade over a defensive technique is required to break through it. Regardless of the damage a techniques damage will be reduced by the difference in power and defense when breaking through a defensive technique, E counting as 1 step.

B+ Damage breaking through D+ Defense will deal C- damage.

7.2d) Defensive techniques however, when broken through, will not allow a character to make an additional action. A character that was not clashing will always have the option of using their turn to move out of the way, as defensive techniques will always halt the technique long enough for those not casting it to move away.

7.2e) The Piercer clause on techniques only require damage equal to a techniques damage to break through and continue with both full damage and speed, these techniques do not damage the structure however unless they meet or exceed their size.

Utility

Utility techniques make up for techniques that may have damage or defense but their primary purpose is to augment, enhance, or permit other techniques or tactics in battle.

7.3a) Utility techniques will typically ignore damage or defense and are mostly utility vs. utility. A great example being Kirigakure no Jutsu, a fireball of S damage still would not clear the mist but a Fuuton technique that simply says it clears a large area would clear the mist. This is case by case and usually uses logic rather then stats to combat each other, however much logic is reasonable in the Universe of Naruto.

Combined Techniques

A combined or tandem technique is when two techniques of complementing elements or the same technique. Combined techniques are much more powerful than the original and are used when fighting with a teammate, but the requirements are hard to pull off without having a background of training with the Teammate.

7.4a) Combined Technique – A combined technique is two different characters using the same technique at once. This requires a Combined clause for a character to perform and the clause will usually state the effects of combining the techniques.

7.4a-1) To use the Combined clause characters must be standing on adjacent tiles, they must use one undisrupted turn to synergize with one another and on the following turn they may cast the combined technique.

7.4a-2) Combined techniques will always take the highest control and increase the effects by 1 step for every grade of control starting at D. These effect both speed and damage of the technique.

7.4a-3) With the Tag-Team perk a character no longer has to be on adjacent tiles, they still but use a turn to synergize but this counts as an offensive action rather then an interruptible one.

7.4b) Tandem Technique – A Tandem technique is when two characters cast techniques that compliment each other. Casting lightning upon water or wind with fire are good examples but can be used in various different and creative ways.

7.4b-1) Tandem Techniques only need to be fired from adjacent tiles and have the intent of being combined expressed in the roleplays. Only techniques 1 under or over can be used unless a technique is specifically made to be used in tandem with another.

7.4b-2) One technique must be specified as the primary, and the other the enhancer. The primary will have its speed and damage as normal, and the enhancer will increase its damage by every grade of control based on the techniques rank difference, this will also determine how the techniques damage cap will be increased.

A C rank enhancing a B rank will boost its damage by 1 step, and its damage cap by the same. A B Rank enhancing a C Rank will raise its damage and cap by 1 grade.

Technique Clauses & Debuffs

Different techniques have different clauses which give their techniques, though not only Ninjutsu have clauses. This will cover All technique clauses.

8.1) Clauses

Homing – A Homing clause means a character can manipulate the technique to follow another character. This will cause a character to lose 2 steps of speed for dodging if they cannot escape the techniques tile range with their tile range. The tile range will work differently, meaning its entire tile range is used to target them. This can be used in CQC locked without having to roll.

Controlled – A technique that a character has great control over, they can stop these techniques on a dime and even redirect them around other targets. These techniques can be used on a target who is CQC locked without having to roll.

Piercer – This technique only requires damage equal to the defense or durability of an object to pierce through it and deal full damage and speed. These attacks unless they cover the same size as the object, will deal no overall damage to them but will instead deal damage to the wearer of the armor, or those behind the structure.

Below – Any technique that is casted from below a target will gain this clause even when not explicitly stated. It was be able to spawn directly under the target on the surface of whatever they happen to be standing on. This means the character cannot respond to the technique with agility, and lowers their reactive agility by 2 steps for the purpose of perving and reacting. Hearing or chakra sensing will negate this debuff if applicable.

Guard Breaker – Any technique with this clause will automatically break a targets guard if their guard is used against it. This can be applied with Ninjutsu that deals blunt damage or Taijutsu. Normal guard breaking rules still apply while using this technique on a guard.

Combined – A Technique with a Combined clause can be fused between two characters to significantly increase its effectiveness. This follows Combined Technique rules.

Parry – A technique with the parry clause will follow the Parry Rules. It must be set up prior to being officially used, while being set up it does not need to be flashed or drained for but the ‘Technique’ option needs to be chose in the parry verb.

Direct Hit – A direct hit is achieved when a technique deals its full damage to a target, any mitigation at all will remove this clause from any attack. The effect is usually listed on the technique or in the rules of a direct hit.

Rooted – This means a character has to stand still to use the technique, meaning they cannot make any movements the turn they use to use a technique with this clause. If they move, the technique is broken.

8.2) Debuffs

Debuffs happen when being hit by certain techniques that specify, they cause the debuff, or in certain setting.

Unaware – One of the most commonly used debuffs, this is when a character is attacked from position that they are unaware of the attack until it is closing in on them. This reduces whatever reactionary action they take by a 1 grade; this is reduced to 2 steps with T1 Sensory perk, 1 step for T2 Sensory. Any perk or technique that is above this or chakra enhanced sensory will null this. These perks can only be used If Applicable.

Grounded – This causes a character to be unable to leap or jump from the ground, making them unable to use any movement techniques. This counts for any technique that would increase their tile-movement. They are stuck at walking tiles while this is affecting them.

Stunned – This debuff causes a character to lose both their defensive and offensive action for the turn they are stunned. They are unable to make any movements or actions unless this can be an unconscious action.

Ensnared – Ensnared causes a character to be unable to move or use movement techniques, other then this they are able to freely cast techniques.

Dazed – A character who is dazed suffers from -1 reaction agility and in CQC is no longer able to dodge. This can also be achieved by dealing blunt damage to the head with damage higher than a character’s endurance.

Slow – A slow counts as any debuff that reduces speed or tile movement, if a debuff reduces speed it will reduce tile movement at least by 1 if not specified.

Terrified – This causes a character to flee from whatever is inducing the fear at a minimum of their walking tiles. This character is only able to take defensive actions during this time.

Genjutsu

Genjutsu, one of the least common of the three houses of techniques. Instead of dealing physical damage these techniques mentally handicap targets by way of illusion. There is no limit on the use of Genjutsu, but Genjutsu in itself is very limited in it’s application as a character realizing it is a Genjutsu is able to use the Kai technique to cleanse themselves of the illusion.

Casting Genjutsu

Genjutsu power is derived from the user’s control, but is directly effected from what type of trigger is being used. Each trigger will effect the power of the Genjutsu depending on the situation.

9.1a) If not specified, Genjutsu has casting range based on its triggers.

Sight – As long as the caster is able to see the target.

Hearing – As long as the target is within 10 Tiles of them in combat. Outside of combat is 20 Tiles. Each hearing perk increases this by 3 tiles.

Smell – Target must be within 5 tiles within the source of the smell, 10 outside of combat. Each smell perk increases this by 3 tiles.

Touch – Character must be able to touch the target both in and outside of combat.

Taste – User must have been in contact with or the cause of whatever the target is tasting, and must be at least on their screen.

9.2b) When casting a Genjutsu outside of combat the user will pay the cost If combat is started.

9.2c) A Genjutsu’s duration starts after the effect starts, not when it is casted.

Application

Genjutsu is utilized with triggers from each of the five senses; Sight, Hearing, Taste, Touch, and Smell. Each technique will have its own trigger that will be used to lock the illusion upon the target.

9.1a) Power – A Genjutsu’s power will always be directly based on a character’s control stat and fluctuates based on the trigger that the Genjutsu uses. Each Trigger has benefits and complications with using them. A Genjutsu will lose power each turn it is active on a character, unless specifically stated that it does not lose power. Control equal to the power of the Genjutsu is needed to notice one is in a Genjutsu. This means the Genjutsu will last either until the power is low enough for the victim to notice or the Genjutsu duration is up. When the technique is first cast a character has the option to notice, but only if they are attempting escape using Pain or Kai. Once these round passes, they no longer can notice they are in a Genjutsu until their control is equal to the power. Genjutsu is unable to clash at any point what so ever.

Casting – To Cast a Genjutsu the user must first roleplay the trigger, whatever it may be. It could be as simple as playing a melody on a flute, or a light touch on a character’s body. As long as the character is able to enact the trigger. Where Genjutsu become tricky is a character must Roleplay reacting or acknowledging the trigger. If a character is distracted from the trigger the Genjutsu will fail, and chakra will be wasted. When roleplaying a Genjutsu trigger the ‘Trigger’ verb must be used, and the following turn it will show Genjutsu Attempt on the next roleplay. Each trigger has a different way of interacting when it comes to acknowledgement of the trigger.

Triggers settle at the end of the trigger round, meaning at start of the Genjutsu round is when the triggers will fully be set. If a character is out of range of them at this point, they will not be effected.

Trigger Verb – The Trigger verb will be revealed the Roleplay after the trigger automatically. The character will simply type what the trigger is and if a character has Roleplayed into the trigger then they are caught inside of the Genjutsu. This makes casting Genjutsu take much more of a roleplay aspect then understand the system, as you want to do things or use things that a character would react to cast the Genjutsu. If a trigger is not explicitly named the Genjutsu will fail, a character simply put “Kunai” or “Comrade in front of me”. A good example would be “Kunai thrown from Uchiha, Yuuji towards The Pale-eyed teen”.

Example: First RP is a trigger RP, I use Trigger Verb and type “Kunai thrown my myself (Uzumaki, Yoko)” and type the trigger as “Sight” and I pick the Genjutsu I’m using and do my Handseals in the Roleplay and throw my Kunai. The enemy Roleplays blocking my Kunai, meaning they had to keep their eyes on it to block it. My next roleplay reveals my Genjutsu, and they are trapped inside of it.

9.2b) A character lacking any of these senses through injury or modification will be immune to these triggers. Along with those who can deactivate the sense entirely through will, or have their senses blocked. A Sight Trigger cannot be used in Kirigakure, and Hearing Trigger cannot be used in a sandstorm.

Sight

9.3a) Sight will decrease the Genjutsu power by 1 step.

9.3b) One of the two easiest triggers to enact, although because of its ease of use this makes the Genjutsu easy to notice when placed under. Any visual stimulant is enough to cast a Genjutsu with this trigger but a character with Sight Perks will reduce the power of the Genjutsu by 1 step per Sight Perk.

9.3c) As long as it is within 10 Tile of this character, they can use this as a Sight Trigger.

9.3d) Sight triggers cannot be AOE techniques as a Sight Trigger only works when placed on very specific things, and a wave of flames would not need to be focused on more so then a single ball of fire.

9.3e) A character does not have to explicitly focus on the object in question, as long as they react to it in a way that would require them to see it. ‘Indirect Fighter’ will allow the character to be harder to cast Sight Genjutsu, as they no longer need to focus on an object to fight.

9.3f) A character having sight being used on them in combat must look specifically at the Trigger, as they are not on guard and are not focusing on every detail of everything and could simply overlook the trigger. It is best to use things that will catch a character’s attention.

Hearing

9.4a) Hearing can be used on multiple targets at once, but lowers the power of the technique by 1 for each additional target. This requires drain -1 grade for each target after the first with a cap of 3 targets. Power at Genjutsu -1 step.

9.4b) The second of the two easiest triggers to enact, characters can more so tell this Genjutsu has been enacted by hearing an unfamiliar sound, or naturally the presence of a sound before illusionary effects began to take place is a giveaway. Each Hearing perk a character has will increase the Genjutsu’s power by 1 step, but chakra-enhanced hearing will instead lower the Genjutsu’s power for each hearing perk.

9.4c) A character must be within 7 tiles of the object that makes the noise, increasing for 2 tiles for each hearing perk that they possess.

9.4d) A character can use their offensive action for a turn to Roleplay blocking their ears during a trigger round, they become immune to any sound Genjutsu for this round but lose their ability to hear properly and cannot use hearing or hearing perks.

9.4e) A character in range of hearing will always hear the sound regardless of roleplay, unless they move out of the area of effect of the sound at any point during the trigger or casting phase of the Genjutsu.

9.4f) Hearing works out of combat only if the character acknowledges the sound, as their guard isn’t up and they could simply tune out the sound. It is better to use long drawn out sounds such as music outside of combat. You will need an IC item that can make music and this cannot simply be roleplayed without the proper equipment.

Smell

9.5a) Smell will increase the power of the Genjutsu by 1 step.

9.5b) A trigger that is not exactly easy to enact, due to a character having to smell something seemingly familiar to not be aware that a Genjutsu is taking place. Smell perks will increase the power of the Genjutsu by 1 step per smell perk.

9.5c) Smells are less effective the further away from the smell the character can get, smells having a full tile range of 15 Tiles but every. Being 1 tile away from the smell will increase the Genjutsu power by 2 steps and can over cap. Each 3 tiles a character is away from the smell the Genjutsu’s power is reduced by 1 step. Smell perks increase the maximum tile range by 3 for each perk.

9.5d) A character can use their offensive action to hold their nose, rendering them immune to all Smell Triggers but leaving them unable to smell or use any smell perks.

9.5e) Small used outside of combat works the same, the closer the character is to the smell the more powerful the Genjutsu is.

Touch

9.6a) Touch will increase the Genjutsu Power by 2 steps.

9.6b) A trigger that is any physical stimulant to a character, which can be increased in power by the familiarity of the touch. The sensation must however be from the user when casting the technique, and cannot be from a source other then themselves for the purpose of casting a Genjutsu.

9.6c) A character can familiarize a character with a certain sensation, making the Genjutsu more effective. Using the same damage, or sensation 3 times in a row will cause the technique to have its cap lifted by a grade. This damage or sensation must be applied every round and must be the exact type of feeling each time, the user can use the heat of fire each time but as soon as the character experiences a different sensation from either this character or an outside source this is reset.

9.6d) If a character can remove their sense of feeling, they are immune to Touch Triggers. This is not easily achieved but something like 3rd degree burns will leave the character numb, making the spot immune to Touch Triggers if it is touched.

9.6e) A touch trigger is only valid if the sensation the character used in Trigger Verb is correct. If they use “The sensation of a blade cutting them” and the target blocks the blade, the Genjutsu will still go through but at a -1 grade of it’s power. As long as the user applies some sort of touch the technique will go through, however if they dodge the contact altogether this will not be valid as a successful Genjutsu.

9.6f) When using Touch Trigger outside of combat, the character must be able to touch the target. They can activate the Genjutsu as long as they are within sight range of the target.

Taste

9.7a) Taste Triggers will increase a Genjutsu’s power by 1 grade and can overcap.

9.7b) The most powerful type of stimulant, this makes a Genjutsu much harder to break out of even when a character notices it. This can only be caused by a character ingesting something, or tasting something in any fashion.

9.7c) In the event a character can remove their taste, they become immune to Taste Triggers.

9.7d) Taste Triggers must only say something along the lines of “Yoshi tastes the food Yoko prepared for him.” And as long as it has a Taste Trigger as it’s trigger will be ruled valid.

9.8) Resistance & Disruption

9.8a) Control above a Genjutsu’s power by 3 steps or more will completely resist it.

Control above a Genjutsu’s power by 2 Will have their effects resisted for 1 turn before setting in, they can choose to break the Genjutsu either of those turns if allowed.

1 step above will allow the user to Kai out of it immediately for D drain.

9.8b) Certain Techniques, Perks, or Abilities can help a character resist or become immune to Genjutsu and varies from the Genjutsu and the Perk or ability being used. Some Genjutsu will override resistance perks.

9.8c) Kai

To Kai out of a technique, a chakra cost depended on the difference in control of the users control and the Genjutsu’s power must be paid. Starting at D, and each step over the users control will cost an additional grade.

9.8c-1) Kai will use an offensive action for the turn, but does not count as a technique usage- meaning a defensive, utility, or movement technique can be used after Kai.

9.8c-2) Kai can be used on another character, the cost based on their own control and being reduced by a grade of the cost. C Control vs B- Genjutsu power will cost D to break, when a character using Kai on themselves would cost C.

9.8d) Pain

To break out of a Gejutsu with pain, damage must be dealt to the user equal to the power of the technique. The lowest form of damage they can take is a light.

9.8d-1) Regardless of their stats a character will always be able to inflict the appropriate damage onto themselves.

9.8d- 2) A character will be immune to Genjutsu depending on how much damage is dealt to themselves, and can even over damage themselves to buy time to resist any further Genjutsu.

Light – 2 Turns

Moderate – 3 Turns

Heavy – 4 Turns

Severe – 5 Turns

Permanent – 10 Turns

9.8-3) A Permanent will automatically count as a Severe. Permanent examples are the removal of a hand, the destruction of an, the lost of all fingers on a hand.

9.8-4) The damage can be dealt to the user from a source other then themselves, as long as the damage is adequate enough to break them from the Genjutsu.

10.0) Aviation

Aviation or flying is not very common, although certain techniques and abilities can achieve this feat. When flying, there are a certain set of movement rules.

10.1) Ascending and Descending each uses a tile movement, with a max tile range of 7 tiles a character could move upwards 3 and would have 4 tiles left over to move. For projectile purposes they would still count as 7 tiles away, and if a character can close the distance and be right under them, they are instead 3 tiles upwards.

10.2) A character can always jump their tile movement, but will be stuck airborne for the following turn before they descend. This means the turn after they leap, they cannot make any movement actions. If a character is flying 6 tiles high and a character has a movement of 6 tiles, they can jump high enough to engage with them.

10.3) Once a character has raised up to 10 tiles, falling from this height would cause C Damage. Every 5 tiles from this point on increases the damage by 1 grade.

10.4) Projectiles from the air follow the same range rules as always, gravity does not increase the speed unless the technique specifically gains bonuses for moving downwards. Certain techniques that are logical to use from the sky such as a boulder, will lose 1 step of speed for every additional tile it must move out of its original tile range downwards.

10.5) After Ascending 10 tiles a character will requires at least T1 Sight to locate characters still on the ground. Every additional 5 tiles will need a higher sight perk, 25 tiles being the point where they can no longer see the ground. A character on the ground is still able to locate the flying character but cannot make out any details unless they have the perk appropriate to their altitude. After 25 Tiles neither are able to locate each other without proper equipment, not even chakra-sight will help.

11.0) Sensory

Sensory perks, abilities, and techniques all have to ability to pick up on things that would not normally be detected by a shinobi. They come in many verities and is necessary in the life of a shinobi. Ones without the ability to pick up on details will find themselves falling into traps more often than not.

11.1) Sensory Perks

Sensory perks come in the form of Sight, Smell, Hearing, and regular sensory. Each has different effects based on the tier of there progression. T3 Perks are locked and must be applied for, as they are a character having an extraordinary sense.

11.1a) It takes an offensive action to use a sensory perk and call out details to others unless their tier of perk says they can passively detect details.

11.2) Sight

Sight can be used to see things that would otherwise be impossible to see with the naked eye as well as picking up on traps. Sight is also a big factor when it comes to handseals and the like, as they can determine how fast handseals are being used without the attempt to stop them.

Improved Sight (T1) – This character can pick up on details with their sight much easier, they are able to scan the area for traps as well make out subtle details. They can pick up on handseal speed without the need to attempt to stop them.

Eagle Vision (T2) – This character can use his sense of sight to pick up on even the most minute detail. They are able to passively pick up on poorly rigged traps, and can scan for more elaborate ones. They are able to pick up on Blinding Handseals.

Hawk-Eyes (T3) – This character’s sight goes beyond any human recognition; they are able to see in such great detail that they will always make out a trap set up near them passively. They are able to pick up on Lightning Handseals.

11.3) Hearing

Hearing is the universal sensory of most close-range shinobi, as they are in position where they need to be aware of what is behind them so they can focus forward. Hearing is the best way to make out attacks from behind a character. Hearing cannot be used for techniques that are formed under the user, being an earth technique or water technique when they are standing on the surface of either.

Enhanced Hearing (T1) – This character has above average hearing, they are able to make out when a character is behind them if they attempt to attack from behind without any stealth techniques. This character will not gain ‘Unaware’ clause for attacks within 5 tiles even from behind if they can be detected with hearing, unless the attack inherently does not make noise such as a throwing weapon.

Perfect Hearing (T2) – This character has an extremely developed sense of hearing; they are even able to hear throwing weapons moving through the air. This character will not gain ‘Unaware’ clause for attacks within a 7 tile if they can be detected with hearing, including inherently silent attacks. They are able to hear a character breathing from 3 tiles away.

Sonar (T3) – This character sense of hearing makes it nearly impossible to sneak up on them, they can hear the slightest vibration or change in the wind. This character will not gain ‘Unaware’ clause for attacks within a 10 tile range, and can even pick up on the slightest movement. This gives them the ability to make out a character’s action without having vision of them. This is a perquisite to ‘Blind Fighter’

11.4) Smell

Smelling can be used to detect any irregular odors around; they can even pick up on the scent of a shinobi and track them from long distances. The people who choose this sensory have more use for tracking, and making out details rather then a sense for direct combat- however it can be used well in combat.

Enhanced Smell (T1) – This character has a great sense of smell; they are able to make out and detect the location of familiar scents. They can only track a character when they have been close enough to smell them or have an article of clothing or item belonging to them. They are able to detect irregular smells in the air and can detect poison on weapons only when attempting to.

Good Nose (T2) – This character’s sense of smell is far beyond that of a normal human, they are able to detect both familiar and unfamiliar scents in the air. If a character is within 8 Tiles of them, they are able to pick up on their scent but only when explicitly attempting to. When detecting them they are able to make out small details such as where they are from due to their scent. This character can track scents over maps and can follow a scent at least 1 map over but afterwards lose the scent. This character is able to detect irregular smells in the air, and poison on weapons when the weapon is used in combat within their smell range.

Blood-Hound (T3) – This character’s sense of smell is nearly superhuman, they are able to detect familiar and unfamiliar scents in the air passively if a character is within 8 tiles of them. They can make out great detail through a character scent such as their place of origin if they have been there, which Nature Transformation they use, if they use a weapon, and if they are wounded or not. This character can track scents up to 3 maps away from their location. This character is able to passively detect irregular smells in the air and if poison is being used, they can even tell the potency of the poison.

11.5) Chakra Sensing

Chakra Sensing is an ability that few shinobi pursue and even less attempt to master. This ability is innate in some Shinobi and they passively have the ability to sense chakra somewhat, but is up to them to progress and refine the art. Sensory type ninja are extremely valuable for information warfare.

Intuitive (T1) – This perk can only be rolled and cannot be progressed for, although T2 can still be obtained through training. This character has an innate ability to sense chakra, it is untrained and can only be used with an offensive action as well as rooting the character so that they may focus. They are able to detect chakra 12 tiles away from themselves, but are not able to make out great details. They can sense outside of combat This character can create and learn D Rank Sensory Techniques

Intrinsic (T2) – This character has learned to sense chakra more naturally, giving them the ability to sense chakra in a 5 tile range passively. This does not give great detail unless they are using an offensive action, in which they can sense chakra 15 tiles around themselves and can tell if it is a familiar signature or not, rooting them. They can detect if a character is in a Genjutsu or not when sensing passively or actively. Outside of combat they are able to sense chakra in a greater distance on their map, enough so that they don’t have to be within sight. This character can create and learn C rank and B Rank Sensory Techniques.

Oracle (T3) This character has trained their sensory to a point where they can passively detect signatures within 8 tiles of themselves. They are able to determine the origin, current chakra, and nature transformation of the targets when using an offensive action. When focusing they are able to sense 20 tiles around themselves, rooting and taking an offensive action. This gives amazing details on all targets within the range such as their bloodline and overall chakra power. They can detect even greater details if need be. Outside of combat this character can sense the entire map. This character can create and learn A rank sensory techniques.

Seer (T4 Locked) – This character is a master of sensory, they are able to passively detect up to 10 tiles around themselves and make out great details even without being familiar with their bloodline or nature transformation, they can give an unexacted description of it. They are able to sense chakra in such fine detail they gain +2 to precognition for reacting to any attack. This goes on a 5 turn cooldown afterwards. Focusing their sensing only requires an offensive action and they can freely move, even while in combat this allows them to sense the entire map. While sensing they are able to use their turn to alert others to a threat, granting them +2 precognition but doubling the cooldown if it is used this way. When out of combat they are able to sense 1 map over.

12.0) Precognition

Precognition is the ability to perceive something before it will happen, there are many ways to perceive these techniques and gain precognition. One of the best explanations to this mechanic is the Sharingan. The Sharingan has the ability to perceive an attack before it happens, given them the opportunity to act before it has been set in place. This gives them bonus reaction stats based on what exactly they are avoiding.

12.1) Precognition will give a character a step increase based on Precognition towards what they are attempting to avoid. If a character has +1 Precognition to a AOE Ninjutsu they are avoiding with speed, they will get +1 step to speed solely for avoiding the technique and nothing more. If a character has +1 Precognition on a sword attack, they will gain +1 towards agility for dodging the attack.

12.2) How to Get Precognition

Certain techniques, perks, and abilities will give precognition- but the most basic way to get Precognition is when you have the technique being used towards you. This is what makes custom techniques and house specific libraries more important. If a character has a technique and is able to perceive the handseals the character is using they will always gain at +1 Precognition. If the technique requires no handseals or has no type of give away that the technique is being used the character cannot gain Precognition. This is void for CQC, and simply having the Technique gives a character +1 to Precognition if used against them.

(Give away meaning some type of set up equal to handseals that can be interrupted)

12.3) Characters only gain Precognition this way to offensive techniques. Defense and utility style techniques unless they have a damaging aspect do not give a character precognition.

13.0) Combat Verbs

There are several verbs that will be mandatory for combat that will help with the overall flow of roleplay. They are meant to give characters clear indicators and range of movement while stopping those who would from abusing small aspects of the system in their favor.

13.1) Combated Initiated

A character must use the ‘Initiate Combat’ verb when combat begins to be valid in combat. A character who does not use this method cannot join or roleplay combat at all. This will make your character unmovable by any means other then the ‘Tile Movement’ verb. This is set in place to stop people from moving more tiles either on purpose or by accident and keep track of a characters IC position if applicable. A character does not have to enter combat before it is started and combat is considered entered as soon as the first lethal intent Roleplay is made.

13.1a) It is wise to use this verb before making a lethal RP because this will automatically make a marker for anyone who was in range to enter the situation. Those who do not have a marker present must wait turns before entering.

13.1b) If a character attempts to ‘Initiate Combat’ and they were not in range there will be a local alert to it, and they will either wait turns or be allowed to enter combat freely by choice of the players. This is mostly up to the opposing side.

13.1c) The ‘Roam’ verb will allow you to move freely with a ghost of your character to see things such as RP’s, clicking the ‘Roam’ verb again will make the ghost disappear and lock you back onto your characters position.

13.1d) The ‘Enter Combat’ verb will be for those who wish to enter combat from outside after determining where they were, and will count the turns for them to enter automatically without the need for them to RP it.

13.2) Tile Movement Verb

The Tile Movement Verb will allow you to move your tiles on your actual character but will alert everyone in the area if you move more tiles then you possess. This is in case you have a technique, ability, or perk that allows you to move further. This will reveal by how many tiles you’ve moved over your limit. Tile Movement will not be a stat that can usually be hidden very well as it must be used each round- although a character can opt to not use their full tile movement.

13.3) Grid Verb

This verb allows you to make a grid of varying sizes and colors to mark where techniques are used. This is to give a visual to the roleplay for better understanding and to mark areas that have lasting effects or structures. Someone will be able to double click on the grid and reveal the technique that it is accounting for as well as the perks being used with it. The grid verb will come with a Copy, Delete, and Move option for better setting of the grid.

13.3a) Mostly AOE techniques or techniques used for lasting effects use grids. As single target techniques do not need a grid and only need to be specified who is being aimed at.

13.4) Damage Tracker Verb

The damage tracker simply shows a grid of what parts of a character’s body are damaged and what injuries they have on that portion of their body. This will alert everyone in the area when this character is at critical condition, meaning they would be KOed. This verb is rather self-explanatory and will just be a means by which to keep track of damage.

13.5) Unseen Verb

When using a technique such as Hiding Like Mole or Kirigakure no Jutsu a character would not be able to be seen unless certain perks are used or conditions are met. This verb allows a character to hide their position but is indiscriminate of who it hides them from. There will be a ‘Reveal’ and ‘Reveal to’ verb, Reveal will simply stop the characters model from being hidden while the Reveal To will reveal their location to a specific target. Using Reveal To will announce who the character is revealing themselves to so that they cannot abuse this with teammates.

13.5a) If a character uses their turn to detail where an Unseen character is, they must reveal their position until the next turn, and then they may go back into Unseen unless they are revealed by the person who can detect them again. Can only be done with the correct Sensory perks.

13.6) Guard/Block Verb

This verb will calculate the damage a character will take to their guard, and is able to keep track of when the guard is broken. It will also show how much damage a character would take if the damage is over their guard or weapon. This can be used for on the fly calculations rather than have characters attempting to calculate themselves. This allows Roleplay to flow more fluidly.

13.7) Clash Verb

This verb is made for the clashing of techniques, and will count for offensive techniques vs defensive ones as well. A character will decide the Type of technique from ‘Offensive’ to ‘Defensive’, they will enter the Damage and Speed of each technique, and the calculator determines what exactly would happen.