



Ultimate Ninja/Samurai LARP Game



Background: This game is a live action role playing (LARP) game based on Ninja and Samurai. The game is based on a game I came up with in High School, as well as on a novel that I am in the process of writing which will explain the backstory of the game.

Acknowledgements: All credit for the creation of this game goes to God, my creator, without whom none of this would be possible. Part of the inspiration for this game comes from my personal experiences with God.

Code of Conduct:

1. Have Fun!!!!!!!!!!!!
2. Don't be overly competitive (nobody enjoys that), always remember this is just a game, even if it feels competitive at times. After each match shake the hands of your opponents in a sign of good sportsmanship (or bow while making the ram hand sign, see below). Being overly competitive detracts from the fun of the game, and people have a right to be able to play this game against people who are not competitive. If you are too competitive you may be asked to leave the game by the leader of the village, or if it is a fight between villages the other village has a right to ask you to leave for being overly competitive. In this case even if you won the battle your team still automatically loses.
3. Don't CHEAT!!! If you are caught cheating the leader of the LARPing group could enforce penalties such as asking you to leave the group temporarily, or be suspended for a day. If the problem continues you may be asked to leave permanently.
4. Be Safe!! Be careful while larping. This game is more like a sport than conventional larping in which there is limited movement. We may also engage in limited obstacle course activities (Think Ninja warrior but not quite that intense). For this reason, parent permission forms need to be signed before you can engage in the game (for children). For adults I require signed waivers as well.

5. Head Safety: Hits to the head, neck, and groin don't count, so don't aim there!!!

6. Don't use excessive force and overpower people. The weapons we are using are likely not extremely durable, therefore weapons could break and people could get hurt if excessive force is used. Instead you need to out "finesse" your opponent by striking from a different angle and attacking more rapidly than they can. If a referee believes you are using excessive force they have the right to impose a penalty on you, perhaps the loss of experience, or a temporary or even permanent ban from a village.

7. The producers of this game promote safety! However, we cannot regulate each individual group (village) that plays this game. Therefore, it falls upon the leaders of that village

to ensure that the game is played safely, and that weapons are safe to use. All weapons should be foam padded, and eye protection should be used if soft foam shuriken are being thrown (should have tips cut off).

8. Honor system. This game is based on the assumption that the majority of players want to play a fair game and not cheat. Therefore, we give a lot of responsibility to the individual players to keep track of their own abilities, health, and not abuse rules for the purpose of gaining an unfair or unintended advantage. If a player is caught cheating the leader of the village can determine the appropriate consequences, whether this be an experience penalty (the player does not gain a certain amount, or any, experience that day), or a stronger penalty such as being kicked out of the village. For more severe cases of malignant players, who repeatedly cheat and generally just make the game less enjoyable for other player's permanent bans can be implemented. The names of these players can be compiled into a list and posted on the game website. For this reason, you may be asked to provide an ID when joining a village for the first time to ensure that you are not a banned player.

9. Waivers should be signed by all players who participate, and waivers should be directed so that neither the creators of this game, nor the local players who run their "villages" are responsible for injuries that result from participating in the game. This activity should be treated more like a sport than merely a "game", and as with any sport there is a risk associated with playing and the creators of

the sport are not financially or morally responsible for any injuries. If you don't feel comfortable with playing the game with certain players, or with certain weapons, make this known to your local village leader and accommodations should be made. Concerns about rules that are deemed unfair, or weapons that are seen to be dangerous should be voiced to the creator of the game (see website), so that modifications can be made to this rulebook.

10. Conflicts over rules are likely going to arise from time to time. Please email me so I can fix any issues in future versions of the rulebook, and until that time try to come to a reasonable conclusion that is fair and is in the interest of the game. Some disputes can be resolved by simply thinking about what is logical, others may need a more definitive ruling which I will provide as soon as possible.

General Rules of Combat

How do we fight? Typically in this game you will engage in "battles" which are when two or more sides face off against each other until the other side(s) is/are defeated (all their players are killed or incapacitated). Teams should attempt to be balanced (unless there is an inherent reason why this is not being done, perhaps it is a mission that is supposed to be challenging and the players are allowed to attempt to engage in the mission multiple times.)

Each player has a set amount of health (Hit points, Hp) and energy (energy points, ep). This amount increases as you increase in rank. You spend energy to use in-game abilities, use jutsu, or cast spells. Players are responsible for keeping track of their own number of hit points and energy (Honor System, see above). Both Hp and energy are replenished at the start of a new battle. Players should also call out the name of the technique that they are using as they are performing it (this allows everyone to be aware of what is going on) Unless you are sure that everyone knows how much damage and what nature type an attack is you should also call out these facts as the attack is hitting the target (if you know that this information is irrelevant then you do not have to do this, a referee should be able to instruct you on whether it is appropriate for your technique if you are not sure). However, some techniques explicitly do not require this, such as clones, which are meant to be a surprise (unless stated explicitly, assume that the technique should be called out).

Most weapons deal damage to any part of the body (with the exception of head, neck, and groin). However, when you are starting out in the game you will not have any weapons to use, since all weapons need to be purchased. Hand to hand combat can be performed safely in game in the following manner:

Soft hits to the torso are the only hits that deal damage using your hands ordinarily. Hits to head neck, groin, arms and legs do not count. Kicks cannot be used (unless everyone in the village agrees to their use and safety considerations are taken into account, for example soft sparring pads can be a way to make kicking safe). "Punches" aren't really punches at all, they are open palm soft strikes (if the local village deems it necessary padded gloves or sparring pads should be worn for "punches"). Closed fists should never be used in combat. If a player has an ability that increases the damage that their close combat attacks deal then the full damage will be dealt when they hit the torso, and the damage -1 will be dealt to arms/legs. For instance, if a player has an ability that increases their damage by 2 then a hit to the torso will deal 3 since ordinarily they would deal 1. However, hits to arms and legs would now deal 2. The exception is if you have the "strong arm" ability which allows you to deal full damage to arms and legs, so now your attacks would deal 3 no matter where you hit.

For female ninja (Kunoichi) it is also forbidden to use close combat strikes to the breast area. Players may also voluntarily designate areas that they do not want to be attacked, or they may opt for a "no close combat hit" playing style. To do this simply inform the Kage of your village and they will make an announcement so all players know that you do not want to be hit in close combat. Instead players will "hit the air" within 5 feet of the player who does not want to be hit in close combat and these count as auto hits. If you prefer not to be hit by weapons as well a similar system can be worked out, and ranged attacks would count as hits if they land within 5 feet of your feet.

Because the weapons we use are often (and really should be), quite soft, and because we are playing as ninjas so sneak attacks are encouraged rather than discouraged. Quite often it will fall upon the player who is attacking an enemy to call out if they think they hit you. If the player who gets hit does not believe that they were actually hit this can lead to a dispute which then falls to the responsibility of a nearby referee to make a call. Since it is not always practical to have a referee available and because they cannot watch an entire battlefield simultaneously compromise is essential. Rule disputes can be settled by playing a quick game of rock, paper, scissors, or even better, just admit that the other player was probably right and move on. Ultimately you will be able to battle again and spending time arguing just takes away from time that you could be using to gain more experience. If you think a player is consistently cheating and saying that they hit you when they don't, please ask a referee to watch them and if the ref determines that they are indeed cheating the ref can enforce an appropriate penalty (see above).

After a successful hit you must create a 90 degree angle between your forearm and your upper arm, aka you cannot simply repeatedly stab an opponent without first retracting your arm.

Many jutsu's require the user to throw a ball, or some other object. For this reason, a customary grace period of approximately 10 seconds is allowed for the user of the jutsu to get the ball out and throw it. The caster of the jutsu should not abuse the grace period. It is assumed that after weaving the hand signs you will try to use your technique AS SOON as

physically possible. You are allowed to move while weaving hand signs and during the 10 second grace period in order to get a better shot at an enemy. However, you should also hold the ram hand sign with one hand to let people see that you are in the process of using a jutsu (this can be excused if you are using a jutsu that requires two hands, or are using a jutsu that is completely obvious, such as a squirt gun for water-dragon jutsu, or a giant fireball made from a pillow wrapped in red fabric). The purpose of making this handsign is just so that everyone is aware that you are still casting a jutsu even though you already finished weaving your handsigns. (This is not meant to hinder your jutsu, but it is meant to prevent you from attacking people with this jutsu when they are unaware that you did hand signs already). Some jutsu specifically specify that you must perform a jutsu within a shorter time period, always go with what is written in the description for the individual jutsu rather than this overarching rule. If the 10 second grace period ends you are not forced to use your jutsu, and thus spend energy. You may choose to re-cast the jutsu, or you may wait and never use the jutsu during the battle.

Weaving “fake” hand signs. You are allowed to weave hand signs without casting jutsu. You are not “supposed” to weave hand signs solely to throw off opponents. So a player, out of good sportsmanship, should not be constantly weaving hand signs in a battle. But if a player weaves hand signs with the legitimate intention of casting a jutsu, but then decides not to use the jutsu, then there is no penalty. A referee should be able to tell the difference between the two types of hand signs, because one will happen incessantly, and the other will be periodic.

Section 1: Characters and Role Playing

- Part of this game is to role play characters of your own creation (however you are not *required* to do this, it is all about having fun!). As the game progresses you will level up, just like in a video game, gain new skills, purchase weaponry (that is safe to use in the game) as well as Jutsu (more on this later) and you will also increase in rank. You may be into costuming and want to dress up like your character, again this is totally up to you.

Section 2: Personas, Clan Affiliation

In this game you will create a persona of somebody living in a universe of Ninja and Samurai (A novel with more description of this universe in the process of being written). You will use a character sheet to keep track of the skills and weapons your persona purchases, as well as their experience, and current stats. It is optional, but you can come up with a backstory and even dress and/or act like your character if you desire. Your village leader (or someone he/she appoints) can come up with weekly missions for your village to engage in, and having a backstory can give the person material to add to these missions to make them more exciting and interesting. Every ninja in the game is also associated with a “clan.” A clan simply means your family/who you are related to, however some ninja clans have special abilities (explained under “bloodline”). If you pick a clan that gives you a specific ability you should record this on your character sheet when you purchase that bloodline. You can also leave it blank, or fill it in

with a random asian sounding last name and make up your own story about your clan (optional).

Section 3: Energy Natures

In this universe of ninja and samurai there are five elements of nature. These elements include fire, earth, water, wind and lightning, and they are each associated with an elemental god or goddess. These are called your “energy natures,” and you also record them on your character sheet when you obtain them. Having these natures allows you to purchase abilities that say “require ____ energy nature.” You get to pick your first energy nature as a Ninja in training. You get your second energy nature as a Chunin, but this time it is random and you have to roll a dice (1,2,3,4 are the new elements, 5,6 you re-roll the dice). When you reach Jonin you get to pick your third element (not random, you choose). New players start with 100 exp, which also means they start with 100 wado and 100 jutsu points to purchase weapons and abilities (see below).

Section 3: Ranks

Ninja Ranks:		(hp=hit points, in other words your health)	
1.	Ninja in Training	(100-150 exp)	2 hp 2 energy
2.	Genin (lower man)	(150-200 exp)	4 hp 4 energy
3.	Chunin (middle man)	(200-250 exp)	6 hp 6 energy
4.	Jonin (upper man)	(250 – 300 exp)	8 hp 8 energy
5.	Anbu	(300 – 350 exp)	10 hp 10 energy
6.	S Class Ninja	(350-500 exp)	12 hp 12 energy

Section 4: Experience Points, wado and jutsu (technique) points

As you play the game you gain experience points, wado (in game currency), and jutsu points. All these should be recorded on your character fact sheet. Experience points keep track of how close you are to reaching the next level. Wado is used to buy weapons and armor. Jutsu points are used to buy techniques. To prevent extremely fast leveling I have determined that the maximum number of experience points that a person can gain every week is 20. Even if you have multiple characters, you would have to split the 20 exp between them, so it's not 20 exp per character its 20 exp TOTAL per player who is playing the game. This is to prevent one person from developing like 20 different characters simultaneously and them all becoming good relatively fast. You can have different characters, but they won't rank up as fast as someone who is focusing on training up only one character, and this makes sense because how could you give equal focus to both your characters compared to someone who is only focused on training one character? After you finish training one character you can always start a new character. If you visit another village during the same week and play the game with them, you

can gain an additional 10 experience for each village you visit, however the maximum number of villages you can visit in one week is three, so therefore the absolute maximum amount of experience one person could gain would be 50 and that would only be if they larped at 4 different villages (different locations) in one week.

Section 5: Rewards

For every battle that you are participate in (doesn't matter if you win or lose) you gain:

1 exp (used for keeping track of when you will reach the next level)

1 wado (used to buy weapons/items)

1 jutsu point (used to buy skills/techniques)

Extra rewards may be given depending on if missions were completed. The rewards should be comparable to the difficulty of the mission. (Discretion of the person running the group is required to make the rewards fair, it is kind of like playing Dungeons & Dragons where the game master decides how much reward you get at the end of a quest) Max per week is 20 exp/jutsu points/wado.

Section 6: Stalemates

In rare cases a stalemate may be reached due to how unique types of techniques work. For instance, if a ninja used hidden mist, but nobody can "see" through the mist, including the user of the technique, then the battle would be reduced to a game of marco polo, but nobody is "forced" to reveal their location. This would be a good instance of a stalemate. In the case of a stalemate everyone who participated in the battle (even people who died) receive 0.5 exp, wado, and jutsu points. Running away and hiding does not constitute a stalemate. If you hide from battle for an extended period of time (without a good reason) the referee may determine that you are delaying the game and could institute a penalty. Sometimes, however, there are good reasons to hide, but even so you should complete what you are doing while hiding as quickly as possible so as not to delay the game. Running away from an opponent could be a good tactic, but you cannot run away if you know you have no hope of winning. In this case you should just attack (yes you will probably die), but it is assumed that retreat is not an option for ninja (even though in truth it was). However, in some instances you may have a viable reason for not attacking. For instance, if a player is using susano's and he cannot run, and you can run but you have no way of damaging the susano player, you are not "forced" to attack the susano player when he would just as likely be "forced" to deactivate his susano so he could catch you. In this case this would be a stalemate as both players are playing to their tactical strengths but in this case neither would logically choose to engage the other.

Section 6: Village Leaders/ "Titles" and Campaign Play

The Village: The Village is the smallest unit of organized play, consisting of the players in a given area and the logistical organization that makes it run.

Titles: A Kage is a title for the person who is the head of their Ninja Village. Therefore, any rank could be a Kage. A Kage can appoint an assistant (another title, not rank) to someone who helps run the ninja village, as well as a diplomat to handle diplomacy with other villages. The duties of the Kage are...

Campaign play: When we have multiple villages in the game we will keep track of them on the campaign map at the website for this game (<https://cerconesc.wixsite.com/ninja-samurailarp>) When a battle occurs between two nearby villages let me know the outcome (email me at ninjaandsamurailarp@gmail.com). Campaign play is completely optional, no village can “force” you to battle against them, so if you would rather stay out of the fray your hidden village will remain hidden. If both sides agree that it was a fair victory I will change the color of the village that lost to the color of the village that won. If there's a dispute I will not change the color of the losing village (this is to encourage friendship and fair play between villages). A village can “rebel” against the village that conquered it. To do this simply attack the village that conquered your village and if you win your village will have its color changed back to its’ original color, or a color of your choosing. If a village repeatedly receives criticism from the villages it battles against, penalties may be enforced, such as the removal of that village from the campaign map and game. Battles between villages do not have to be “balanced,” however good sportsmanship is always a must. Also, members from allied villages can come to a different village to help in a battle. See the end of the rulebook for more information about how battles between villages should be fought.

Section 7: Missions

Missions can be conducted and created by the kage who is running the village or somebody who the kage appoints. Missions can reward experience for completing them, because missions will take time away from players who could be fighting battles and gaining experience that way. It is up to the creator of the mission to determine how much experience a mission is worth, however note that the max experience anyone can gain per week is still 20, even with missions in consideration. Some good ideas for missions are:

1. “bell test” the ninja in training have to fight a higher level ninja and steal “bells” which they wear on their waist (like flag football).
2. “capture the scroll” - two teams face off against each other and try to capture the scroll of the other team (like capture the flag).
3. The chunin exams. When a player(s) is ready to become a chunin have a tournament with players as well as npc characters that you create of the same level.

These are just a few of the missions I came up with, creativity is encouraged to create missions.

Section 8: Weapons and Equipment: (You cannot pick up an enemy weapon unless otherwise specified)

Weapon Resilience - (WR) – this tells you how strong of an attack must hit a weapon before causing it to break. If Player A uses a spear (WR 3) to defend himself from a greatsword (WR

4), it will break. If an attack deals more damage than the weapon resistance of a weapon any extra damage gets taken as damage against the person holding the weapon that broke.

Weapon Safety - All swords and spears (and all weapons in general) need to be soft, and boffer weapons that are safe. Weapons that are made according to established combat LARP organizations' rules (link to Amtgard, Belegarth, Dagorhir, etc) are strongly recommended.

Weapon Summary Table				
Weapon Name	Length	Dmg	WR	Wado Cost
Shuriken/Small Kunai*	<6"	1	N/A	10
Large Kunai	6-15"	1	2	30
Ninjato	<1'	1	3	15
	1-2'	1	3	35
	2-3'	1	3	55
Katana	<1'	1	4	20
	1-2'	1	4	40
	2-3'	1	4	60
	3-4'	1	4	80
	4-5'	1	4	100
	5-6'	1	4	120
Spear	<5'	1	3	70
	5-6'	1	3	80
	6-7'	1	3	90
	7-8'	1	3	100
Giant Shuriken*	1-2'	2	4	20
Kusarigama	2-3'	1	3	70
Nunchaku	2-4'	1	3	50
Bow and Arrow	N/A	2	2	70
Crossbow	N/A	1	2	100+5/dart
Blow Dart*	N/A	2	N/A	45
War Fan	<3'	N/A	4	50

* Single use per battle

Shuriken or small kunai (6 in or less) or Bo-Shuriken – 10 wado/shuriken (does one damage to enemy, any body part) Cannot be picked up and reused until the next battle. Shuriken can be

either cheaply made, for example out of foam. Either way they are 10 wado. The added benefit reflects your willingness to invest in the activity. If you are using rubber shuriken then everyone should be wearing eye protection for safety. (WR – N/A: you cannot block an attack by holding a shuriken or small kunai, the attack would hit you even if it hit the shuriken or kunai). Eye protection should be worn to ensure safety and all weapons should be boffer, soft and made out of foam that won't hurt people.

Large Kunai – greater than 6 inches, but less than 15 inches – 30 wado - Does one damage to enemy from slash or thrown (any body part except head, neck, groin). If thrown it CAN be picked up again during the same battle and thrown again. (WR: 2: therefore any attack that deals 2 or more damage if you block with a large kunai, will cause the large kunai to break).

Ninjato (katana like short sword) – 1ft or less (15 wado) 2ft or less (35 wado) 3ft or less (55 wado). Does one damage to enemy on any body part, except head, neck, groin, cannot be thrown (WR: 3).

Katana – 1ft or less (20 wado) 2ft or less (40 wado) 3ft or less (60 wado) 4ft or less (80 wado) 5ft or less (100 wado) 6ft or less (120 wado). 7ft or less (140). 8ft or less (160). 9ft or less (180). 10ft or less (200). Ten feet is the maximum size for a sword. Does one damage to enemy on any body part except head, neck, groin, cannot be thrown. (WR: 4)

Great Sword - 1 ft or less (40 wado) 2ft or less (80 wado) 3ft or less (120 wado) 4ft or less (160 wado), 5ft or less (200 wado) 6ft or less (240 wado), 7ft or less (280 wado), 8ft or less (320 wado), 9ft or less (360 wado), 10 ft or less (400 wado). Deals 2 damage to enemy on any body part except head, neck, groin, cannot be thrown. (WR:6)

Spear - 5ft (70 wado), 6ft (80 wado), 7ft (90 wado), 8ft (100 wado), 9ft (110 wado). No spears can be larger than 9 ft. Does 1 damage at the tip. You can thrust or slash but the tip has to hit your target to deal damage (1 ft max size for tip). Shaft does not deal damage. A spear counts as a wooden weapon (for abilities where it matters what a weapon is made of). (WR: 3)

Giant shuriken – 30 wado, does 2 damage. Only one use per battle (Cannot be reused until the next battle). Shadow shuriken jutsu lets you use it multiple times in one battle. You can also use the shuriken as a shield (you can use a soft foam Frisbee or other non-dangerous throwable object roughly the size of a frisbee to represent) (WR: 4)

Senbon Umbrella - 100 wado. One use per battle (cannot be reused until the next battle). Throw an umbrella up into the air while spinning it to use. Imaginary senbon (needles) fly out from the umbrella in all directions. Everyone within 100 feet of the user takes 1 damage unless you are standing within 10 feet of the user (this is a safe zone where the needles don't hit). Like other weapons this weapon can be poisoned if you have the ability to poison weapons in which case all the needles would be poisoned.

Imaginary Kusarigama – 70 wado, does 1 damage (repeat use throwing weapon) Can also be used as a hand held weapon. To represent a kusarigama you are allowed to carry a large kunai

(this represents the blade of the kusarigama) as well as up to 3 small padded balls. You are allowed to throw and pick up the balls and reuse them during the same battle. (WR: 3)

Nunchucks – 2ft or less (20 wado) 3ft or less (30 wado) 4ft or less (40 wado). does 1 damage per hit. Needs to be made out of foam and be safe to use in combat (WR: 3)

Crossbow – (Rules based on a NERF crossbow) 100 wado for just the crossbow but then you must also purchase the darts are 5 wado a piece. Darts, like shuriken, are not reusable in any given battle but they can be reused during the next battle. The crossbow does 1 damage for each dart that hits an opponent. (WR: 2)

Blow Dart: 45 wado. Throw a soft foam dart/arrow. Deals 1 damage to target but attacks are poisoned. Poisoned attacks deal 1 damage every minute after they deal the initial damage. One use per battle. (WR: N/A, you cannot block an attack by holding a blow dart as a shield, the attack would count as hitting you)..

Ninja/Samurai Armor : 40 wado/Level. Level 1 (Light armor) adds +1 hp, Level 2 (Medium Armor) adds +2 hp, Level 3 (mail armor) adds +3 hp, Level 4 (heavy armor) adds +4 hp. (WR: N/A, samurai armor simply gives you hit points so WR is not applicable). You do not have to purchase your highest level of armor at the same time. For instance, if you buy light armor for 40 wado, you can later upgrade to medium armor, and you would only have to pay 40 additional wado, not 80 additional wado.

Bow and Arrow: 70 wado. (first arrow is free, then it costs 15 wado for each arrow). Arrows need to be padded and foam tipped. Arrows deal 2 damage. When shooting a real bow and arrow (compound bows are prohibited), you should use a half draw if target is within 20 feet, and a full draw should not extend over 3 feet in “pull back distance.” Max bow draw strength allowed = 35lbs. You are allowed to use a nerf bow and arrow as well if you like. (WR: 2)

Shield: 40 wado for a small shield (covers approximately 1/3 of your body), 80 wado for a medium shield (covers approximately 2/3 of your body), and 120 wado for a full body shield. Shields have 4 weapon resistance. Any extra damage, after 4 gets carried over to the person behind the shield, so if an attack deals 6 damage, the person behind the shield will take 2 (6-4=2).

War Fan: 50 wado for a tennis racket size fan, (you can use a tennis racket). This fan allows you to use wind techniques without weaving hand signs, instead of weaving the hand signs you just swing the fan (be careful not to hit anyone unless the fan is boffered, aka covered in foam material and very soft, the fan does not do damage if you hit people with it). The fan can also be used as a shield (WR: 4)

Gauntlets: 15 wado/Brace. Wear something that covers your forearm (preferably a padded sparring pad). The braces give you the ability to block enemy attacks that hit the brace. (WR: 4)

Armor and Defensive Equipment Summary Table		
Weapon Name	HP	Wado Cost
Armor (Light)	+1	40
Armor (Medium)	+2	80
Armor (Mail)	+3	120
Armor (Heavy)	+4	160
Shield (Small)	N/A	40
Shield (Medium)	N/A	80
Shield (Large)	N/A	120

Equipment Summary Table			
Name	Wado	Uses per Battle	Refresh
Medicine Pills	35	1	Next Battle
Energy Crystal	35	1	Next Battle
Ninja Hand Grenades/Tags	35	1	Next Battle
Summoning Scroll	30	1	Next Battle
Horse (Basic, 2hp)	50	Until horse killed	Next Battle
Horse (Warhorse, 4hp)	100	Until horse killed	Next Battle

Medicine Pills: 35 wado. One use per battle. Heals 1 damage, but takes 30 seconds to eat. When using it just mime eating medicine.

Energy Crystal: 35 wado. Instantly replenishes 1 energy. To represent you must hold a small object (hopefully a crystal) up in the air and say “replenish.”

Ninja Scroll: 20 wado. Gives you 10 jutsu points which you can spend on any jutsu. (These jutsu points do not have to be paid back when you max out your character, but you must keep track of the number of Ninja scrolls that you have purchased).

Ninja hand grenades (or exploding tags), (Houroku-hiya) 35 wado. One use per battle. Does 1 damage to any target within 8 feet of the tag when activated. To active say “boom” or “explode” something so we know you detonated the bomb. For this reason, you also have to be close enough to the tag so everyone can hear you. You cannot detonate bombs or tags from extremely far away. (to represent hand grenades use a small soft foam ball, for exploding tags you can cut rectangular pieces of paper and attach to soft foam kunai to be thrown at targets). If you use tags you can also attach tape and tape them to targets before detonating. (WR: N/A, you cannot block an attack by holding a ninja hand grenade).

Smoke Bomb - 20 wado. One use per battle. Throw a small ball onto the ground. Smoke is emitted that causes anyone within 15 feet of where the ball lands to have to close their eyes. The smoke also blocks the sound and sight of people outside of the smoke who are looking in, which means that someone hidden inside the smoke can cast jutsu without having to make hand signs (you must still wait one second for each hand sign that you are imaginarily making). The smoke from the smoke bomb lasts one minute. The smoke also blocks sound, so if your technique causes sound you would not hear the sound outside the smoke, or if a technique outside uses sound you would not hear it inside the smoke.

Gas/Oxygen Mask - 20 wado. Wear a mask on your face, such as a paintball mask, or you can just use a handkerchief or something similar that covers your mouth. You are now immune from poison attacks that would enter through your mouth and nose. You can also breathe underwater indefinitely.

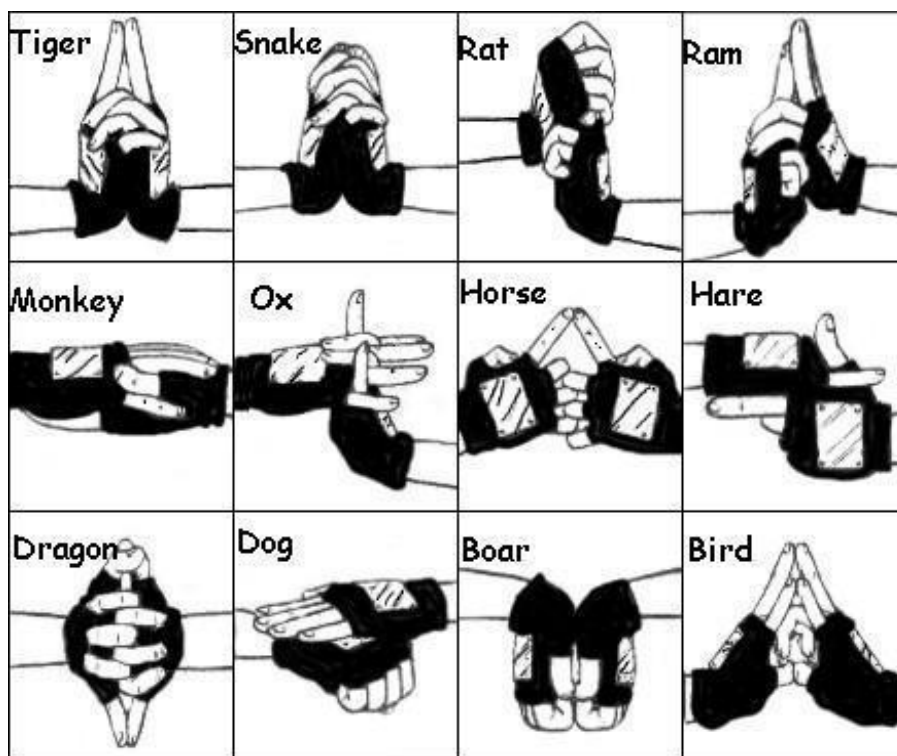
Summoning Scroll - 30 wado. Each battle you can use the scroll one time, unless you purchase multiple scrolls. The scroll can be used several ways. The first way is to assist with using the “summoning technique” to summon an animal. If you open the scroll before using the summoning technique you can use the technique for 1 less energy. Alternatively, the scroll could allow you to run and get a weapon that is off the battlefield and return to the spot where you used the scroll, or nearby at least. To use the scroll take out a piece of paper that was wrapped into a scroll shape and undo the tape or rope binding holding it together. Then bite your finger and slide it across the paper (represents blood) while saying “summoning”. You cannot be harmed while you are going to get your weapon and you must announce “I’m back” so people know you have returned to the game. You cannot use the scroll to stall the game, so you must run as fast as possible to get the weapon. Leave the scroll on the ground to mark the spot where you need to return to with your summoned weapon. Enemies are not allowed to encroach upon where you left your body, and if they do you are allowed to start 10 feet away from where you left your sword, or just tell them they have to move back. The weapon can be a large weapon like a large spear, or 2 medium sized weapons like short swords, or 3 small weapons like shuriken. You can also use the scroll to summon items used for jutsu, for example a ball to use for fireball jutsu. Again, for each scroll you can summon one large item, two medium size items, or 3 small items. Summoning scrolls are not intended to be used as shields, so if someone uses an attack on you, you cannot pull out a summoning scroll and say that you are summoning in order to protect yourself from the attack. In this instance you would still be hit by the attack because the attack was in progress before you started your summoning. The “protection” that you gain from summoning is the best way to represent that the weapon magically appears in front of you, and if it is deemed by a judge (referee) that you are abusing the scroll in order to use it as a protection item then you may be penalized in the game (a fair penalty may be the loss of this item).

Horse: 50 wado. One use per battle. The horse has 2hp, and attacks that would harm you first kill your horse. Horses do not benefit from any armor you are wearing. To represent a horse

you should place a foam pool noodle between your legs (preferable if the noodle has a “head,” perhaps a duck taped sock?) The horse gives you the ability to use “samurai dash.” When your horse is dead you cannot use “samurai dash” anymore. You can dismount your horse at any time, however your horse can still be attacked and killed by enemies. You can only own one horse. If you want to upgrade to a thoroughbred horse you can “trade in” your horse and spend 50 wado to get a war horse.

War Horse: 100 wado. One use per battle. The horse has 4hp, and attacks that would harm you first kill your horse. Horses do not benefit from any armor you are wearing. To represent a horse, you should place a foam pool noodle between your legs (preferable if the noodle has a “head”) The horse give you the ability to use “samurai dash.” When your horse is dead you cannot use “samurai dash anymore. You can dismount your horse at any time, however your horse can still be attacked and killed by enemies. You can only own one horse.

Section 10: Hand Signs:



Section 11: General rules for Justu/Combat:

- Always announce your technique as you are using it, this way other players know what is going on.
- When you use an attack that deals damage to an opponent, say how much damage you are dealing or if you are taking away energy. If the nature of the technique is relevant say this as well. So if I use a fire sword I might say fire sword -2 Hp.

- **Honor system – Don't cheat when hit.** If you hit an opponent but they don't feel the hit but you are sure you hit them you are allowed to say "I hit you" and the other person should just accept that they were probably hit and take the damage. (Its not worth fighting about, this is just a game after all.) The reason why this may be necessary is that some weapons really won't be easy to feel, especially if armor is being worn. We use boffer weapons, and soft light weight throwing weapons, you will not always "feel" when you get hit.

Jutsu (Techniques)

(Practically every jutsu that requires hand signs can be "mastered" for an additional 10 jutsu points/5 hand signs so that less or even no hand signs are needed. So for example: if a technique requires 20 hand signs and costs 30 jutsu points, you can perform the same technique with only 10 hand signs if you spend 50 jutsu points, or no hand signs for 70 jutsu points (you can purchase a technique unmastered and master the technique over time as you gain more jutsu points). The hand signs that are lost should be the hand signs at the end of the technique, not the beginning hand signs. You may also use one handed hand signs, but you must pay a flat price of 10 jutsu points/technique. To do one handed signs just practice making the same handsigns you would make with two hands but now only use one hand.

Kung-Fu

Basic Kung-Fu – Every warrior in the game have basic kung-fu. We do what appears as "slap fighting" to bystanders. This means we use open hand strikes (without using excessive force), and for safety we also do not use kicks. Kung-fu hits only count if they hit to the chest or back, with the exception if you have purchased the "strong arm" ability or if you have an ability that increases the damage you deal (any damage above 1 can be dealt to any body part, with the exception of the head, neck, and groin of course).

Kunai Skills – 10 jutsu points. (no energy required to use technique, no hand signs) Your forearm (hand holding weapon to elbow) is counted as part of your weapon for the purpose of defense, so i.e. you could block a sword with your forearm as long as you are holding a kunai. You can also use this skill with a ninja sword or another ninja weapon.

Strong Arm – 20 jutsu points (1 energy, No hand signs, just say "strong arm activate." You must wear padded arm/leg pads (such as sparring pads) to avoid injuring people) Shoes should also be removed. This is the basic technique the Lee and Might Guy use, however any strong shinobi who uses brute force hand to hand combat should be assumed to use Strong Arm. While activated the users punches and kicks count as weapons that deal 1 damage (to any body part, not just torso) This technique lasts entire battle once activated. You arms do not become resistant to damage such as with kunai skills, so even though you can deal damage to any enemy body part, if they hit your arm with a weapon or jutsu you will still take full damage

from their attack. Players who have abilities that increase their damage during close combat will deal full damage if they hit the torso or back and one less if they hit the arms or legs UNLESS they have Strong Arm, in which case their attacks will deal full damage anywhere. For example, if you have an ability that increases your damage by +1, and you hit someone with your hand in the back you would deal 2 damage, but if you hit them in the arm you would only deal 1 damage. If you had strong arm and this ability your attacks would deal 2 damage no matter where you hit (arms, legs, torso, back).

Dual wield. 10 jutsu points (No energy requirement) This technique allows the ninja to wield two weapons (of any type) simultaneously during battle.

Weapon Skills - 70 points/weapon. No hand signs or energy requirement. One type of weapon of your choice that you use deals +1 damage. For example, I could purchase weapon skills on shuriken, and now my shuriken deal 2 damage instead of 1 damage. Or I could purchase weapon skills on swords and now my swords deal 2 damage instead of 1. However if I wanted to have weapon skills on both shuriken and swords I would have to pay for this ability twice (140 jutsu points). Also, this ability can stack. So I could pay for weapon skills on shuriken twice by spending 140, so now my shuriken deal $1+1+1 = 3$ damage. Also, this ability does stack with other abilities that deal extra damage. For example, if I made a fire clone (fire clones deal +1 damage normally) and I paid for weapon skills on swords, and my fire clone is using a sword his sword would now deal 3 damage instead of 2.

Assassinate - 60 jutsu points. No energy requirement. If you attack an enemy from behind your attacks deal +2 damage with either a weapon or a jutsu. From behind means that the person you are attacking does not see you coming, if they turn their head at the last minute then it doesn't count as an assassination (it must be a true sneak attack and both parties must agree that it was an assassination for it to count). If conflicts arise an impartial judge or bystander should be asked what they saw happen.

Clone Barrage - 40 jutsu points. 1 energy/clone attack. Requires having at least one other clone activated (means you created the clone previously during the battle). The clone(s) is/are also assumed to be within 10 feet of your actual body which means that an enemy attack with a radius effect of 10 feet or greater will hit you and all of your clones. If you attack an enemy in close combat (with hands or with a weapon) and then say "Clone barrage times X" where X is the number of clones backing you up, then that many "imaginary clones" attack the enemy from all directions. These additional attacks cannot be dodged or avoided (unless the target uses an ability to dodge/avoid). Special weapons (such as a legendary sword) are not duplicated by the clone and therefore cannot be used during this attack. However, if an ability is given to the clone (such as energy sphere), then the clones can use the ability during the attack, however you must make it clear that the clone is using the ability. Also, if only one clone is using the ability (not your main body or any other clone), the enemy can "target" the clone using the ability, which means you are forced to play as the clone using the ability while your actual body is fighting "in the background" as if it were the clone. Likewise, you are not

forced to engage with your actual body, but if you prefer you can engage as a clone and your actual body can be the backup fighter who gets the automatic hit. In this case if you were using a legendary sword it would count as an automatic hit. If the enemy has an ability and knows who the actual body is (such as perceptive eye seeing an elemental clone) then the enemy can choose to target the user's actual body if they wish.

Nin Jutsu

Walk on water Technique -10 Jutsu points. (no energy requirement nor handsigns) This technique allows you to walk on water (not real water obviously, but over areas of the battlefield that are determined to represent water.) Water locations are determined by the leader of the village. Some techniques create water on the battlefield.

Substitution Technique – 30 jutsu points. (2 energy to use technique, hand signs: Tiger, boar, ox, dog, snake then throw a stick or a lincoln log up into the air when you are hit) The next time you are hit by an enemy attack your body will be replaced with a log and you take no damage. You take 10 steps backward from where you were hit and resume the battle. The hand signs need to be performed within one minute of being attacked, but you do not spend energy unless you are attacked. If a substitution is used for a radius effect the 10 feet you can move after you substitute must be enough distance for you to escape the radius, otherwise the substitution will fail and you will be hit by the attack (this rule applies to all substitutions).

Substitution Technique Level 2 - 50 jutsu points. Does not require substitution technique. (3 energy to use technique, hand signs: Tiger, boar, ox, dog, snake, then throw a stick or a lincoln log up into the air when you are hit and decide to substitute). You can choose to substitute or not the next time you are attacked. You take 10 steps backward from where you are hit and resume the battle. The hand signs need to be performed within one minute of being attacked, but you do not spend energy unless you are attacked and choose to substitute.

Illusion Body Jutsu – 30 jutsu points. (1 energy to use technique, Hand signs: Ram, snake, tiger). The ninja combines distraction with illusion to make it appear that he is somewhere where he is not. This technique makes an illusion of yourself (illusion clone) to deceive enemies but it cannot hurt any enemies or cast jutsu, it is merely a decoy. The illusion body is immune to illusion (genjutsu) attacks by enemies, because it itself is an illusion. The illusion disperses if hit, and the person using the technique should raise hands and say “clone!” to signal that he is not an actual person but only a clone. The player is then assumed to be his actual body again from that point forward. The person can move 10 feet back from where their clone was if they desire before announcing that they are their actual body again. Illusion Body clones are immune to shadow possession and mind transfer.

Shadow Clone – 50 jutsu points. (2 energy per use. Hand sign: Cross finger hand sign) Creates a copy of yourself out of energy (has 1 hit point) that can freely move around the battlefield and can also use techniques. When the clone is hit player raises hands and says “clone!” to signal

that he is not an actual person but only a clone. The player then takes 10-15 feet away from enemies before calling out "i'm back" to signify they are back in the game. You can make multiple shadow clones at once by saying "shadow clone times whatever number" while you are making the hand sign and the other clones just stand around. When one clone dies you can become another clone instantly, or you can resume the game as your actual body, the choice is up to you. When asked by a person with a perceptive ability if you are a clone you may always answer "No" because there is no ability that can distinguish shadow clones from originals. If the shadow clone uses an elemental enhanced weapon when the clone is dispersed, then the enhancement is undone as well and must be re-cast.

General Rules for ALL clones:

(All types of clones should always have some way of secretly identifying that they are clones, so that they can "prove" that they legitimately used the technique, perhaps a piece of paper in their pocket that says "clone." You can easily fold the paper, so that is the word clone is visible this means that you are a clone, but if you fold it the other way then this means you are just your actual body. This way you can always "prove" that you are not cheating and that you either are or are not a clone. The use of clones does not have to be announced loudly, but your teammates should be aware of your clone use, and should see you make the hand signs. This is again just a measure to prevent the abuse of clones in combat where a player might say he is a clone after he is hit, when in fact he never performed the technique prior to being hit. If the original body is carrying a weapon the clone gains a "clone version" of that weapon. The clone weapon is identical to the original in every way (including special abilities of the weapon). The only things that the clone does not "copy" are non-renewable items, such as shuriken that you cannot pick up and re-use or energy crystals. In this case your clone is allowed to use these items, however they are still used up. So, if you have 1 shuriken and you make a clone and throw a shuriken and then your clone gets destroyed you do not get to pick up and gain another shuriken when you are playing as your original body.

Elemental type clones (fire, wind, water, earth, lightning and even illusion body clones with the exception of wood) are assumed to not be able to move too far away from the caster. If a jutsu has a radius attack of 50 feet or greater the attack is assumed to hit both the elemental clone and the user's original body simultaneously. If the clone is a shadow clone or a wood clone the clone can move very far away from the original body, so if an area attack is used then the clone will get destroyed but the original body will not. The only exception to this is an attack that deals damage to EVERYONE on the battlefield, in this case both the clone (no matter what type) and the original body will be affected.

You can switch places with your clone, but you MUST flip the piece of paper in your pocket that says clone to the appropriate side. Again, this is just to dissuade cheating. If everyone trusts you then this may not be necessary, but that's for them to decide, not the user of the technique.

Clones can be created right before an attack hits you to allow the attack to hit the elemental clone instead of the original body. In this case the hand signs should be performed but you don't have to worry about the piece of paper since there is not sufficient time to get it out. (either your opponent or other people watching the battle should have seen that you just made hand signs so the paper isn't as necessary). The only exception to this is if you have multi-shadow clone jutsu. To prevent this jutsu from being too powerful you cannot create shadow clones (if you have multi-shadow clone jutsu) right before an attack hits you. This is in the interest of trying to keep the game fair and balanced. If you create shadow clones for 2 energy (regular shadow clones not multi-shadow clones) then you can create them right before an attack hits.

After a clone is killed you are allowed to move 10 feet away from that spot before you continue the battle as your actual body. You can have multiple clones standing around on "standby." Just be sure people can vouch that you didn't cheat (tell a referee how many clones you made), or even better mark it on the paper with a pencil so you can reveal it. You need to always make separate hand signs for each clone however, but you are allowed to "hide" your hand signs from enemies.

All types of clones are immune to genjutsu.

All clones are immune to mind transfer jutsu (but only illusion body clones are immune to shadow possession).

High Speed Movement Technique – 40 Jutsu points. (1 energy/10 feet, hand sign: rabbit) The user energizes their body to move at extreme speeds short to long distances. User holds rabbit hand sign for at least 3 seconds and then says "teleport". The user then quickly moves to the location that they are teleporting to while holding up hands saying "I'm teleporting" repeatedly. Any attack that would hit you while you are holding up your hands is assumed to miss you since you are moving too fast. They also need to be mindful of how far they are traveling because every 10 feet requires the user to spend an additional energy. You cannot move towards an opponent to attack them, this technique is used for escaping, not attacking. Likewise, enemies should not attack you or even move in your direction as you are moving so fast they can't follow your movements. If two players both use high speed movement at the same time they can fight each other in "high speed." What this means is that they can fight each other even though other players cannot interact with them because they are moving too fast. For each 10 feet you use high speed movement you are given 5 seconds to fight in the "high speed world" against other players who are using high speed movement. You cannot activate jutsu in this world, however abilities like enhancements, or jutsu that don't run out until you use them (like energy ball) that were active before you used high speed movement can be used in the high speed movement battle.

Transformation – 30 jutsu points. (1 energy/transformation, hand signs: Dog, Boar, Ram). This technique allows you to transform a clone into a weapon (such as a giant shuriken or a ninja

sword, or a kusarigama or a bow and arrow with 1 arrow, or 2 ninja stars, or a small shield). If you need to retrieve a weapon you can hold up a hand and say “retrieving” and you cannot be hurt while you run to get a weapon (return to the same spot you left, enemies should not encroach or if they do you can take a few steps away). You can also transform into a teammate. To do this you have to transform yourself to look like them and them to look like you (3 energy total since this is two transformations). After that you simply switch each other’s characters and play as the other player and this works well as long as you are familiar with your allies’ characters. You do not have to swap weapons, however you are allowed to if you want to. You can transform even more teammates if you want, just make sure you touch whoever you want to transform on the shoulder right after you make the hand signs and pay 1 energy per transformation. To transform back you simply swap places with your teammate while saying “releasing transformation,” you cannot be hurt while doing this, however this is not intended to be a shield, so you cannot “retrieve” or “release a transformation” when an enemy is about to attack you. The handsign to release a transformation is just both players make a ram hand sign. You can also transform your clones to look like a teammate (the teammate basically just gains the clone), again 1 energy/transformation. If you kill an enemy and they are willing to help you out you can transform into them (they play as a member of your team and have all of your health, energy, abilities, and weapons), this requires the defeated enemy to be familiar with your character.

Energy Meditation Technique – 30 Jutsu points. (no energy requirement, Hand sign: Ram) While sitting in a meditative position and holding the Ram hand sign the user can replenish his or her energy. Eyes must be closed (you are meditating). Every 60 seconds you can replenish 1 energy. Typically, you will need to hide somewhere away from the battle or have a teammate protect you while you use this technique. You cannot use this technique while you are using any type of clones. However you can make clones after you are done performing the technique, so later in the battle after you replenish your energy you can make clones (max 5 energy replenished per battle).

Energy Transfer Technique - 40 jutsu points. (Hand sign: Rabbit, Rat, Bird, Horse). Using this technique you can transfer your energy to an intended target player that is within 50 feet. After making the handsigns simply say loudly so your target can hear “Transfer X energy to Target Player’s name.” Where X is the amount of energy. You lose that much energy and the target player gains that much energy. After you make the hand signs allied players can also transfer energy to the user of the technique as well if they like.

Invisibility Technique – 30 Jutsu points. (2 energy required, Hand signs: Horse, Ram, Rooster) This technique uses energy to bend light around the user of the technique, rendering them invisible to enemies. The user holds their hands up open faced (or wear some accepted article of clothing) to signal that they are invisible. Also, to represent this, enemies cannot attack the target because they “cannot see him/her.” Allies are still assumed to be able to see the user. The time limit for this technique is 1 minute and then more energy is needed. In reality it is

impractical to prevent people from “completely ignoring” an invisible person that they can see. For this purpose, enemies are allowed to position themselves relative to an invisible person however they like, they just cannot attack, or intentionally physical block/touch an invisible player. Invisible players can attack an enemy, but as soon as they do so they are no longer deemed invisible. If an invisible player picks up an object in the game (such as a mission objective, perhaps a scroll) then the invisible player instantly reveals themselves and is now visible. The ability cannot be recast while holding an important game object such as a mission objective.

Invisibility Technique Level 2 - 30 jutsu points (requires invisibility technique) (3 energy required, Hand signs: Horse, Ram, Rooster) Everything is the same as level 1, however even if the user of the technique attacks an enemy the enemy will still not be aware of their position (the user does not become visible after attacking). Exceptions to this are if the user uses a technique that is visible, such as an energy sphere, or a flaming sword etc. (there are a lot of techniques that would be visible and some judgement is needed). Weapons remain invisible, but enemies are allowed to defend themselves but they cannot attack the user, so an enemy could block an incoming attack but is not allowed to attack the invisible player, attacks to the invisible player (with the exception of radius effect attacks that have a radius of 50 feet or greater), will have no effect on the user. Every minute another 3 energy must be spend or else the invisible player will become visible again. Also, sand and bugs can be used to pinpoint an invisible player's location without spending any energy if a player has sand techniques or bug techniques. Any player with a type of sensing ability is assumed to be able to see the invisible player. Also, players with cat's eye or byakugan, or rinnegan, are assumed to be able to see the invisible player.

Basic sensing – 20 jutsu points. (0.5 energy) Can sense whether an enemy is an illusion body or an elemental clone (you just ask them and they have to tell you, however this will not work for shadow clones), and can also ask a referee for advice about if they saw an enemy nearby. Can also tell if someone is under an illusion. If an enemy uses a technique that takes away eyesight you can use basic sensing to see, however you can only walk around the battlefield. You can also fight by sensing and not by using your eyes, (your eyes are “closed” in theory, but in actuality you still get to keep your eyes open to represent the fact that you can determine your opponent's location through your sensory ability). This way if an opponent uses a technique that requires your eyes to be open (like cat's eye genjutsu, moon goddess illusion, blade of dark illusions) you will not be affected.

Multiple Shuriken Throw – 10 Jutsu points. (no energy requirement nor handsigns) This technique allows you to throw multiple shuriken (no limit), or multiple large shuriken with one hand. You still have to pay for each weapon with wado.

Manipulated Shuriken Technique – 20 jutsu points (1 energy/shuriken, No hand signs required, just throw a shuriken in the direction of a target (and declare the jutsu). For this technique you use invisible strings to guide a shuriken towards an intended target. This allows you to hit

targets and avoid their blocking and dodging. The shuriken that you throw using this technique automatically hits, even if it missed in reality, so long as you threw the shuriken in the direction of the target (give or take 30 degrees) and the shuriken flew past the target. If the target uses a jutsu like “shield of sand” or “eight trigrams palm rotation” which cover their entire body, the shuriken will still be blocked. If the user has a hand held shield, it is assumed that the shuriken can still hit since they can maneuver around the shield. If it landed in front of the target it still counts as a miss as you just messed up your throw. You need to tape a piece of string to the shuriken so everyone knows and/or can confirm you used the technique.

Mutually multiplying exploding tags – 40 Jutsu points. (1.5 energy per exploding tag, Hand signs: Ram, Bird, Boar, Tiger, Crossed Fingers) Then throw an exploding tag attached to a kunai or shuriken. The technique duplicates a number of exploding tags equal to how much energy you spend. Say the name of the technique and the total number of tags that you are using. For instance, I might throw one exploding tag and say “3” which means I created 2 extra tags for a total of 3. To do this I would spend 3 energy. The duplicated tags are “superimposed” on the first tag, so their radiuses are all the same. The only thing is that the attack does 3 damage instead of just 1, because the extra tags create more explosive force. The force from all the tags counts as one attack for the purposes of dealing damage to weapons or barriers or people with special armor that reduces damage. Therefore, if a person is holding a weapon that has WR 3 and they are hit with this technique that uses 3 tags, the person holding the weapon will take 3 damage, but their weapon will also be destroyed because the explosion is strong enough to destroy their weapon (assuming they were holding the weapon and standing in the blast radius). If they threw their weapon outside the blast radius before the explosion the weapon would not be damaged. You can also make the hand signs and then put an exploding tag with tape on it and tape the tag to a player. If the player removes the tag before you finish saying the name of the technique and the number it multiplies by and gets outside of the blast radius then they wouldn’t be affected.

Shadow Shuriken – 20 Jutsu points. (1 energy per shuriken, hand sign: Ram, Bird, Boar, Tiger) allows you to pick up a shuriken that you previously threw in battle. You must do this while defending yourself from enemy attacks (the game does not stop for you to pick up shuriken). Do the hand signs right before you pick up a shuriken. The idea is that some of your shuriken are physical copies made with your energy.

Summoning Jutsu – 50 jutsu points. (4 energy/summoning. Hand signs: Boar, Dog, Bird, Monkey, Ram, Bite finger and put hand on ground while saying “summoning jutsu”). Pick one animal to make a contract with. If you want to have an additional contract animal you must spend 30 additional jutsu points. The animal’s abilities are listed next:

Hawk – gives you flying. While flying you cannot be attacked unless you engage a target in close combat. You should flap your arms to symbolize that you are flying, however if you need to stop to use a jutsu or throw a shuriken that is fine as well. If you attack someone with a close combat weapon they can attack you back because it is assumed you are flying close

enough that you can hit each other. If you are the last person on the battlefield you have to land if nobody has a ranged attack that can hit you. You are immune to all radius damage effects as well. You can only fly for 10 minutes total per battle, use a timer on your phone or a stopwatch, however if you land you can pause the timer. Make sure it is clear to everyone if you are landed or in the air. Say things like “landing” and “taking off.”

Mole – Lets you travel underground. You cannot affect nor be affected by enemy attacks unless they would cause vibrations in the earth (like a meteorite impacting the ground). You can submerge and reemerge at will, but you must make it clear in your actions if you are underground or above ground. Also, say “submerge” and “reemerge.” You can only submerge up to 5 times in one battle for a maximum of one minute underground for each submerging.

Snake - Lets you ride on the back of a giant snake, the snake can “bite” or “strangle” targets. Throw a ball and say “bite” or “strangle.” Bites deal 1 damage but are poisoned (enemies take one damage per minute until dead, if the initial damage is not dealt then the target is not poisoned, for instance if the target has damage resistance). Strangle will freeze a target from moving for 30 seconds and they also take 1 damage every 10 seconds. Targets who are strangled can still be attacked. You can use 1 bites and 1 strangle for every summoning conducted. You may also purchase and use other “snake abilities” that require summoning snakes (see below).

Frog – Lets you use the “jump” ability to dodge enemy attacks or hit airborne enemies. You can jump up to 6 times per battle. Just say “jump” and you can dodge an attack, you can also hit airborne targets while you jump but you only get to make one attack per jump. You can also purchase “frog abilities” see under special ninjutsu.

Slug – If you have healing abilities you can attach a slug to up to 5 teammates simultaneously. You should tape cut out “slugs” drawn on paper to these players for added effect (however if most people playing agree that this isn’t necessary you don’t have to do it. This allows you to heal them at any distance (you still have to be in communication range). You can also purchase “slug abilities” see under special ninjutsu. You must have purchased and activated “yin seal release” to use slugs in this manner.

Dogs - If you wound an enemy with a bladed weapon you can wipe the “blood” off the weapon and slide it along a scroll (represented by a piece of paper with writing). Dogs are then summoned from the ground and attack the person whose blood you used (no distance requirement and does not require eyesight on the target). For practicality purposes you must be within talking (or shouting distance) of the target. The dogs deal 2 damage to the target and the target becomes immobilized by the dogs which will continue to gnaw on his arms and legs preventing him or her from moving. The dogs can be removed by an ally of the target by the ally coming up to him with a bladed weapon and stabbing the dogs (must stab 5 imaginary dogs to free the target). The target is allowed to defend himself from enemy attacks and even use jutsu, but he cannot move his feet/legs. If an enemy wounds you with a bladed weapon, the

dogs can smell your own blood on their blade and you can use this technique to have the dogs catch them in the same way as if you wounded the enemy.

Giant Salamander - A giant salamander is summoned whose primary ability is to release a large amount of poison from their mouth. After doing the summoning handsigns throw a stuffed animal salamander in the direction where you want the salamander to appear. Then say "salamander poison attack" after it lands. Anyone within 20 feet of the salamander becomes poisoned and takes 1 damage every minute until they are dead, or healed by an antidote. This will affect allies and even the user of the technique. Players wearing a gas mask are unaffected. You only can use this technique one time per summoning. The player using this technique should start a timer after using it to keep track of how long it has been for the players who were affected.

Giant Clam - The giant clam creates a wide range genjutsu effect. The effect causes your actual body to become a mirage. (this even applies to if your body is an item on the battlefield, for instance if you are using the steam imp technique). Anyone attacking your actual body instead just hits a mirage and the body (or item) gets teleported 15 feet away. This occurs indefinitely until the clam is located and destroyed. The clam can be located with sand (no energy needed, just say you are using your sand to find the clam, or through sensing, or through blades of senbonzakura, or through bugs, or through smelling either summoning dogs or an inuzaka technique). The clam has WR 4, after it is "found" the clam is placed by the summoner within 20 feet of his actual body, you must place an item to represent the clam. The clam can then be attacked by anyone and if it is destroyed the genjutsu effect is undone. There is no time limit on this effect, however if the battle reaches a stalemate because the user doesn't want to come out of the mirage and has no way of attacking because he is out of chakra he is forced to come out so as not to cause a delay of game.

Fart - 5 jutsu points. (0.5 energy to use technique, no hand signs required just say "fart"). If a player is using smelling to detect your location that ability is negated and cannot be used to find where you are.

Energy Nature Techniques (Fire, Water, Wind, Lightning, Earth)

Special rule with regard to Elemental Blades (fire enhanced weapon, water enhanced weapon, wind enhanced weapon, earth enhanced weapon, lightning enhanced weapon): All elemental blades can destroy the ninja wall that they are strong against, so for instance a Fire enhanced weapon could destroy a ninja's water wall, however the fire enhanced weapon will be extinguished in the process and must be "reactivated" with the user spending more energy.

For instance:

If I have a water enhanced weapon and I hit my enemy samurai's fire enhanced weapon, then his fire enhanced weapon is extinguished (until he spends more energy to turn it back on and

says fire enhanced weapon). Or if my water enhanced weapon hits his fire armor, then again his fire armor is turned off until he spends more energy to turn it back on. If an enemy ninja puts up a fire wall my water enhanced weapon can extinguish the wall just by hitting the imaginary wall with my sword and I say “extinguish,” (the water sword will remain activated).

The type advantages are shown below:

Water is strong against Fire which is strong against Wind which is strong against Earth which is strong against Lightning which is strong against Water

There are many examples of how one elemental ability will affect another (most of which are described here in the rules). I included as many examples and tried to be as exact as possible however it is difficult to be all inclusive because of the number of abilities. If no specific rule is available, then there is a little room for improvisation and logical reasoning about what should happen in a given situation. Nevertheless please let me know when these situations arise so I can try to be as complete as possible in the rulebook.

Fire – Requires Fire nature affiliation

***Environmental Bonus/Deficit** - If the outside temperature is 90 degrees F or greater, or you are larping from 10a.m. to 2p.m. and there are absolutely no clouds in the sky, or if the humidity is 20% or less, then all fire abilities can be used for one less energy (with a minimum of 1 energy for the technique). If it is raining or drizzling or the temperature is less than 32 degrees F, or the humidity is 80% or more, then all fire abilities can only be used for their normal energy cost +1 additional energy.*

Fire Fists – 30 Jutsu points. (Hand signs: snake, ram, tiger, uses 3 energy) must put on boxing gloves or have some other way to represent your fists are on fire that everyone in battle is aware of, you cannot use other techniques while using this technique. Lasts entire battle or until user takes off gloves ending technique. Punches deal +1 damage (so 2 damage total) and can affect any body part. If the user is hit by a water technique the gloves are extinguished.

Fire ball Jutsu – 30 jutsu points. (2 energy to use technique. Hand signs: Snake, ram, monkey, boar, horse, tiger) Then throw a large soft ball (or other soft object), deals 3 damage. (balls that work well for this: a soft nerf football, a pillow wrapped in a fiery pillow case, or a red soccer ball that has been deflated so it won't hurt if it hits you). Customarily you get about 8 seconds to pull out the ball and throw it or else you have to weave the hand signs again. If you block with a straight edge weapon you still take 1 damage (this is called splash damage).



Great Fireball Jutsu - 30 jutsu points. Requires fire ball jutsu. (3 energy to use technique. Hand signs: Snake, ram, monkey, boar, horse, tiger). Then throw a very large soft ball (should be roughly the size of an exercise ball but preferably not as heavy, stores like walmart sell very

large lightweight rubber balls that would work well). Ideally it should be red, yellow or orange in color. This attack cannot be blocked unless with a jutsu or a water attack/ability, and the attack deals 5 damage to target. If it hits a target's weapon or shield the attack will deal 5 damage to the weapon/shield and also 5 damage to the player holding the weapon. If the fireball comes in contact with water it is extinguished immediately (meaning the fireball disappears).

Phoenix flower jutsu – 40 jutsu points. (3 energy to use technique. Hand signs: Rat, Tiger, Dog, Ox, Rabbit, Tiger) Then throw up to 3 small balls (about the size of a tennis ball). Each ball does 2 damage. You must use only one hand to throw all the balls at once. (tennis balls may be used, or other small soft balls). Customarily you get about 8 seconds to pull out the ball and throw it or else you have to weave the hand signs again.

Phoenix flower Nail Crimson technique – 50 jutsu points – everything is exactly the same as phoenix flower, except you are also allowed to throw up to 3 shuriken at the same time that



you throw the fireballs. Because it is hard to throw the shuriken completely simultaneously, you are given a courtesy three seconds to throw the shuriken after you throw the fireballs. (you still have to use wado to purchase the shuriken that you use for this technique, and the shuriken cannot be picked up and reused until the next battle).

Fire Wall – 20 jutsu points. (1 energy to use technique. Hand signs: Tiger, Snake, Tiger, Snake, Rat) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones then they should not be thrown but rather manually set up). Creates a wall of flames on the battlefield. If anyone passes through the flames they take 2 damage. Flame wall lasts entire battle. Flames can be extinguished by a water technique that uses minimum of 1 energy, so the water ball jutsu for instance. The flame wall does not prevent ranged weapons from passing through the wall. (if a ranged water jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the water attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). If the battlefield becomes filled with water the fire wall gets extinguished. If a ranged wind attack passes through the fire wall it gains +1 damage.

Fire Wall (version 2) – 30 jutsu points. (2 energy to use technique: Tiger, horse, Tiger, then get down on one knee and put up hands as if making an imaginary shield) Creates a wall of flames that protects you and anyone directly behind you (within 8 feet) from attacks that deal up to 4 damage (any extra damage gets carried over to the person(s) behind the wall. The wall lasts for

up to 15 seconds before it disappears. You should audibly count to fifteen. You can end the technique at any time by standing up. Water attacks cannot be blocked by the wall.

Fire Clone – 30 jutsu points. (1.5 energy per clone, Hand sign: Tiger) Creates a copy of the user out of fire (has 1 hit point). The fire clone cannot use techniques. All attacks by clone are at +1 damage because they are imbued with fire. When the clone is hit they must put up their hands and say “clone!” afterwards they are assumed to be their real body. This type of clone needs to reveal himself instantly because fire surrounds his body, if asked you must say that you are a clone and you should wear a red article of clothing so people know you are a fire clone. If the battlefield gets filled with water the fire clone gets extinguished (fire clones cannot swim), or if the clone comes in contact with water some other way, such as water prison jutsu. The fire clone gets extinguished even if the fire clone player has the “walk on water” ability.

Fire enhanced weapons – 40 jutsu points. (2 energy, hand sign: Tiger, Ram, Horse) Place some colored paper on your weapon of choice (or some other form of representation), it now deals +1 damage. Lasts the entire battle.

Fire Release Dragon Fire Technique - 40 jutsu points (3 energy, Hand signs: Snake, Dragon, Rabbit, Tiger) The user first throws a number of shuriken with strings attached at a target (one to three shuriken, (You have to purchase the shuriken needed) you do not have to have the ability to throw multiple shuriken). Then the user does the hand signs and exhales representing fire coming from their mouth and anyone who was hit by the shuriken takes 6 fire damage. The shuriken do not have to “stick” to the target, it is imagined that that in real life they would stick. This attack has to be used within 20 seconds of the shuriken hitting a target, otherwise the target is allowed to remove the shuriken and prevent the fire dragon technique. Energy is only spent if fire is actually exhaled, throwing the shuriken does not require any energy to be spent. If your target makes a clone after hit with the shuriken this will not allow them to dodge the attack because their original body will still be attached to the string and therefore would be hit.

Fire Release Fire Dragon Bullet - 50 jutsu points (5 energy, Hand signs: Tiger, then exhale from your mouth). The user exhales fire from their mouth. Throw a red ball (about size of a tennis ball) at a target. Target who is hit takes 8 damage. If the attack is blocked the person who blocked the attack still takes 4 damage in addition to the damage done to the weapon (a shield can block the attack with no damage to the shield wielder).

Majestic Flame Destroyer – 40 jutsu points. (4 energy to use technique. Hand sign: Horse). Any enemy or ally (does not discriminate between targets) within 30 feet and within 180 degrees of the direction you are facing takes 1 damage. It takes 5 seconds after you do the hand signs before you target(s) are hit to give them time to defend themselves. You need to say the name of the jutsu as you are using it so everyone is aware of what is happening.

Fire Armor - (60 Jutsu points). 3 energy, lasts entire battle. Simply put on a red shirt or some way to represent that you are wearing fire armor. If enemy hits you in close combat they also take 1 damage. This does not apply to water clones, or samurai wearing water armor.

Fire Storm Sword – (30 Jutsu points) Requires activated fire enhanced weapon activated on a sword. User can release fireballs by swinging his sword. Every swing allows the user to throw a ball of fire (deals 2 damage), 1 energy/fireball.

Fire Arrows - (20 jutsu points). 0.5 energy/arrow. The samurai imbues fire onto their arrows for their bow and arrow or crossbow. (should represent with colored arrows). Fire arrows deal +1 damage and count as dealing fire damage. Can be combined with wind arrows for an added bonus of +1 damage in addition to the effect of wind arrows. Can be combined with lightning arrows for no added bonus (you just get the effect of the fire and the lightning combined), or earth arrows in the same manner. Cannot be combined with water arrows.

Burning Ash Attack - 40 jutsu points. (5 energy to use technique, hand signs: Snake, Rat, Snake, Tiger, then exhale in the direction of your target for 5 seconds and then throw a small black ball which represents the center of the attack). Click your teeth (there is a small piece of flint in your mouth) and then say “ignite burning ash attack.” Anyone within 20 feet of where the small black ball landed takes 8 damage.

Water – Requires Water nature affiliation

***Environmental Bonus/Deficit** - If it is raining or drizzling or a humidity 80 percent or more, then water abilities can be cast at one less energy (one energy minimum per technique). If the temperature is greater than 90 degrees or there are absolutely no clouds in the sky and the time you are larping is between 10a.m.-2p.m., or the humidity is 20 percent or less, then water abilities can only be used for one additional energy over their normal cost.*

Water enhanced weapons – 40 jutsu points. (2 energy, hand sign: Ox, Ram, monkey) Place some colored paper on your weapon of choice (or other form of representation), it now takes away 1 energy from target when hit. Lasts the entire battle.

Water wall – 30 jutsu points. (1 energy to use technique: Tiger, Snake, Rat, Snake, Tiger) Rules for setting up the wall are the same as the firewall. Water wall can be extinguished by a lightning techniques of 1 energy (if a ranged lightning jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the lightning attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). Anyone who walks through the wall of water loses 3 energy. The wall of water does not stop ranged attacks. If a ranged lightning attack passes through the water wall it gains +1 damage.

Water wall (version 2) – 30 jutsu points. (2 energy to use technique: Tiger, snake, Tiger, then get down on one knee and put up hands as if making an imaginary shield) Creates a wall of water that protects you and anyone directly behind you (within 8 feet) from attacks that deal up to 4 damage (any extra damage gets carried over to the person(s) behind the wall) The wall

lasts for 15 seconds before it disappears. You should audibly count to fifteen. You can end the technique at any time by standing up. Lightning attacks cannot be blocked by the wall.

Water ball Jutsu – 30 jutsu points. (1 energy to use technique: Snake, Ox, Ram, Ox) then throw a water balloon, or a soft ball at opponent (common courtesy is to ask and make sure that everyone agrees if water balloons can be used, if people do not want to get wet, just use soft balls instead). Deals 1 damage and takes away 1 energy from target, this attack cannot be blocked by a sword/straight edge weapon. It can be blocked with a shield.

Water Whip - 30 jutsu points. (2 energy to use technique, Hand signs: Rabbit, Ox, Monkey). Pick up a blue pool noodle (up to 7 feet in length max). You can use this in close combat and if you hit an enemy it deals 1 damage and takes away 2 energy from the target. You cannot use the hand holding the pool noodle to make handsigns. The whip will be extinguished if it comes in contact with lightning and it will extinguish any fire abilities.

Water clone – 30 jutsu points. (1.5 energy per clone, Hand sign: horse, monkey, Ram) Creates a copy of the user out of water (has 1 hit point). Clone can use jutsu with a max energy amount of 2. Clone will be identified by techniques that can differentiate clones from humans, like perceptive eye or cat's eye. When hit the user must say "clone!" so everyone knows that he was just a clone, after this point he is assumed to be his or her real body again. The person is allowed to get out of immediate combat before rejoining the battle. If a water clone uses a energy enhanced weapon, when the clone is dispersed the enhancement is undone as well.

Water prison jutsu – 30 jutsu points. (2 energy, Hand signs: Snake, Ram, Horse, Hare, then grab enemy while shouting "water prison jutsu!" you must grab enemy within 3 seconds, not the normal 10 for other jutsu, if you fail to grab target your jutsu is not cast and you do not have to spend 2 energy). Enemy gets trapped in a ball of water, cannot move. The enemy has to hold their breath, nose clasped, when they need air and are forced to take a breath they take one damage because their character is now inhaling water in the water prison (you take one damage for every large breath of air that you inhale, this damage cannot be reduced by abilities that reduce damage). If the caster of the water prison was a clone, the user can continue playing the game as normal (it is assumed that the clone is holding the enemy in the water prison). The person in the water prison cannot be harmed other than being suffocated by the water (this includes if an enemy tries to hit them with another attack), but they can be freed if a teammate comes up to them and touches them (The clone who was holding the person in water prison is automatically killed). If the caster of the jutsu holds them in the water prison themselves (does not use a clone) he or she can fight off enemies trying to free the person in the water prison, however the user can only fight with one arm (because the other arm should be pointed towards the target keeping them in the jutsu) The user must stay within 10 feet of their target if they are keeping the target trapped themselves). If water prison is copied by someone with cat's eye and used at the same time the user of cat's eye both the user and the copier become trapped in water prisons simultaneously and whoever runs out of health first dies and the other becomes freed. If a clone is caught, they "die" when they take the amount

of damage that would destroy the clone. If the clone user decides they would rather just return to their original body the clone is destroyed immediately and the jutsu ends.

Water Prison Cannon Jutsu – 30 jutsu points (requires water prison jutsu, Hand signs: Snake, Ram, Horse, Hare, Ox, Ram) Each throw takes 4 energy. Throw a large (size of a soccerball) soft blue ball at a target. If hit the target is trapped in water prison (see above). The caster must hold the Ox hand sign while the target is trapped. If the caster is forced to release the Ox handsign (perhaps they need to defend themselves from an incoming enemy attack) then the person trapped in water prison is released. The person holding the ox handsign is allowed to run/walk around but must stay within eyesight of the person trapped in the water prison. The same rules apply for the person trapped in the water prison (1 hp lost each time has to take a breath). Even if an ally walks up to the person trapped in the water prison there is no way to release it unless the caster stops making the ox handsign (or is killed). Cannot be blocked, even with shield.



Water prison Shark dance jutsu – 50 jutsu points. (6 energy, Hand signs: Snake, Ram, Horse, Hare) Requires water on the battlefield. The user takes a massive amount of water from either an existing body of water (nearby lake, stream or river within 100 feet), or a body of water that the user creates using the “great exploding water colliding wave technique” or if another technique was used that fills the battlefield with water (such as “blade of the sea” for example). The user surrounds himself, and everyone within 50 feet in a water prison. You can swim in the prison to escape, to swim you can only walk around, not run. Everyone must hold their breaths. Each time a player takes a breath they take a damage. The user can buy “gills” for 20 more jutsu points, this allows him to breath underwater. If you reach the edge of the prison you can escape. (accurate estimations are required to figure out when you reach the edge of the water prison). If a clone is caught, they “die” when they take the amount of damage that would destroy the clone.

Great exploding water colliding wave technique – 20 jutsu points. (3 energy, Hand signs: Ox) the user expels a large quantity of water from their mouth which floods the battlefield. Everyone who does not have the walk on water technique must swim, which is represented by walking around the battlefield.

Water release water (shark) bullet – 30 jutsu points. (2 energy, hand signs: Tiger, Ox, Tiger, Rat) The user forcibly exhales a large quantity of water at their intended target. To represent this throw a ball at your target. This deals 2 damage to whoever is hit and takes away 1 energy from them. The user can shape the water into a shark, but this is purely for aesthetic purposes. If you are near a body of water this jutsu only takes 1.5 energy.

Water Shark Shower - 30 jutsu points (4 energy, hand signs: Ox, monkey, horse, bird). Then squirt water up into the air using a squirt gun. As the water returns to earth anyone who is hit takes 2 damage.

Bubble blast jutsu - 30 jutsu points (1 energy for every 20 seconds of blowing bubbles, hand signs: Ram, Ox, Snake). Then blow bubbles using a bubble blowing wand and solution. If you use a super large wand (the ones used to make huge) you only get 10 seconds time for blowing bubbles. If the bubbles hit any part of an enemy (including their weapons) the enemy takes 2 damage and loses 1 energy. Bubbles can be blocked by shields (shields in the weapon section as well as technique shields).

Water dragon missile – 40 jutsu points. (4 energy, Hand signs: Ox, Monkey, Rabbit, Rat, Boar, Bird, Ox, Horse, Bird, Rat, Tiger, Dog, Tiger, Snake, Dragon) Throw a soft foam missile within 10 seconds of finishing hand signs, Does 4 damage and takes away 2 energy from anyone who gets hit by the



missile. You may also use a squirt gun that shoots a stream of water,

however your opponents

have to agree that they are ok getting wet (if not, then you are allowed to hit the area around their feet and they count as being hit by the attack if your water lands within 5 feet of their actual



body). If you use a squirt gun you only are allowed to use one burst of water (aka you cannot re-pump or re-fill your squirt gun, unless you recast the jutsu). If you are within 100 feet of a body of water this jutsu only requires 3 energy to use. If you use a squirt gun you may hit multiple targets (each take 4 damage and lose 2 energy). If you use a thrown foam missile the only way to hit multiple targets is if the missile bounces off the first target and hits a second target. You may use a hose if you are playing around a house that has a hose. However, you can only squirt the hose for 5 seconds. After you cast the hand signs, you are allowed to move with the squirt gun or hose or missile, however you still must shoot the jutsu within 10 seconds or else re-cast the hand signs. This technique cannot be blocked with a sword/bladed weapon. If blocked with a shield the target still loses 2 energy.

Hidden Mist Technique – 50 jutsu points. (3 energy, Hand signs: Ox, Snake, Half Ram with other hand in the air) Shout out “hidden mist jutsu!!!” so everyone on the battlefield can hear you. Mist covers the battlefield and everyone is required to close their eyes completely even the user of this jutsu. For safety, you may open your eyes briefly to see your surroundings occasionally, but you must close them again after. Byakugan, kaleidoscope cat’s eye (but not regular cat’s eye or all powerful eye), can see through the mist and therefore can open their eyes to look around. Also ninjas with “sensing” can “see” the enemy because they can sense

his or her location, and therefore can open their eyes as well. If the hidden mist user dies the technique ends, the user should announce “hidden mist is over” loudly so everyone knows.

Silent Killing Technique (This technique is treated as a water technique because it is typically only taught to members of the hidden mist village, however for the purposes of this game anyone with a water nature affiliation can learn this technique) – 20 jutsu points. (No energy required) Somebody who has mastered the art of silent killing has honed all of their senses to the extreme. They can track down their enemies by the sound of their breath. If hidden mist (or another jutsu that takes away the sense of sight) is activated a ninja with silent killing may still use their eyesight (to represent their other sense taking over). However, to represent the added time it takes to move in this manner they can only walk around the battlefield.

Hozuki Clan: Water Pistol Jutsu – 50 Jutsu points. (1 energy, Hand Signs: Ox, Rabbit, Ram) The user fires a compressed drop of water at tremendous speed (use a rubber band stretched



between your fingers using one or two hands). Deals 3 damage to target. If you use one hand and fire it as a rubber band gun the attack only takes 0.5 energy. After hand signs are made gun can remain “cocked” around your hand until you fire it, however you cannot weave any signs until you fire the water pistol.

Water Release: Rain water shark wave – 30 jutsu points. (2 energy, Hand signs: Ram, Crossed fingers, Dog, Rat, Ram, Crossed fingers, Dog, Rat Ram, then slap the ground near a body of water). This sends water into the air which comes crashing down on an opponent in the shape of countless small sharks. One enemy within 50 feet of where you are takes 4 damage, the attack can only be dodged if the target teleports away. The body of water has to also be within 50 feet of where you are.

Water Armor – (60 Jutsu points) If enemy hits you in close combat they lose 1 energy (the water wraps around their body and sucks out their energy)

Blade of the Sea – (40 Jutsu points) Requires water enhanced weapon activated on a sword. User can release a torrent of water that floods the battlefield (3 energy). Say “blade of the sea quite loudly” so everyone knows what is happening. The entire battlefield is assumed to be flooded. If any player does not have the “walk on water” ability, then they need to swim. Swimming is represented by only being able to walk around the battlefield. User can also fire water balls by swinging his sword (1 energy per ball, deals 1 damage). Horses are assumed to be able to swim.

Water arrows – (20 jutsu points). 0.5 energy/arrow. The samurai imbues water onto their arrows for the bow and arrow or crossbow. (should represent with colored arrows) Water arrows take away 1 energy from the person who is hit and count as dealing water damage. Can be combined with lightning arrows for an added bonus of +1 damage in addition to the effect of

the lightning arrow. Can be combined with wind arrows for no added effect (you just get the effect of both arrows combined). Cannot be combined with fire or earth arrows.

Lightning – Requires Lightning nature affiliation

***Environmental Bonuses/Deficits** - If there is 100% cloud cover (no visible sky), then lightning abilities can be used for one less energy (1 energy minimum per technique) (clouds also count as casting “shadows” on the ground for the purpose of shadow possession jutsu, see below). If there is 0% cloud cover then lightning abilities can only be used for their normal energy cost +1 additional energy.*

Water prison escape technique: 15 jutsu points (1 energy to use: hand signs: snake, if you have this technique you can move to make the rabbit handsign even inside the water prison). Using this technique releases you from the water prison instantly, battle instantly resumes after you are freed.

Lightning Wall – 20 jutsu points. (1 energy to use technique. Hand signs: rabbit, Snake, rabbit, Snake, Rat) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones then they should not be thrown but rather manually set up). Creates a wall of lightning on the battlefield. If anyone passes through the wall they are immobilized for 10 seconds, (have to act like you are being electrocuted, shake your body, and count to 10 verbally, you cannot defend yourself from enemy attacks while you are stunned). Lightning wall lasts entire battle. Lightning walls can be extinguished by a wind technique that uses minimum of 1 energy, so the air cutter jutsu for instance, or a wind sword. The lightning wall does not prevent ranged weapons from passing through the wall. (if a ranged wind jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the wind attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). If a ranged water attack passes through the lightning wall it gains +1 damage.

Lightning wall (version 2) - 30 jutsu points. (2 energy to use technique: Rabbit, Rat, Rabbit, then get down on one knee and put up your hands as if making an imaginary shield) Creates a wall out of lightning that protects you and anyone directly behind you (within 8 feet) from attacks that deal up to 4 damage (any extra damage gets carried over to the person(s) behind the wall). The wall lasts for 15 seconds before it disappears. You should audibly count to fifteen. You can end the technique at any time by standing up. Earth attacks cannot be blocked by the wall.

Chidori – 30 jutsu points. (2 energy to use technique: Hand signs: Ox, Rabbit, Monkey) Then put on a glove (or hold a small ball) or just make a **C** shape with your hand so everyone knows Chidori is activated (If you do this you must also make a “sound effect” so people are aware that chidori is activated). Tag someone with the glove to inflict 4 points of damage. Jutsu will

continue until it is used or released, however user cannot cast other justu while chidori is activated. Chidori (and raikiri), can be used to “kill” a water clone without becoming deactivated, i.e. you could use the same chidori to kill several water clones, and then even hit the actual player without the chidori running out. (this is because lightning is strong against water).



Riakiri (lightning edge) – Requires that you have already learned

Chidori. 30 Jutsu points. (3 energy to use techniques: Ox, Rabbit, Monkey) Same rules as Chidori except damage is 6.

Chidori Senbon – 20 Jutsu points, requires chidori (0.5 energy/senbon. Hand signs: Ox, Rabbit, Monkey, Dog) The user creates senbon (represented with soft throw able sticks) that deal 1 damage to target. You can throw from 1-6 senbon at one time.



Chidori Nagashi (stream) – 30 Jutsu points, requires chidori (3 energy, hand signs: Ox, rabbit, monkey, dragon, then spread out arms, you can throw yarn or thin sheets of colored paper, however this is purely aesthetic and does not affect the jutsu, aka the paper does not have to hit a target). Anyone

within 15 feet of the user takes 1 damage (allies included) and are stunned for 3 seconds. Try to guestimate range as much as possible, if there is a conflict a natural judge should say if it was a hit or not. Alternatively, if you purchase silly string and spray this at a single target (does 2 damage and still requires 3 energy).

Chidori True Spear – 50 jutsu points, requires chidori (2 energy, hand signs: Ox, rabbit, monkey, boar). The user extends their chidori into the shape of a spear. You can use either a boffer spear, or a long sword to represent (either colored yellow or with a yellow marking on it so people know it is a lightning attack) (maximum length 10 feet). Lasts entire battle, and you can put it down and pick it up again to cast other jutsu. Deals 2 lightning damage to anything it hits and has piercing (does damage even if enemy has an ability that reduces damage). If an earth attack hits the spear the spear is destroyed. The spear counts as having WR:4 for the purpose of blocking attacks.



Lightning Style clone – 30 jutsu points. (2 energy per clone, hand sign: rabbit) Clone has 1hp. Clone cannot use justu. When the clone dies if enemy is in direct contact with clone i.e. used a hand held weapon to destroy clone, the enemy takes 1 damage and is stunned for 2 seconds (because they are electrocuted) This applies to kusarigama/other rope based weapons since electricity can travel along string/rope. Clone will be identified by sensing techniques and

special eyes that can identify clones. Lightning clones cannot be caught in water prison. Earth attacks instantly destroy the clone and do not trigger the 1 damage effect. For instance, if a ninja with an earth fist hits the clone the lightning clone will be destroyed but the ninja with the earth fist will not be affected in any negative way because the earth “protects” the ninja since earth is strong against lightning. Likewise, a lightning clone can instantly destroy any water clone/water ability without being destroyed himself.



Cloak of Lightning – 60 jutsu points (5 energy to use technique, hand sign: rabbit, rat, horse, rabbit) User is cloaked in lightning providing enhanced speed and power (Need to then put on an article of clothing, perhaps a blue or yellow jacket, to symbolize the lightning energy). All



attacks from hands and weapons (including ranged) deal +1 damage. The user can use the “high speed movement” ability however no handsigns or delay period are necessary, just say “high speed movement,” also you are allowed to teleport towards targets, not just away from them (see above). Damage to the user is reduced by 1 (unless damage has piercing or is from a wind attack or a lightning attack). For example, a kunai knife wouldn’t hurt the user of this jutsu while activated. The jutsu remains active unless the user is knocked unconscious or put under a genjutsu, or hit by an earth attack that deals 3 or more damage.

Cloak of Lightning Level 2 - 40 jutsu points, requires cloak of lightning (5 energy to use technique, hand signs: rabbit, rat, horse, rabbit) Everything is the same as cloak of lightning except your attacks deal +2 damage, and damage from enemy attacks is reduced by 2.

Lightning enhanced weapon – 40 jutsu points (3 energy to use technique on close combat weapon like a sword) (1 if on a shuriken or other ranged weapon), hand sign: Rat, monkey, rabbit, boar). You can turn on the lightning enhanced weapons at the beginning of the battle and it is assumed that the lightning energy stays in the weapon until it is used. Add Lightning paper (or some other means of distinguishing your weapon) to your weapon, (perhaps you could use strips of paper or colored pieces of string or yarn taped to the blade.) If used on a shuriken the shuriken does +1 damage and stuns opponents who are hit for 3 seconds. If used on a blade (not shuriken or other ranged weapon) the blade becomes breaking (can cut through shields and weapons.) If a sword or shield or kunai or other weapon tries to block a lightning enhanced blade the weapon will be cut in half and destroyed (cannot be used for rest of battle). For each weapon/shield destroyed in this manner the user has to spend 1 extra energy in addition to the energy used to activate the technique. If used against an armor that reduces damage the lightning weapon has piercing, unless the armor is an earth based armor in which case the lightning weapon is instead deactivated if it comes in contact with the person wearing the earth armor. (it is also deactivated if it comes in contact with any earth technique).



Body pathway derangement – 30 jutsu points. You must also have “medical ninjutsu” (2 energy to use technique, Hand signs: None) An extremely high-level technique, used as a medical ninjutsu. The human body is controlled with electrical signals from the brain, but a person who had those electrical signals cut off with this technique will become unable to make their body move as they want. By transforming the energy within one's body and giving it the properties of electricity, one creates an electric field. As soon as a strike of the hand lands, electricity is poured into the enemy's nervous system, severing the signals and deranging their body control. The target's body moves in any way, except how they want it to move. For the common shinobi, battle, not to mention even just walking, will become impossible. To use this technique simply strike your opponent while saying “body derangement!” At first they can no longer move in any meaningful way other than twitching their limbs. To represent this they have to lay on the ground. After a minute they figure out how their legs work, and they can walk. After two minutes they can move their arms again. After three minutes they can run and are considered fully healed. This attack does no physical damage in and of itself. The user can easily kill the target while they are disabled by the technique making it a very effective technique. Because it requires precise energy control only medical ninja are able to use this technique effectively.



Black Lightning – 50 jutsu points. (3 energy to use technique, Hand signs: Ram, rabbit, dragon, snake). The user generates highly charged lightning that is black in appearance. To hit a target

you can throw a black ball with a trail (for instance pieces of blue/white/yellow yarn glued to the ball to represent electricity). Targets hit take 5 damage and are stunned for three seconds.

Kirin (lightning dragon)– 80 jutsu points. Requires Chidori and one of the fire style jutsu listed below (no energy to use technique, Hand signs: Ox, rabbit, monkey, dragon) To use this technique the user must shoot 3 fireballs into the sky from fireball jutsu, or all the fireballs from 2 phoenix flower jutsus (6 small fireballs). Or the user can shoot 2 hell fires into the sky. (if hell fire was used in battle, but not shot into the sky, then you can use 1 less fireball, or 1 less phoenix flower to use Kirin). The fire on the battlefield creates an ascending air current that generates cumulonimbus clouds. The user then weaves the hand signs to guide the power of a lightning strike onto the battlefield. One target (anyone the user can see and point his finger at) gets struck by a lightning bolt (automatic hit) and this deals 8 damage to the target. Anyone (allies included) within 15 feet of the target also takes 4 damage.



Lightning Style Flash Pillar - (60 jutsu points - Hand signs: Ram, Horse, Snake, Tiger.) Requires 5 energy. This is a genjutsu technique that works by the user emanating lightning style energy in the form of intensely bright light which blinds the target, the user can then implant images into their mind to further disorient them. After making the hand signs and saying “Lightning style flash Pillar” the user is surrounded by light. Any enemy player (does not affect allies) whose eyes were open and within 50 feet of the user when the user said the name of the jutsu is affected (honor system). Targets who are affected can release themselves or teammates by using a basic release or an advanced release. Affected players who were caught and were not released must remain stationary and cannot move or defend themselves (they are caught in an illusion). Players who can “fight by sensing” or who can fight without seeing must close their eyes/activate their ability before you finish saying the name of the technique to be unaffected. Enemy players can close their eyes to avoid being affected, however the jutsu is assumed to last 10 seconds after the player finishes saying the name of the technique, so you must keep your eyes closed for 10 seconds or else that player is affected. The player using this technique cannot move their feet until the technique is over, so in other words until 10 seconds after saying the name of the technique.



Lightning Armor – (60 Jutsu points) If enemy hits the user in close combat with or without a weapon or with a weapon attached to a rope then they are immobilized (shocked) for 2 seconds. They can still be attacked while immobilized (you can always be attacked while immobilized even for other abilities).

Blade of the Thunder Storm – (30 Jutsu points) Requires activated Lightning enhanced weapon on a sword. Say “Blade of the Thunder Storm.” You can swing your sword and launch lightning bolts (represented by foam arrows? Or soft balls, or something else that is reasonable), 2 energy per lightning bolt. Lightning deals 3 damage and stuns opponents for 5 seconds.

Lightning arrows – (20 jutsu points) 0.5 energy/arrow. The samurai imbues lightning onto their arrows for the bow and arrow or crossbow. (should represent with colored arrows). Lightning arrows stun a target for 5 seconds and count as being lightning damage. (say stun 5 seconds to someone hit, they can pretend like they are being electrocuted). If combined with water arrows the arrows deal +1 damage (and you also get the effect of the water arrows). If combined with fire you get the effect of both arrows combined. Cannot be combined with wind or earth arrows.

Wind – requires Wind nature affiliation

***Elemental Bonuses/Deficits** - If the outside wind speed is 20 miles per hour or greater wind abilities can be used for one less energy (with a minimum of 1 per ability). If the windspeed is from 0 miles per hour to 20 miles per hour wind abilities can only be used for their normal energy cost +1 additional energy per ability.*

Wind Wall – 20 jutsu points. (1 energy to use technique. Hand signs (if no fan is used): Dog, Snake, Dog, Snake, Rat) Then put a strip of fabric/ribbon, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones, then they should not be thrown but rather manually set up). Creates a wall of wind on the battlefield. People can pass through the wall without taking any damage, however ranged attacks cannot pass through the wind wall. Wind wall lasts entire battle (unless destroyed). Wind can be extinguished by a fire technique that does at least 1 damage, so a fire ball jutsu for instance. Other jutsu that are not fire must deal at least 4 damage (if a ranged fire jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the fire attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). Wind style jutsu can pass through the wall. Wind wall does not block against genjutsu. Ranged fire attacks CAN pass through the wind wall and they gain +1 damage.

Wind Wall (version 2) - 30 jutsu points. (2 energy to use technique: Dog, Bird, Dog, then get down on one knee and put up hands as if making an imaginary shield) Creates a wall out of wind that protects you and anyone directly behind you (within 8 feet) from attacks that deal up

to 4 damage (any extra damage gets carried over to the person(s) behind the wall. The wall lasts for 15 seconds before it disappears. You should audibly count to fifteen. You can end the technique at any time by standing up. Fire attacks cannot be blocked by the wall.

Wind style Casting net – 30 jutsu points. (1 energy to use. Hand signs (if no fan is used): Dog, Snake, Dog, Snake, Rat, tiger) Then throw two foam Frisbees, or balls. The balls/foam Frisbees create a wind wall between them and anyone who is within the arc of where they are thrown is pushed back to the imaginary line between where the balls/foam frisbees land (this represents a wall of wind pushing them backwards). This does not do any damage. Also, there is now a wind wall between where the balls/foam Frisbees ultimately land. Note, this technique does not require wind wall. Wind style attacks can pass through the wall (see wind wall). There is no limit to the distance that the foam Frisbees can be thrown, however the angle between where they land must be approximately 90 degrees or less. Also, if the wall ends up being greater than 40 feet it is assumed that the wall is too weak to be maintained and effectively does not exist.



Wind Style Vacuum Blade. 40 jutsu points. (1 or 2 energy to use technique: Hand signs (if no fan is used): Dog) The user exhales onto either a foam Frisbee (representing a shuriken (1 energy), if you do this technique on a shuriken you have to discard “put on the ground and not use till next battle” a shuriken) You can also use this technique on a non-shuriken weapon (2 energy), in which case something about the weapon has to change appearance so enemies know that it has been energy infused (perhaps simply taping strips of green ribbon/cloth. The shuriken (foam Frisbee) does 2 damage, the energy blade adds +1 damage to how much damage your weapon normally deals. So if a weapon deals 2 damage and you add a vacuum blade onto it it would now deal 3 damage. energy blade lasts entire battle. The energy blade can destroy an earth wall and the blade will not loose it’s wind in the process (you can turn the wind back on by recasting the jutsu). This blade can also dispel (turns off) an earth enhanced weapon, or other earth techniques by hitting them. If you hit an earth clone with this weapon the wind enhancement will not end.



Wind Release: Vacuum Wave. 50 jutsu points. (5 energy to use technique: Hand signs (if no fan is used): Rat, Snake, Horse, Dog) User exhales and spins 180 degrees. This sends compressed a compressed blade of wind across the battlefield. The user then throws up to 4 foam Frisbees in rapid succession (10 seconds to throw all foam Frisbees, cannot move feet after throw the first foam Frisbee). Each foam Frisbee deals 2 damage if it hits an opponent.

Wind Release Air Fan. 30 jutsu points. (0.5 energy to use technique: Hand signs: Dog, Ram, Rooster) Creates a fan out of air that has the same abilities as “war fan.” Use a tennis racket (or other fan shaped object) to represent. Lasts until released.

Wind Release: Air Cutter Technique. 40 jutsu points. (0.5 energy per ball. Hand signs (if no fan used): Tiger, Rabbit, Dog, Ram, Dragon)

If no fan is used, hand signs need to be performed. The user can throw as many balls as they want after performing the hand signs, however if the user pauses their attack for a 30 seconds or longer then new hand signs should be performed.

If a fan is used, the user uses their fan to hit a foam ball at an opponent dealing 1 damage. Alternatively, the ball can be thrown provided the user makes a fanning motion with the fan. For 10 extra jutsu points multiple balls (no limit to how many) can be thrown or hit simultaneously, each ball still requires 0.5 energy to be spent. If a ball bounces off the ground and hits a target it still deals damage.



Wind dragon missile – 80 jutsu points. (3.5 energy, Hand signs: Ram, Dog, Boar, Hare, Dragon, Bird, Tiger, Ox, Dog, Rat, Horse, Snake, Monkey, Ram, Ox, Dragon) Throw a missile within 10 seconds of finishing hand signs, Does 5 damage to everyone (allies included) within 20 feet of where the missile lands) Call freeze when missile hits the ground if it is unsure who will be affected. Judges will determine outcome.

Wind Slice - 40 jutsu points. Requires Wind enhanced weapon. Energy: 2 energy/slice. Just slice downwards with your wind enhanced weapon and say “wind slice.” Attack deals 1 damage to target enemy within 20 feet. Can be blocked with a shield that covers entire body (not with a normal shield). Attack cannot be dodged unless you have an ability that would let you dodge an incoming attack, such as “dodge” or a “teleport” that can be used in under 2 seconds.

Wind Armor – (40 Jutsu points) 1 energy to activate armor. Allows the user to perform the samurai dash technique but the user can move 20 feet for 1 energy instead of 10 feet. (does not require having the ability samurai dash.)

Blade of Tornadoes – (30 Jutsu points) Requires activated wind enhanced weapon activated on a sword. Say “blade of Tornadoes “ (no energy cost to activate blade of tornadoes). To summon a tornado, spend 2 energy, then swing your sword while throwing a soft frisbee size disc and saying “tornado.” A tornado falls upon any target hit, the target must spin around in circles (rapidly) as if they are trapped in a tornado. The target takes 1 damage every 5 seconds for 20 seconds (the damage is not piercing). After this point the tornado vanishes. The target cannot be attacked by any other attack while in the tornado (it is assumed that the wind of the tornado shields the target from any further attacks while the tornado is in effect).

Wind arrows – 30 jutsu points. 0.5 energy/arrow. The samurai imbues wind onto their arrows for their bow and arrow or crossbow (should use colored arrows to represent). Wind arrows hit their target with super high velocity and therefore deal piercing damage (which means that even if an opponent has an ability that reduces damage done to them, such as susanos, the wind arrows will still deal damage). Wind arrows can be combined with fire arrows as well as earth arrows to deal incredible damage (wind plus earth plus fire would deal 5 piercing damage: 2 from the arrow, +1 from fire +1 from bonus of wind with fire, +1 from earth). These are called incendiary arrows but require 1.5 energy per arrow (0.5 from each element). They can also be combined with just fire or just earth, or with just water (for just the combined effect of both arrows). Cannot be combined with lightning arrows.

Stone – Requires Stone nature affiliation

Elemental Bonuses/Deficits - *If you are casting an earth ability and you are standing on rocks/pavement/earth not covered in grass you can cast your abilities for 0.5 energy less than normal. There is no elemental Deficit for earth.*

Earth Prison jutsu: 20 jutsu points (1 energy to use technique: Hand signs: Ram, Snake, Boar, Horse then touch target within 10 seconds of completing hand signs). The target becomes trapped in a ball of earth that forms a prison around the target. The target loses 1 energy for every minute that they are trapped. The target can escape if they use a jutsu or weapon that deals at least 3 damage (1 if wind) and they can free themselves from the prison. If they do not have any weapon strong enough then they are trapped until a teammate frees them. After they have lost all their energy the prison automatically falls apart and they are free. The target cannot be attacked by an outside attack (genjutsu/shadow possession/mind transfer included) until the earth prison is destroyed. The person who trapped the target in earth prison does not have to stay near the target like they do with water prison.

Earth/Mud wall: 20 jutsu points (2 energy to use: Hand signs: snake) a wall of Earth/mud is formed. A wall of up to 20 feet in length is formed. Wall cannot be passed through on foot, however the wall can be climbed in 20 seconds (you just pretend you are climbing an imaginary wall for 20 seconds). Wall can only be destroyed by attacks that do at least 3 damage (wind attacks break the wall if they deal at least 1 damage). The mud wall does stop ranged attacks, so ranged attacks will be blocked automatically to anyone standing behind the wall. Wall does not stop genjutsu unless the genjutsu requires eyesight in which case the wall does block eyesight.

Earth/Mud wall (version 2) - 30 jutsu points. (2 energy to use technique: Snake, Boar, Snake, then get down on one knee and put up hands as if making an imaginary shield). Creates a wall of water that protects you and anyone behind you (within 8 feet) from attacks that deal up to 4 damage (any extra damage gets carried over to the person(s) behind the wall. The wall lasts for 15 seconds before it disappears. You should audibly count to fifteen. You can end the technique at any time by standing up. Wind attacks cannot be blocked by the wall.

Stone Fist: 30 jutsu points (2 energy/arm: Hand signs: Snake, Monkey, Boar) Put on a glove or make a C with your hand (like chidori). Rocks form around the users hand to make the hand capable of withstanding even the edge of a sword. You can now block weapons with your bare hand/forearm (like strong fist) and your punches with that arm deals 2 damage to any body part of opponents. Technique lasts until the user decides to release it. Cannot cast other jutsu until Stone fist is released. Wind attacks will destroy the fists.



Earth Release: Shadow Clone (mud clone): Requires Water Nature affiliation as well as earth. 30 jutsu points (3 energy, Hand signs: Snake then Cross fingers (the sign that Naruto does to make shadow clones) Have 1hp. Earth shadow clones are not limited to staying near the caster. Earth shadow clones cannot be identified by byakugan, rinnegan, cat's eye, and sensing. When an earth shadow clone is destroyed, if it was destroyed in close combat the person gets stuck in earth/mud and cannot move until they free themselves. (They can still defend themselves, they just can't move) After 30 seconds they are freed, 10 seconds if they have strong fist). Mud shadow clones are automatically destroyed if hit by a wind attack, and cannot be destroyed by lightning attacks.

Rock Throw Technique: (2 energy, Hand signs: Snake, monkey): then throw a tennis ball (preferably wrapped in brown cloth) or another small brown ball about that size at a target. If it the attack deals two damage.

Stone Clone: 40 Jutsu points (2 energy, Hand signs: Snake, Rat, Bird) Stone clone can be identified by any technique that identifies clones. Stone clones have 1hp and can use techniques. After hit the user must say "clone!" and after taking 10-15 feet back you are assumed to be their normal body again. You should have a piece of paper in your right pocket that says "stone clone" just like any other clone. Stone clones are automatically destroyed by wind attacks and cannot be destroyed by lightning attacks.

Stone Golem: 50 Jutsu points (4 energy, Hand signs: Snake, Rat, Bird, Dragon) Stone golems have 3 hp and are counted as having the "strong arm" technique (see under kung-fu". They cannot cast jutsu so are essentially "meat shields" that can punch back. The stone golem can use weapons. Attacks against the stone golem deal -1 damage (the stone golem has damage resistance 1). After golem is destroyed the user must say "Golem!" so everyone knows that they were just a stone golem, the user is assumed to be his real body from that point forward. Wind attacks deal full damage against the golem (i.e. they count as if they had piercing), also stone golems cannot be destroyed by a lightning attack.

Earth Shield: 30 Jutsu points (2 energy, Hand signs: Rat, Snake, Boar, Horse) Creates a shield out of earth that the user can carry and use in combat (shield size is variable and is up to the user what size of a shield they want to carry around). The shield has 4 hit points and then is destroyed. Shield can then be reformed if desired for an additional 2 energy. The shield can be used to block jutsu, so for instance if a fireball hit the shield the shield would lose 3 hit points.

If the attack is wind based the shield takes +2 damage, and any remaining damage gets passed to the one holding the shield. So chidori which deals 4 damage does +2 against the shield, this means the shield is destroyed and the wielder of the shield takes 2 extra damage. Punches and kicks only deal damage to the shield if the attacker has the “strong arm” technique.”

Earth technique subterranean voyage – 20 jutsu points. (1 energy to use technique, Hand signs: snake). The user sends their energy into the earth to change its density such that they can travel through the ground. While underground you cannot be harmed, but nor can you attack opponents. You can stay underground for up to a minute before you must surface for more air. Enemies can see a raised platform of earth where you are located, so the technique does not “hide” you from them and they can prepare to attack the spot where you will appear. While underground hold up a hand in the air, or alternatively wear some article of clothing, or alternatively you could also crouch down to represent your being underground. If a samurai uses “blade of earthquakes” you can use this technique to move while the earthquakes are preventing other players from moving. Once you put your arm down it is assumed that you emerge from the earth. At this point you can be attacked and attack other people.



Earth Release: Light Earth-Rock Technique: 30 (1 energy, Hand Signs: Snake, Dog, Ram) Using this technique the user can decrease the amount of gravity their body experiences effectively causing them to become lighter than air. The user can stay airborne using this technique for 10 minutes after which time they have to re-cast the jutsu. Because their body weight has decreased their physical attacks from punches, kicks or weapons also deal -1 damage. While flying the user can pass over allies and enemies who cannot attack them unless they have a ranged weapon. I.E. The user of this jutsu does not have to engage in close combat unless they desire. All other techniques may be used. The flying height is assumed to be higher than can be reached through jumping (unless you have the berserker ability “jump”), but not high enough to avoid things like throwing stars or jutsu that are ranged. Even genjutsu and shadow possession can be effective against someone in the air. The user of this technique can fly up and slow down a meteor (tenga shinsai). For each energy you spend to lighten the meteor that amount of damage is reduced from the effect of the meteor. You can also make teammates or enemies lighter by touching them, with the same effects mentioned above.



Earth Release: Weighted Boulder Technique: 30 (1 energy, Hand signs: Snake, Ram, Boar) This technique can either be used on oneself, an ally, or on an enemy, by touching them, either way it has the same effects. It causes an increase in gravity around the target, this causes the targets movements to slow down (they can only walk, cannot run, until jutsu is lifted), but the impacts of their hits is increased, +1 damage for all close combat physical attacks. The jutsu can be released by the caster by doing the half ram hand sign and saying release.

Earth/Mud Dragon Bullet: 60 jutsu points (5 energy/use, Hand signs: Ram, Horse, Dragon) The user creates a dragon head from a mound of earth or mud and then the dragon shoots out balls of earth/mud at a target. You can throw up to 4 balls from a stationary position (you can't move after weaving the handsigns) and each ball deals 3 damage and the target hit cannot move their feet (they can still move their arms) for 15 seconds (represent being stuck in the ground/mud). You must throw all the balls within 20 seconds of weaving the handsigns.

Earth Style Dark Swamp: 50 jutsu points (5 energy/use, Hand signs: Boar, Tiger) Then throw a brown ball. Anyone within 15 feet of where the ball lands becomes trapped in chakra infused mud that prevents them from moving. The only way to escape is to use a jutsu like teleport, or if you have the ability to fly out of the mud. Otherwise you can only fight for the rest of the battle from where you are standing. The swamp becomes hard after a few seconds, leaving the victims still trapped however the user and other players who were not trapped can now run over the area where the swamp was without any penalty.

Earth Enhanced weapon – (30 Jutsu points) Hand signs: Snake, Boar, Ox. Uses 1 energy. Just say “earth earth enhanced weapon” and put something on your weapon that looks like earth, taped paper works well.” Attacks deal +1 damage. Lasts entire battle. Any wind attack will destroy an earth enhanced weapon instantly.

Earth Armor – (60 Jutsu points) All enemy attacks are at -1. So an attack that would normally deal 1 damage does not deal any damage. Damage is not reduced for lightning based attacks. Water based attacks deal even less damage (-2).

Blade of Earthquakes – (30 Jutsu points) Requires activated earth enhanced weapon on a sword. 1 energy/10 seconds. Place your sword tip to the ground and say “Earthquake!” The ground begins to shake (everyone should act like the ground is shaking). Nobody can move their feet until the user stops using the technique (unless you are using a teleportation type technique). You can change the direction you are facing, use weapons/jutsu, you just cannot move your feet.

Earth arrows – 30 jutsu points. 0.5 energy/arrow. The samurai imbues earth onto their arrows for their bow and arrow or crossbow (should use colored arrows to represent). Earth arrows deal +1 damage and count as being earth damage. Can be combined with fire arrows (you get the effect of both arrows so a fire + earth arrow would deal 4 damage (2 from arrow +1 from fire, and +1 from earth), these are also called magma arrows). Can be combined with wind arrows for the effect of both arrows. Cannot be combined with lightning or water arrows.

Combined Elemental Walls

Fire wall + Wind wall – If you build a fire wall, and you or another person constructs a wind wall overtop of your firewall. (both walls have to cover the exact same area) then you get the effects of both walls plus the added benefit of the fire wall doing +2 damage. Walls can be extinguished normally and separately (see each wall for more details about the walls abilities).

Water wall + Lightning wall - If you build a water wall, and you or another person constructs a Lightning wall overtop of your waterwall. (both walls have to cover the exact same area) then you get the effects of both walls plus the added benefit that because the person is being electrocuted while they are passing through a wall of water, they will inhale that water and drown. To represent this we say that the person passing through the wall takes 3 damage.

Other wall combinations:

Earth can be combined with any element (no added effects, you just get the effects of both walls stacked on top of each other)

Wind and water can be combined (no added effects, you just get the effects of both walls stacked on top of each other)

Lightning and fire can be combined (no added effects, you just get the effects of both walls stacked on top of each other)

Fire and water CANNOT be combined, however you can set up two separate walls one in front of the other separated by at least 2 feet.

Lightning and wind CANNOT be combined, however you can set up two separate walls one in front of the other separated by at least 2 feet.

Combined Elemental Abilities

Emotion Wave – 30 jutsu points – requires lightning and water energy natures (3 energy to use, hand signs: rabbit, dog, boar, ram, rat). The user exhales a torrent of water from their mouth and then electrifies the water. To represent this you can use a squirt gun or throw a blue ball to hit the target. In total the attack deals 4 damage and takes away 2 energy from the target that is hit. The target is also stunned for 3 seconds. If you have waterdragon or chidori you can purchase this technique for half off, if you have both you can have this technique for free.



Blazing Inferno – 30 jutsu points – requires wind and fire energy natures (3 energy to use, hand signs: tiger, dog, boar, horse, bird). The user performs a fireball jutsu and then amplifies the flames with wind released from their mouth as well, or a wind fan (in this case just swing your fan). If you hit the target with the fireball the attack hits. This attack deals 6 damage to the target who is hit. If you already own fireball, or wind cutter you can purchase this technique for half off jutsu points, if you own both techniques you can have this technique for free.



Double Headed Dragon Technique - 10 jutsu points. Handsigns: Dragon, Ram, Ox, Tiger, Dog, Rabbit, Snake, Dragon. Requires two elemental techniques that have the word “dragon” in their name. Throw a large dragon shaped soft throwable object at a target(s). This attack takes

6 energy and deals 8 damage to anyone within 15 feet of where the dragon lands. In addition you get the added effects of the two elements of which your dragon is made from.

Fire - the attack deals +1 damage. Water - the attack drains 2 energy from all targets within the blast radius. Wind - everyone in the blast radius must spin around 5 times. Lightning - Everyone in the blast radius is stunned for 10 seconds. Earth - Everyone in the blast radius cannot move their feet for 15 seconds. If it was a wind/earth dragon you would spin 5 times and then be stuck for 15 seconds after you stopped spinning, or if it was a lightning earth you would be stunned for 10 seconds and then stuck for 15 seconds (i.e. the effects stack on top of each other, you cannot resolve the two effects simultaneously). The user of the technique determines which effects happen first then second if applicable.

Triple Headed Dragon Technique - 20 jutsu points (only 10 jutsu points if you already have double headed dragon). Handsigns: Dragon, Ram, Ox, Tiger, Dragon, Dog, Rabbit, Snake, Dragon. Requires three elemental techniques that have the word "dragon" in their name. Throw a large dragon shaped soft throwable object at a target(s). If you cannot make anything very creative just use a pool noodle cut in half. This attack takes 8 energy and deals 12 damage to anyone within 15 feet of where the dragon lands. In addition you get the added effects of the three elements of which your dragon is made from. The user of the technique determines which effects happen first then second then third, if applicable.

Fire - the attack deals +1 damage. Water - the attack drains 2 energy from all targets within the blast radius. Wind - everyone in the blast radius must spin around 5 times. Lightning - Everyone in the blast radius is stunned for 10 seconds. Earth - Everyone in the blast radius cannot move their feet for 15 seconds.

Genjutsu (Confusion Techniques)

General rule for all confusion techniques: If the ball used for a confusion technique hits a weapon or shield the target is still affected by the confusion technique because these techniques pass through solid matter and affect the targets brain. Clones/golems are unaffected by Confusion techniques.

Fan of Fantasia - 50 wado (this is actually an item, not a jutsu, but since it only pertains to genjutsu I put it in this section). To represent the fan use a ping pong paddle. When one swings the fan the air currents have a subtle aroma that helps to induce states of genjutsu. To use the fan hit the ping pong ball for the related genjutsu. Any genjutsu that uses this technique can be cast for 1 less energy than normal (however the fan cannot be used with ocular, eye related, genjutsu). The fan can only be used with genjutsu that use a ping pong ball.

Teammate Release. 10 jutsu points. (No energy needed, the amount that is needed in the show is negligible). When a person who knows how to perform the release comes across a teammate

caught under a Genjutsu he or she needs only touch the person while holding up two fingers (like the ram hand sign) and say “release” and they are freed.

Basic Release. 20 Jutsu points (0.5 energy needed. Hand sign Ram, or bite lip) This allows you to free yourself from most types of genjutsu (Not Mood goddess illusion, or other very advanced Genjutsu that specifically say that you require an advanced release).

Advanced Release: 30 jutsu points. (1 energy needed, Ram, Horse, Dragon) This is a special release that frees oneself from almost any type of confusion technique, even advanced techniques like moon goddess illusion (there are some confusion techniques that cannot be released even using this release, like bringer of darkness technique).

Genjutsu Clone: 30 jutsu points. (1.5 energy needed, hand signs: Ram, Boar, Horse) This creates a clone of yourself that is actually a genjutsu. It cannot hurt enemies or use most jutsu because it is an illusion. It can however use other confusion techniques. There is also no way to distinguish this clone from your original self because it is in the targets head. If the clone is hit it turns into a bunch of birds (or other animal of your choosing) and you resume the game as your ordinary self just as if any other clone was destroyed. If an enemy suspects that this is a genjutsu clone and they have advanced release they can say that they are using their release to target your illusion clone and your clone is destroyed.

Illusion Technique. 40 jutsu points. (2 energy to use to use, hand signs: Rabbit, rat, Horse). Throw a ping pong ball to hit an opponent. The person falls to their knees pretending to be caught in an illusion. They can be freed if a teammate comes up to them who has the teammate release technique, or if they have basic or advanced release. An enemy can come up to the person and attack them even while they are under the genjutsu.

Temple of Nirvana Technique. 60 jutsu points. (3 energy, Hand Signs: Tiger) The user puts a hypnotic spell on everyone in the area (within 40 feet around the caster). The caster should throw feathers (or cotton balls) into the air to signify that the jutsu is in effect. Everyone within 40 feet (except the caster, allies included) starts to drift off to sleep within 5 seconds. If they have basic release they can escape the technique before it takes hold on them. teammate release can be used to free teammates trapped in sleep. Clones are not affected by this technique. Clones can release their actual bodies if they have the release technique and their actual bodies were nearby and got caught in the jutsu (mainly applies to elemental clones that can't go far from their actual bodies)



Illusion Reversal. 40 jutsu points. Requires 3 energy, hand signs: Ram, horse, boar. If you get caught in any type of illusion (except sword of dark illusions) the person who caught you in the illusion switches place with you, aka you are freed and they are trapped in their own illusion and must break free using whatever release condition their own technique requires.

Cat's Eye Genjutsu. 20 jutsu points. (activated Cat's eye required, 2 energy, Hand signs: none) if the Cat's eye user gets close to an opponent and the target's eyes are open and looking in the direction of the cat's eye user the caster can throw a ping pong ball at them, if the ball hits the target is locked in a genjutsu and cannot move unless performing a release technique or defend themselves from enemy attacks, typically they fall to their knees after a few seconds (but as long as the target is motionless they can remain standing if they choose). They can be released if conditions for normal release are met.

Demonic Illusion: Mirage Crow (or other animal). 30 jutsu points. (activated Cat's eye required, 2 energy, Hand signs none) If the user of this technique hits them with a ping pong ball (eye contact not necessary) then they are placed under a genjutsu and cannot move unless performing a release technique. They can be released if conditions for normal release are met.

Bringer of Darkness technique: 30 jutsu points. (2 energy, Hand signs: Tiger) If the user of this technique hits a target with a ping pong ball the target is placed under a genjutsu that robs them of their eyesight, they must close their eyes. Just like any other genjutsu you need to say "bringer of darkness technique" as you throw the ping pong ball. The technique cannot be released by the person who is struck, however if a teammate arrives who can use "release" then they can be freed. If the target has a technique that lets them "see" without eyesight, such as the "silent killing technique," then they can open their eyes and this technique has no effect. This technique negates all "special doujutsu" such as cat's eye, perceptive eye, eye of time, etc. which means that if someone with a Cat's eye is caught in the technique they cannot use any of their Cat's eyes' abilities, so for instance a player who had Cat's eye could not activate demonic samurai ethereal armor if they were trapped in this technique. If they already had that ability activated then it gets turned off after they are trapped (this is because the genjutsu turns off the eye, and the eye is needed to use the technique).



Instrument of Illusion: 50 jutsu points. (5 energy, Hand signs: none, just play an instrument). Examples of instruments that can be used, guitar, recorder, drum, triangle, symbol. Anyone who hears the instruments sound as it is being played fall into a basic genjutsu (allies included). You can only play the instrument for 20 seconds, after that you would have to spend 5 more energy. Honor code for determining if someone is in range to hear your music. Players can be released by normal release conditions.

SPECIAL NINJA JUTSU

IMPORTANT RULE: You are allowed to pick one type (they are color coded) of special jutsu (or one type of special eye) for simply the cost of the technique. For every additional type of

eye, or special class of jutsu, you must pay a one time experience fee of 10 jutsu points.
(When you get to the sections about priests, sorcerer, and berserker this rule changes but see
the new rule at the start of those sections. Note: everything that came before this point was
accessible to everyone without paying 10 jutsu points per category of jutsu.

For example: I can pick to have the eye of time jutsu as my free eye jutsu, and only have to pay 100 jutsu points. But if I want to also have the perceptive eye and use the perceptive eye clan techniques (implanted in my other eye socket) then I need to pay 40 points (30 for the eye itself and 10 for having a second special jutsu, every other perceptive eye technique that I buy would be for its listed cost, not +10 jutsu points). Or, let's say I want to be a medical ninja with an eye of time. In this case I would have to pay 80 jutsu points for the eye of time and then 10 jutsu points to learn medical jutsu (my second class of special jutsu after Time Doujutsu.) After I pay that one time 10 jutsu point fee I could buy as many medical techniques as I like for the cost listed.

Time Doujutsu

Eye of Time (Time Rewinding Eye) – 80 jutsu points (4 energy required, Handsigns: Dragon, Bird, Ram) This technique allows the user to rewind time. This restarts the entire battle or mission. Everyone except the user regains all their health, energy, and weapons back. The person who uses this technique gains everything back except the 4 energy that was used to use this technique. This technique can only be used once per battle unless you have everlasting eye of time.

Everlasting Eye of Time - 40 jutsu points. Requires eye of time. This gets rid of the limit on the number of times eye of time can be used. If eye of time is negated by a sword of goujian, you can then spend an additional 4 energy to restart the battle (you would have 8 less energy in this case). If someone else used a second sword of goujian you could use eye of time a third time, but this time you would have 12 less energy. In another example, let's say two players have eye of time on opposite teams. If one player activates an eye of time to restart the battle, but the other has an everlasting eye of time then he could activate his eye of time to negate the first eye of time and could make the battle finish where it originally would have ended. If both players have eye of time then they can repeatedly use their abilities until one player runs out of energy. If both teams have multiple players the same thing can occur except now even more players would be fighting for control of time. Sword of goujian can be thrown into the mix as well to negate eyes of time from being activated. If an eye of time is negated the player still loses the energy and the eye of time counts as being used (which is important if you don't have everlasting eye of time since you can typically only use eye of time once per battle).

Eye of Time (Time Stopping Eye) - 80 jutsu points (8 energy required, Handsigns: Ram, Horse, Monkey, Dragon, Tiger). After making the handsigns shout "Eye of Time Everyone Freeze!" loud enough that all players in the area can hear you. Players stop moving. If a player uses a teleport ability it must be initiated before you finish saying "eye of time everyone freeze." High

speed movement and substitutions cannot be used at this time. Time stops for one minute (use a stopwatch to keep track of time). The player using this ability can walk (NOT run) around the battlefield and use abilities and weapons or hand to hand combat to attack enemy players who are frozen in time. The player using the ability cannot use high speed movement or any type of teleportation. After the minute is up play resumes as normal. This ability can only be used once per battle unless the player also possesses “everlasting eye of time.” If the user attacks a player who is a clone and destroys the clone then the player using the clone can either come back in as a clone/himself right away (if they choose) or say that their other clones/player were hiding, in which case they do not have to reveal themselves until after the eye of time effect has worn off. A player with a “space time manipulation” and kaleidoscope cat’s eye can say “void” when this effect begins in which case they can walk around the battlefield just like the player using this ability.

Perceptive Eye Clan Techniques (all require activated perceptive eye)

Perceptive Eye - 30 jutsu points (1 energy required, Handsigns: Boar, Snake, Ram, and then eye is active, should put something on or over eyes so everyone knows that they eye is active, such as sunglasses) Using this eye allows you to see things that most people cannot see, including the flow of energy around a person known as auras. This eye can distinguish if someone is an illusion body or an elemental based clone (fire clone, lightning clone, earth clone, water clone), you simply ask and the person must tell you the answer correctly. However, this technique cannot distinguish shadow clones, so if you ask a person they can say “no” if they are a shadow clone. You can also see into the distance extremely well. To represent this, you can ask referees to tell you what happens in different areas of the battlefield, you can also “leave your body to scout,” must leave marker where your body is, and then you put your hands over your eyes and can move around the battlefield. Enemies cannot attack you, nor your “real body”. For every minute that you are scouting you must pay 1 energy. You can also see through techniques that take away your eyesight however you can only walk around the battlefield. (except eternal darkness, ability not in game yet). You are allowed to say that you killed a ninja and stole their perceptive eye and implanted one of the eyes into your eyes, but to do this you need to pay 30 jutsu points (you can still access other Perceptive eye clan techniques). You can also tell how much energy a player has just by looking at them. If you ask a player how much energy they have they must answer you truthfully.



Gentle Fist. 30 jutsu points. (0.5 energy/hit No hand Signs). The user hits their opponent’s energy points to shut down their flow of energy. Requires an activated byakugan. Each hit from a gentle fits does 1 damage and takes away 1 energy from the target. You can hit any part of their body.

Eight Trigrams 64 palms. 30 jutsu points (Requires gentle fist and activated byakugan, 2 energy, Just be within 10 feet of enemy and make the stance that neiji makes when he uses this technique) Target is temporarily frozen (if they have a flying raijin, or high speed movement, or some other teleportation/fast movement technique such as body flicker they can escape this technique (for body flicker you can still hit them while they are teleporting since it takes a few seconds, but then they can escape) as you get to rapidly make as many gentle fist attacks as you want/have charka to carry out, you still have to spend 0.5 energy for each attack. For example, if you use this jutsu and hit the enemy 3 times you would spend 3.5 energy, 2 for this technique plus 0.5 for each hit. If the enemy was a clone they will “pop” as soon as their clones’ health runs out, so you won’t waste a ton of energy on a clone, but you will use 3 or 4 depending on if the clone has 1 or 2 hp. Hits have to be carried out rapidly, but your opponent should tell you how much health they have left so you don’t cause a delay of game.



Eight Trigrams Palms Revolving Heaven. 30 jutsu points (Requires gentle fist and activated byakugan, 1 energy, No hand signs, but instead you spin around in a circle). As you are spinning you release your energy to create a shield around your body. This protects against attacks that deal up to 4 damage (Any greater and you will take the difference in the damage, so an attack with strength 10 will still deal you 6 damage). This does not defend against genjutsu or attacks that don’t deal damage like shadow possession. It will defend against elemental binding abilities such as samurai swords that shoot balls to trap movement (Forest sword for instance). Therefore the best way to think about what this will defend against is (does the attack use physical matter? If the answer is yes, then this defense should work, if not then it won’t defend). In addition, if any ally or enemy is within 6 feet he or she is hit by the force of the whirl and takes 1 damage, and they are repelled to the edge of the whirl (6 feet away). You can spin for 15 seconds before you have to stop, so this can buy you some time to think about what you want to do next.



Eight Trigrams Palms Revolving Heaven Level 2. 30 jutsu points (requires eight trigrams palms revolving heaven. 2 energy. No hand signs, instead you spin around in a circle.) This protects you against attacks that deal up to 8 damage (Any greater and you will take the difference). All the same rules as eight trigrams palms revolving heaven applies (see above). Any ally or enemy within 15 feet of the person spinning takes 3 damage and are repelled to the edge of the spin (15 feet away from you). You can spin for 30 seconds before you have to stop.

Eight Trigrams Vacuum Palm. – 20 jutsu points. (Requires gentle fist and activated byakugan, 1 energy, no hand signs, but instead perform a rapid thrust movement with your arm towards your intended target). While thrusting throw a soft ball. The ball represents a “vacuum shell” of compressed air that was formed using the gentle fist technique and is aimed at an opponent’s vitals from a distance. If the ball hit the attack removes 2 energy from them and deals 1 damage. The attack also pushes the target back from you by 10 feet.

Gentle Step Twin Lion Fists. 30 jutsu points (Requires gentle fist and activated byakugan, 2 energy, No hand signs, but instead you put boxing or sparring gloves on your hand). After this technique is activated the user cannot weave hand signs to cast jutsu unless they take off the gloves, thus ending the technique. With the gloves on you can strike an opponent in close combat. This deals 2 damage per hit to the target and removes 2 energy from them. You can also block/grab and hold weapons with the gloves on at no damage to yourself as long as the enemy weapon only touches the gloves and not any other part of your body. You also cannot use any weapons while using this technique.



Perceptive Eye Release. 20 jutsu points. (requires perceptive eye, 0.5 energy). Make the ram hand sign. This technique is the same as the “advanced release” ability (see under confusion techniques).

Demon Cat's Eye. 20 jutsu points. (0.5 energy to activate: Hand signs: None) Can copy/nullify enemy jutsu for the cost of that jutsu plus 0.5 energy (So long as there are no factors why this wouldn't be possible, aka the Cat's eye user must be able to realistically copy/nullify the technique). You are allowed to say that you killed an uchiha and implanted a Cat's eye into one of your eyes, but you must still pay 15 jutsu points.



Copy: If enemy misses their attack, the cat's eye user can pick up whatever Jutsus was used (perhaps a fireball) and say “Cat's eye copy while doing Ram, snake, rabbit) Then the Cat's eye user can throw the jutsu back at the person who used it. **Nullify:** Hand signs: Ram, snake, rabbit and holds up hands as if blocking the enemy attack and the enemy attack is nullified) (you are not required to catch the enemy attack to nullify it).

List of Jutsu that cannot be copied/nullified by cat's eye user: Taijutsu techniques can be copied with the exception of techniques that require inner gates to be opened. The main things that can be copied are nature based techniques, and you are allowed to copy techniques from elements that you do not currently possess (this does not allow you to use these techniques in future battles). (List is subject to modification) However the cat's eye user

CANNOT copy combination elemental techniques. For instance an ice technique (UNLESS the cat's eye user also has the elemental abilities that equal the combination element, so if the cat's eye user had water and wind (water + wind = ice) then they could copy ice techniques. Cat's eye user cannot copy any techniques included in or after the category titled "Special ninja techniques," unless the cat's eye user has the ability to use these techniques because he or she has been trained and is familiar with them. So for instance if the cat's eye user wants to copy a medical jutsu that they see someone else using, the cat's eye user must have paid the 10 jutsu points required to be familiar in medical ninjutsu (if it wasn't their first type of special jutsu that they use). The cat's eye user cannot copy any non-ninja techniques. Any techniques that have an activation requirement must be met by the Cat's eye user. For instance, if the cat's eye user wants to copy or nullify "moon goddess illusion" then the cat's eye user must also have an activated Kaleidoscope Cat's eye.

-cat's eye can also determine if someone is a clone (not shadow) just by asking them.

-cat's eye can determine if someone is under a genjutsu.

Revolving Demonic Cat's Eye. 30 jutsu points. (0.5 energy to activate. Hand signs: None) allows for the use of revolving demonic cat's eye techniques.

Revolving Demonic Cat's Eye Techniques:

Some of these techniques have a limit on the number of times they may be performed (for example, moon goddess illusion can only be performed 2 times per battle). You may perform these abilities one extra time beyond this maximum (by spending the appropriate amount of energy), however after the technique is performed you go blind and must close your eyes for the remainder of the battle.

Genjutsu

Moon Goddess Illusion. 50 jutsu points. (activated revolving demonic cat's eye required, 4 energy, Hand signs: none) if the target's eyes are open and looking in the direction of the Cat's eye user the caster hit's them with a thrown ping pong ball while saying "moon goddess illusion," the target is locked in a deep genjutsu. (Maximum TWO use/Battle, regardless of hit or miss). (saying the words moon goddess illusion while the ball is being thrown is very important because it differentiates this technique from Cat's Eye genjutsu). The target can only escape from this technique if they have the "advanced release" ability, if they do use advanced release before 10 seconds passes they suffer no negative effects. The technique will end after 10 seconds in the real world but it will feel like an eternity to the one inside. If the target isn't killed during those 10 seconds while in the Tsukuyomi world they come back extremely exhausted with 1 hp and 0 energy. They instantly fall to the ground and cannot move for an additional 10 seconds.

Mind Control Technique— 70 Jutsu points. (activated revolving demonic cat's eye required, 6 energy, Hand signs: Ram, Boar, Horse) (Maximum ONE successful use/Battle, you still have to

pay energy if you miss a target, but you can try again until you catch someone with this technique if you have sufficient energy) Throw a ping pong ball at a target. It doesn't matter if their eyes are open or closed. If the ball hits they fall under complete mind control. The player then switches to join your team if you want them to, or you can just have them kill themselves. If the player has the "advanced release" ability they can free themselves from the mind control before it takes effect. They must use the release within 10 seconds or else it is considered too late to free themselves.

Ninjutsu

Hell Fire- 40 jutsu points. (requires activated revolving demonic cat's eye, Fire energy affiliation, 3 energy, Hand signs: Horse, Tiger, Dragon, Tiger) You are allowed a maximum of TWO uses/battle, regardless of hit or miss, after that your eyes need a break (hell fire Entenka counts as 1 use). Throw tennis ball wrapped in black or Dark red cloth (use rubber band to tie). If hit, opponent takes 1 piercing damage/3 seconds until dead (Piercing means that even if the target has an ability that says "enemy attacks deal -X amount of damage" this will not stop Hell fire from affecting them. Hell fire won't stop burning unless the user turns it off. The flames of Hell fire burn hotter than the surface of the sun. If it hits an arm, a player can cut off the arm using a blade to stop the damage, however cutting off your arm takes 2 damage and you cannot use your arm for the rest of the battle. (you cannot cut off a leg and survive, the blood loss is too severe). If Hell fire hits a weapon, the weapon needs to be immediately dropped, but it will not spread to the user's body. If it hits body armor (regular armor or elemental armor) it still counts as if it hits the body of the person, removing the armor does not stop Hell fire from burning the person's actual body. This technique requires the user to have eyesight (which means that it cannot be used in an environment where the user is either under an illusion that robs eyesight, or anything else that would prevent eyesight on a target like a barrier or heavy mist.

Hell Fire Level 2 - 40 jutsu points. (requires activated revolving demonic cat's eye and hell fire, fire energy affiliation, 5 energy, Hand signs: Horse, Tiger, Dragon, Tiger). You are allowed a maximum of TWO uses/battle of Hell Fire (unless you have never ending revolving demonic cat's eye). Look and point at a target within 50 feet while saying "Hell Fire." The target takes 1 piercing damage every 3 seconds until dead.

Hell Fire: Entenka – 20 jutsu points (requires activated revolving demonic cat's eye and either Hell fire, or Absolute-Zero Hell fire). (Uses 3 energy, Hand signs: Tiger, Dragon, Boar). The user's body gets covered in Hell fire flames, they float off the body so that the user is not harmed. Anyone who hits the user in close combat also gets hit by Hell fire (see rules for Hell fire). If a weapon hits Hell fire (such as a sword or a kusarigama), the weapon takes 1 damage every 3 seconds until it is destroyed and then the wielder of the weapon needs to drop the weapon or else the flames will spread to their body (any hits with the weapon on the person using Hell fire entenka still count as viable hits before the weapon is destroyed, but hell fire

does not get spread to the body of the person using Hell fire entenka). Wielder should put on an article of clothing (or just something taped to their body) that represents the Hell fire.

Hell Fire Honoikazuchi - 20 jutsu points (requires activated revolving demonic cat's eye and either hell fire or absolute-zero hell fire). (uses 2 energy, Hand signs: none, just spread out arms while saying the name of the technique and throw black ribbons/streamers). Anyone within 10 feet (except the user) of you gets hit by hell fire (see above). This counts as a use of hell fire (2 max per battle unless you have never ending revolving demonic cat's eye).

Ice Release: Absolute-Zero Ice of Hell – 40 jutsu points. (requires activated revolving demonic cat's eye, Wind and Water energy affiliations. 3 energy. Hand signs: Ox, Tiger, Dragon, Dog) You are allowed a maximum of TWO uses/battle, after that your eyes need a break (hell fire Entenka counts as 1 use). Throw tennis ball wrapped in black or Dark Blue cloth (use rubber band to tie). If hit, opponent takes 1 piercing damage/3 seconds until dead (Piercing means that even if the target has an ability that says "enemy attacks deal -X amount of damage" this will not stop Hell fire from affecting them. Absolute-Zero Hell fire won't stop freezing unless the user turns it off. Absolute-Zero Hell fire freezes an area to such a low temperature that all motion at a molecular level comes to a stop. If it hits an arm, a player can cut off the arm using a blade to stop the damage, however cutting off your arm takes 2 damage and you cannot use your arm for the rest of the battle. (you cannot cut off a leg and survive, the blood loss is too severe). If Hell fire hits a weapon, the weapon needs to be immediately dropped, but it will not spread to the user's body. If it hits body armor (regular armor or elemental armor) it still counts as if it hits the body of the person, removing the armor does not stop Hell fire from burning the person's actual body.

Demonic Samurai Ethereal Armor Technique – 50 jutsu points. (requires activated revolving demonic cat's eye). 3 energy. Hand signs: Ram) User must put on a article of clothing to represent susano's (should resemble susano's as much as possible). Attacks against the user are at -2. Last's entire battle. Susano's slows down the users speed. For this reason you can only walk around the battlefield if you are using susano's. However, you can "walk fast" which means you can powerwalk, but you cannot jog or run. Susanoo's abilities are as follows:

1. **Susano punch:** Susano boasts impressive close combat abilities. For this reason if you punch someone it counts as having the "strong arm" technique and it also deals 3 damage. (no energy is spent on each punch).
2. **Susano crush:** Using this technique susano catches an opponent in one of its massive arms and then crushes them do death. This takes 1 energy, and to represent catching someone you must throw a small ball and hit them (target must be within approximately 15 feet for you to attempt to throw the ball, this represents Susanoo's arms are not long enough to reach across a battlefield). The crush deals 4 damage. No hand signs required.
3. **Energy Shield (Yata Mirror):** 2 energy/size of shield. You can activate an invulnerable energy shield. (Invulnerable means it cannot be destroyed and blocks anything that hits

it even if that thing has piercing). The shield can have a maximum size of 1.5 ft by 1.5 ft (if square) or 1ft radius (if circle) per energy spent. Therefore, if you spend 3 energy on your shield it can be 4.5ft by 4.5ft in size (if square) or 3ft radius (if circle). You can put the shield down to use other abilities at will and pick it up again without having to reactivate it. The shield can even block non-physical attacks such as genjutsu or shadow possession, however because the shield does not cover the user 306 degrees radius effect attacks will still hit the user if he is within the radius of an attack and the shield does not lessen the impact of such attacks since these types of attacks are omnidirectional.

4. **Sword of Totsuka:** 3 energy. This sword seals away anything it stabs into “a world of drunken splendor.” Anyone the sword hits get sealed away (effectively they are killed), however being sealed means they cannot be revived by any jutsu. The sword can have a maximum length of 4 feet, however it can be shorter. Once activated the sword is in the game for the duration of the battle, you can put the sword down to use other abilities at will and pick the sword up again later without having to reactivate it. The sword can be blocked, so it must make contact with a target to seal the target.
5. **Susano bow and arrow** 1.5 energy/arrow. You can use an actual bow and arrow for this jutsu if you have one that has been boffered (tips have been replaced with foam padding so that it cannot hurt people). Also, only ½ draws should be permitted to retrain the power of the shot. The arrow deals 3 damage to targets that it hits and has piercing (enemy abilities that reduce damage have no effect). The bow does not require any energy to materialize itself, so you just spend energy on the arrows. You can put the bow down to use other abilities at will.

Demonic Samurai Ethereal Armor Level 2. 40 jutsu points. Requires demonic samurai ethereal armor. 2 energy to activate. Your armor grows wings and legs. You can use the “fly” ability by spending 1 additional energy (while airborne you can run around the battlefield but you cannot hit targets on the ground in close combat unless you say “land,” also, you should say fly when you take off and spread your arms so it looks like you are flying (unless you are casting a technique that requires the use of your arms). You can stay airborne for 5 minutes before you need to spend another energy. You can also run now.

Space Time Manipulation. 70 jutsu points (1 or 2 energy/use, Hand signs: None) Requires revolving demonic cat’s eye. For 2 energy the user can teleport himself to any location (takes 5 seconds, just hold up 1,2,3,4,5 on your hand to symbolize that you are in the process of teleporting) (you can still be hurt while in the process of teleporting and you cannot move your feet while in the process of teleporting). Then you can move anywhere you want (you cannot hurt enemies and they cannot hurt you while teleporting. If you are hit by an attack you can say “void” and you spend 1 energy but the attack passes through your body (cannot use while in the process of teleporting). If you grab an enemy you can say “transport” and spend 2 energy to teleport them to another dimension (takes 3 seconds). They will likely try to break free (you must try to hold on) or they will attack you

and you will take damage because you must be material to use this technique. If you grab their weapon you take double damage from the weapon and you would teleport their weapon not their actual body. If you grab a shield the shield gets teleported. If they have their own teleportation technique like high speed movement or Flying Raijin, then they can use it to escape your grasp. If your target has a space-time teleportation ability like flying raijin (or this ability), then they can escape back to the normal world (for flying raijin you need to have placed a mark somewhere in the world). If a teammate was marked before they were transported by an enemy using this technique you can use flying raijin to teleport to their location (the other dimension) and then teleport them back (you have to spend energy according to flying raijin to do this). You can teleport into the “other dimension” yourself by spending only one energy, but you must spend an additional energy to return to the regular battlefield.

Eye of Teleportation – 60 jutsu points (3 energy/use, Hand signs: None). Requires revolving demonic cat’s eye. Throw a ball while saying “Teleport!” and hit a target. Maximum 2 uses of eye of teleportation/eye of teleportation shield per battle regardless of hit or miss. That target gets transported to another dimension (effectively killed unless someone has the ability to travel between dimensions to rescue them, see above under “space time manipulation.”) If eye of teleportation hits a weapon or a shield the weapon or shield gets teleported, not the person holding it.

Eye of Teleportation Level 2 – 40 jutsu points. (5 energy/use, Hand signs: point at target with one hand, with the other count to five verbally and with your fingers). At the end of the five seconds (and please don’t rush the counting, give your target a chance to escape), the target is teleported to another dimension (essentially dead unless they have an ability to escape like flying raijin, or space time manipulation). If the target creates a shield, or uses a clone, or teleports, they are assumed to have dodged the eye of teleportation. Your target must be within roughly 30 feet to use this ability.

Eye of Teleportation Shield – 20 jutsu points. Requires eye of teleportation. (3 energy/use, Hand signs: None). Hold up a hand in a blocking pose while saying “teleport”. Maximum 2 uses per battle regardless of hit or miss. Any physical attack (jutsu or actual person with weapon/hands attacking you) gets teleported into another dimension. If a weapon hits you the enemy’s entire body gets teleported, not just their weapon.

Never Ending Revolving Demonic Cat’s Eye - 20 jutsu points. Requires revolving demonic cat’s eye. If you purchase this ability, the restriction on the number of uses per battle of any demonic cat’s eye ability can be ignored.

All powerful Eye (Rinnegan) – 50 jutsu points. 1 energy to activate. Using this eye gives you access to rinnegan techniques.

Rinnegan Techniques – all require activated rinnegan.

1. **Tengai Shinsei** – 40 jutsu points (Requires activated susanoo's. Hand signs, Ram, Snake, Bird) 12 energy. Draws a massive meteorite from the sky that destroys the battlefield and deals 10 damage to everyone. If you are using any type of clone, both your clone and your original body take damage.

2. **Shinra Tensai/Bansho Tenin** – 30 jutsu points (Almighty push) Hand signs: hold up hand) 1-4 energy. If you spend 1 energy you can repel attacks and if an opponent is within 10 feet you can repel them 10 feet away from you (5 seconds before you can use technique again). If you spend 2 energy you can repel all opponents within 20 feet of you and push them back to the 20 feet boundary (they take 2 damage) (10 seconds before repeat technique). 3 energy 30 feet, 3 damage (15 seconds before repeat technique). 4 energy, 40 feet, 4 damage (20 seconds before repeat technique). This is the max. This technique would also affect allies, it is non-discriminatory, so be careful your teammates are not nearby.

Bansho Tenin – This is the opposite of Shinra Tensai and does not require spending jutsu points (hold up hand and say “attract”) If target is within 10 feet spend 1 energy and they are attracted to you, 20 feet spend 2 energy, 30 feet spend 3 energy, 40 feet spend 4 energy. You only attract one target, not everyone within that distance. They are allowed to attack you while they are being pulled towards you, they must move at a fast speed, running or at least jogging. They can slow themselves down if they have a sharp weapon that they can jam into the ground. But they are still pulled towards you at a walking speed. If they have a kusarigama or rope with a ball and there is a tree nearby they can throw the rope and if it wraps around the tree then you can stop yourself from being pulled.

3. **Human path- absorption soul technique** – 30 jutsu points (Hand signs: none, just grab opponent). Takes 5 energy. Once you grab your opponent they cannot move, they must truthfully answer any question you ask them as you can read their mind. After you have all the information you require you remove their soul from their body, aka they die.

4. **Blocking technique absorption seal** – 40 jutsu points. Using this technique you can absorb any ninjutsu. No hand signs just hold up arms and say “absorb” when an attack would hit you. It also does not take any energy to perform this technique. The technique is only absorbed relative to you, any other players can still be affected if it is an area effect technique. This technique is not capable of absorbing Tengai Shinsei, but can absorb any other jutsu. Genjutsu and taijutsu cannot be absorbed. If a clone attacks you in close combat you can hold up your hand and say absorb and the clone will be destroyed. If a transformed person attacks you in close combat and you say absorb the transformation is undone. If a sword that has been enhanced with energy hits you in close combat you can absorb the enhancement (so if it is a fire enhanced weapon the fire will be extinguished) but the blade itself will still hit you. You cannot use this technique to absorb a legendary sword, priest, or sorcerer technique since they are not “ninjutsu.”

5. **Outer path samsara of heavenly life technique** – 50 jutsu points. Using this technique you can revive the dead. (Hand signs: Ram, snake) 10 energy per dead person revived. They come back with full health and energy and weapons. They are revived right next to the person who revives them. This technique does not allow you to bring back enemies on your team like the summoning impure world resurrection technique, so this technique can only be used to bring back allies, if you want them to fight on your team.

6. **Amenotejikara (Teleportation shift technique)** - 30 jutsu points. (1 energy/ten feet, hand signs, none) Using this technique you can teleport short distances instantly. For every ten feet you teleport you must spend 1 energy. You can also swap places with an object or another player (ally or enemy), but you must spend double the energy. For instance if I was standing 10 feet away from an enemy and I wanted me and the enemy to switch places I would have to spend 2 energy (if the enemy was 20 feet away it would require 4 energy). (just say teleport shift me and you, while pointing to the enemy, and you two will then switch places). Just like other teleportation techniques you cannot be hurt while teleporting to a certain location. If you are trapped in another dimension you can use this technique to teleport back to the battlefield but you must spend 5 energy to do so.

Lava Release: Melting Apparition Technique – 30 Jutsu points. Requires fire and earth energy natures. 3 energy to use technique (Hand signs: Dog, Boar, Tiger, Ox, Rat, Bird) The user exhales lava or rubber from their mouth short to mid range. To represent this the user can exhale and throw a red/black blanket for lava or tan/brown blanket for rubber. If lava, then the attack deals 6 damage to anyone it hits. If rubber is used then the attack will trap the target in rubber, they become immobile and they can't escape unless they use a jutsu or attack with a weapon that can cut them free. (needs to be able to deal at least 4 damage (6 if lightning style since rubber is strong against lightning) to the rubber trapping them, target can still move to use weapons, defend themselves, and cast handsigns/jutsu).

Blade of Magma – Requires purchased (but not activated) fire enhanced weapon and earth enhanced weapon as well as a sword. 40 jutsu points. To activate, draw sword and put something on the sword that signifies magma (2 energy). Magma blade can launch magma balls for 1 additional energy/ball that deal 3 damage to anyone hit. The magma blade also deals +1 damage every time it hits a target. If a blade of magma gets hit by a water attack it turns into an earth enhanced weapon until reactivated.

Steel Release Impervious Armor - 40 jutsu points. Requires fire, earth, and water energy natures. 4 energy to use technique (hand signs: Tiger, Snake, Ox, Monkey). The skin of the user's body turns into steel giving him -3 damage resistance (damage from all attacks to the user gets reduced by 3). However he can only walk while having this activated. The technique lasts the entire battle once activated and can be deactivated by making the ram handsign and saying "deactivate steel armor." Lightning attacks deal full damage to a player wearing this type of armor.

Steel Release Steel Projectile - 30 jutsu points. Requires fire, earth, and water energy natures. 2 energy to use technique (hand signs: Snake, Tiger, Boar, Ox). Then throw a black ball at a target. This ball of steel inflicts impressive blunt trauma damage to targets dealing 5 damage.

Steel Release Steel Shield - 20 jutsu points. Requires fire, earth, and water energy natures. 1 energy to use technique (hand signs: Ox, Tiger, Snake, then place hands up in a shield pose). A wall of steel raises from the ground surrounding the user. All attacks from in front of the target (180 degrees in the direction they are facing), get blocked unless they deal 6 or more damage, in which case the damage from the attack will go through but will be reduced by 6. Allied players within 8 feet and standing behind the person who made the steel shield will also be protected by enemy attacks in the same manner. The shield is assumed to be erected as soon as the user puts their hands up in a blocking pose, which means this is when the wall is actually raised and when they actually spend 1 energy. The wall does not prevent players from moving around the battlefield since it isn't that large in size.

Explosion Release: 50 Jutsu points (Requires lightning and earth energy natures. Hand Signs: Snake, Tiger) 2 energy per bomb. Creates small bombs out of energy infused clay. Can use playdough shaped like animals) The explosion has the same rules as an exploding tag (Say "boom" while doing ram hand sign (or one handed ram), or "Kats" like Deidara does) Bombs can be placed around battlefield, or thrown in the air. You can also create "clay birds" for 1 energy each that allow you and your teammates to "fly." Only one player can ride one clay bird. After 5 minutes the birds must land or you must spend another energy per bird to keep them airborne.

Explosion Release Level 2: 30 Jutsu points (Requires Explosion Release Level 1. Hand Signs: Snake, Tiger) 1 energy per bomb. Creates small bombs out of energy infused clay. Can use playdough shaped like animals) The explosion has the same rules as an exploding tag. Bombs can be placed around the battlefield, or thrown in the air. Can also be used to create a "flying bird" for 1 energy. The Flying bird does not explode, its only purpose is to provide airborne capability. While flying user does not have to engage in close combat unless he chooses. However the flyer can still be hit with ranged attacks including genjutsu.

Explosion Release C2 – Dragon: 40 Jutsu points (Requires Explosion Release level 1: Hand Signs: Snake, Tiger, Dog, Ram) Uses 3 energy. User creates a large dragon made of exploding clay (represented by however you decide, Perhaps spreading out your arms to represent wings of a dragon, or you can create something to "ride" that looks like a dragon). You are assumed to be riding the dragon, the dragon can throw tennis balls that explode for 1 energy each, Tennis balls have same rules as exploding tag. While flying you cannot be harmed by enemy close combat attacks (unless you attack them in close combat, which assumes you fly low enough that you can hit them and they can hit you). You can still be affected by enemy ranged attacks including genjutsu. There is no limit to how long you can stay airborne, however if the game reaches a stalemate (nobody has the ability to attack) as the person who is flying you are forced to land and resume combat. (notice I used the word ability, which means that if a

person has a ranged attack and that capable of attacking you in the air, they MUST use it before you are forced to land.

Explosion Release C3 60 Jutsu points (Requires Explosion Release: Hand Signs: Ram, Tiger, Dragon, Rabbit, Dog, Tiger, Snake, Ram, Snake, Dragon, Tiger) Uses 10 energy. Drops an enormous bomb to the ground. If user is not flying then it affects the user also. The bomb does 5 damage to anyone within 100 feet of the blast zone, friendly fire is always enabled when this jutsu is used, so you better be careful you don't take out your own team with your enemies. If you are using an elemental clone (with the exception of wood and shadow clones), both you and your clone take damage. If you are using wood and shadow clones, the clones can be far enough from their actual bodies so that the original body is not affected.

Explosion Release C4 70 Jutus points (Requires Explosion Release: Hand Signs: Ram, Tiger, Dragon, Rabbit, Dog, Tiger, Snake, Ram, Snake, Dragon, Tiger) Uses 10 energy. The user self-detonates to do some extra damage. Dealing 8 damage to anyone within 100 feet of the blast zone, again friendly fire is always enabled when this jutsu is used. If you are using an elemental clone (with the exception of wood and shadow clones), both you and your clone take damage. If you are using wood and shadow clones, the clones can be far enough from their actual bodies so that the original body is not affected.

Explosion Release C4 Kakura 100 jutsu points (Requires Explosion Release: Hand Signs: Dog, Snake, Tiger, Rat, Boar, Horse, Dragon, then pretend to eat clay, pretend to spit it out and then make the ram handsign). Uses 10 energy. A giant clone of yourself appears (you pretend to be the clone just like with normal clones). This giant clone cannot fight in combat, if hit it automatically explodes. The clone can only walk around the battlefield and you must say "I'm a giant" so people know you are much larger than your actual size. You can make the ram handsign and say "Disperse" at any time to detonate. Tiny nanosized bombs are then dispersed throughout the air. This first explosion doesn't do any damage, however any person who was within 40 ft is "hit" because they inhaled the nanobombs. Then you can "Explode" and any player who was "hit" takes 10 damage as the nano-bombs explode throughout their body destroying them at a cellular level. Clones are also affected.

Clay Clone - 40 jutsu points (Requires explosion release: Hand signs: Snake, Tiger). Uses 3 energy per clone. This clone explodes when it takes 1 damage and deals 2 damage to anyone within 10 feet. The clone can be remote detonated at any time as well by the user's real body which is assumed to be hiding nearby waiting for an opportunity to detonate the clone. Friendly fire is enabled with this explosion. Wind attacks will destroy the clone without detonating it.

Clay Mine Technique - 30 jutsu points (requires explosion release and earth release subterranean voyage: Hand signs: Ram, Snake, Boar, Rat). The user goes underground and plants landmines around the battlefield (takes 1 minute to set up). You must spend energy for subterranean voyage as well. Each mine takes 1 energy to create. Drop small markers around

the battlefield that are challenging to see, but not impossible. Perceptive eye, and Cat's eye can both see the location of the mine's and you must tell that player where the mines are located/it is assumed that they would not move within exploding distance. You can remotely detonate the mines and if an enemy is within 10 feet they take 2 damage. An ally who has earth release subterranean voyage can set up the mines for the user rather than the user doing it themselves.

Bone Style - 40 jutsu points - (2 energy to activate. Hand signs: Ram). All your body parts count as close combat weapons because bones grow out all over your body. Your close combat attacks also deal +1 damage (so your arms if you hit a target in a legal spot, arms, legs, back etc. they will deal 2 damage). For added effect you can put on a shirt or some other article of clothing to represent bones.

Bone bullets - 30 jutsu points - (0.5 energy/bullet. Hand signs: Ox). Throw a number of small balls at a target. Each bullet does one damage. Requires activated bone style.

Lotus Dance - 30 jutsu points - (2 energy to activate, Hand signs: none just spin around). Deals 2 damage to any enemy (allies not included) within 10 feet when you spin around. This does not protect you from enemy attacks. Say "lotus dance" when you spin around. Requires activated bone style.

Bone Field - 70 jutsu points - (8 energy to activate, Hand signs: Rat, Boar, Tiger). Say "Bone Field" loudly so everyone on the battlefield can hear you. Everyone on the battlefield who does not become airborne, or use a jump or other special ability that would allow them to dodge takes 4 damage from bones erupting from the earth. If you are playing on a wide scale battlefield then if the player didn't hear you say "bone field" but has an ability that would allow them to dodge, such as a flying ability, then they are allowed a 10 second opportunity to use the ability once they find out what happened.

Bone Sneak Attack - 30 jutsu points - (1 energy/minute hiding, Hand signs: Ram, Boar). Can only be activated after bone field has been used in battle. This ability allows you to merge with the bones on the battlefield and re-emerge whenever you like to attack opponents. Say "Submerge" and "Emerge" when going into and out of the bone field respectively. Enemies are assumed to know where you are and can defend against your emerging as they see fit.

Bone Block - 20 jutsu points - (1 energy/use, Hand signs: None, just say "bone block") Bones emerge from your body to defend against an enemy attack. When you would be attacked say "bone block" and spend an energy. The bones have WR 4, so any damage greater than 4 and the difference will be inflicted to the player blocking. Bones do not defend against radius effect, or splash damage effects or piercing effects.

Ice Elemental Bonuses/Deficit - If an ice ability is used and the outside temperature is 32 degrees F or less the ability can be used for one less energy than normal (1 energy minimum per

technique). If the outside temperature is 90 degrees F or more then the ability can only be used for the normal cost plus one additional energy.

Ice Release Certain-Kill Ice Spears – 30 Jutsu points (Requires wind and water energy natures, as well as Yuki clan membership, Technique specific Hand Signs (all with one hand): Half ram, Four fingers extended with thumb bent in, thumb sticking out fist closed, pointer pinky and thumb extended, pointer and thumb one inch apart, hand closed, hand closed upside down, ring and pinky extended, four fingers except thumb, pointer and middle, half ram.) Uses 2 energy Throw ball. If hit opponent they get skewered with ice deals 3 damage. (If water is within 40 feet this attack deals 5 damage.)

Ice Release Crystal Ice Prison – 50 Jutsu points (Requires wind and ice energy natures, as well as Yuki clan membership, Technique specific Hand Signs: (Place pointer fingers of both hands under the middle fingers which form like a bridge over the pointers. Uses 4 energy. Throw a ball (tennis ball is fine). If hit the opponent becomes trapped in a circle of ice. They cannot run out from inside (unless they first destroy the mirrors, see below). The user can launch projectile weapons at the target. Target can move and dodge within the circle of radius 7 feet, an object (perhaps the ball that was used) should be placed in the center to represent the middle of the circle (if time allows meter sticks should be positioned around the circumference of the circle, so everyone is clear where the circle is). User can say the “teleport” to move to another part of the circumference of the circle to launch an attack from new direction, while teleporting target also has to close their eyes, they can open them when the user says “open” (this represents their disorientation to the fact that each piece of ice has an image of the user, and the target can’t tell which one is the real user and where the attack will come from, as soon as the user says “open” the user can attack, the target can still move around this entire time but their eyes have to be closed. Target can destroy the ice if they use a jutsu that does 6 damage (or 5 if they use a fire technique). If attacked from the outside the ice mirrors aren’t as strong, an attack of strength 3 can destroy the mirrors from the outside (2 if fire) This frees the target and ends the technique. User can also attack target in close combat and call (teleport at any time, to teleport back into the ice, this represents the user’s superhuman speed within the ice). If another enemy is stupid enough to enter the perimeter of the ice mirrors they too become trapped, or if there are two people within 10 feet of each other and one gets hit with the ball, then both are trapped. Technique ends when target(s) within ice mirrors are dead. If target within ice mirror has a teleportation technique they can use it to escape the ice mirrors. This technique can be used to trap an enemy for a period of time if there is a strategic reason, perhaps other teammates are trying to achieve an objective, however it cannot be used to stall the game for no strategic reason (for instance, there are no other players alive and the player who is using the ice mirrors has run out of ranged weapons and energy and they just want to waste time... aka bad sportsmanship).

Ice Ball - 30 jutsu points (requires wind and water energy natures). 2 energy/ball, Hand signs: Ox, Dog, Bird. The ninja forms a ball of ice to launch at an enemy. Throw a light blue ball

(about the size of a tennis ball) at a target. Targets hit take 3 damage and are frozen, for 30 seconds (frozen players cannot be harmed), frozen players also take 1 additional piercing damage every 30 seconds unless freed by a fire attack by an ally (the fire attack itself will not harm the person frozen). If there is snow on the ground you may use actual snow for this technique and it only requires 1 energy instead of 2 in this case.

Ice Arrows – 20 jutsu points (requires wind arrows and water arrows). 0.5 energy/arrow. The ninja imbues wind and water simultaneously onto their arrows which forms ice. (should use colored arrows to represent). Ice arrows deal +1 damage and freeze their target for 30 seconds (target cannot move, and cannot be harmed or harm other players must stand motionless). Frozen players take an additional piercing damage every 30 seconds they are frozen. Players can be freed if hit by a fire attack (the fire attack does not deal damage to the frozen player). You should also say “ice arrow” when firing the arrow.

Blade of Ice - Requires purchased (but not activated) wind enhanced weapon and water enhanced weapon as well as a sword. 20 jutsu points. To activate draw a sword and put something on the sword that signifies ice (1 energy) also say the phrase “Dance Blade of Ice”. Ice blades do +1 damage and are piercing (piercing means the sword does full damage even if an enemy has damage resistance). You can also spend 2 energy, swing your sword, and say “Some no mai” or “first dance.” A single enemy within 20 feet of you gets frozen in a pillar of ice which raises from the ground for 60 seconds (frozen players take 1 piercing damage every 30 seconds). If a blade of ice gets hit by a fire technique the blade of ice turns into a water enhanced weapon until reactivated.

Blade of Ice Level 2 - Requires Blade of ice. 20 jutsu points. To activate draw sword and put something on the sword that signifies ice and say “Dance Blade of Ice level 2”. Ice blades do +1 damage and are piercing. You can also swing your sword, say “Tsugi no mai” or “second dance” and throw a ball of ice (2 energy), (if hits opponents they take 2 damage and have to “freeze,” (cannot move or defend from enemy attacks) for 60 seconds or until hit by an ally with a fire technique, such as a fire enhanced weapon, which unfreezes them instantly). Frozen players take an additional piercing damage every 30 seconds (piercing means that even if they have a special armor that reduces damage they still take the damage).

Blade of the Ice Dragon - Requires Blade of ice. 20 jutsu points. Draw your sword and say “Sit upon the frozen heavens blade of the ice dragon.” Put something on the sword to represent ice. Requires 2 energy to activate. For 4 additional energy/throw you can swing your sword and throw a ball or soft dragon shaped object. Anyone hit directly takes 6 damage and is frozen for 30 seconds, cannot move nor unless an ally of the frozen player hits them with a fire attack (the fire attack will not deal any damage), Frozen players cannot be harmed in any way, and anyone within 10 feet of where it lands takes 4 damage and is frozen for 30 seconds. Frozen players take an additional piercing damage every 30 seconds (so 1 extra damage). If this sword is hit by a fire attack it will turn into a blade of the sea. You can also use “ice wing shield” by spending 1 energy, your wings surround you and count as having weapon resistance 4 (anything

greater will destroy your wings and you can no longer fly unless you reactivate the ability), you can surround yourself with your wings for up to 30 seconds.

Blade of the Ice Dragon Level 2 - Requires blade of the ice dragon. 20 jutsu points. Draw your sword and say "Arise Ultimate Ice Dragon." 1 energy to activate. Your character sprouts wings of ice and claws (your hand to hand combat attacks, not with weapons, deal +1 damage). You can now fly indefinitely (you don't have to spend energy). You can also throw the ice dragons (see blade of the ice dragon) but now only spend 3 energy. You can also use an ice clone substitution by spending 3 energy: after an attack hits you, you can say "ice substitution" and the attack is negated and there is no preparation necessary. You can also use "ice wing shield" by spending 1 energy, your wings surround you and count as having weapon resistance 4 (anything greater will destroy your wings and you can no longer fly unless you reactivate the ability), you can surround yourself with your wings for up to 30 seconds.

Weather Manipulation - Requires activated blade of the ice dragon level 2. 20 jutsu points. 5 energy to activate. Hold your sword up to the sky while saying "release the frozen heavens." Snow then begins to fall across the battlefield and as the snowflakes hit players they sprout into flower crystals of ice which quickly accumulate and encapture a player. Every player (except the user) within 50 feet of the user takes 6 damage and is frozen for one minute. Frozen players cannot be harmed or affected in any way, they also cannot move at all. While frozen they take an additional piercing damage every 30 seconds (so 2 extra damage since the time is one minute, unless they are freed early) This includes allies but not the user themselves. Players can be released if they are hit by a fire attack and the fire attack does not deal damage to the player. If the sky is completely covered in clouds you can use this technique for 4 energy.

Thousand Year Ice Prison - 30 jutsu points. Requires activated blade of the ice dragon level 2. (2 energy to activate.) You must spend the energy and say the name of the technique to activate. After five minutes can you use the technique (start a timer at the time you say the technique name and spend the energy). During this time your sword is gathering water from the atmosphere to turn into ice. After five minutes have passed you can point your sword at a single target and rotate your wrist while saying the name of this technique. Ice surrounds the target and completely freezes them (they cannot be attacked or move or attack). Every 30 seconds they take 1 damage until they are dead. If an ally of the person who is frozen hits them with a fire attack that deals at least 2 damage they can be freed (the fire attack does not hurt the frozen player). An opponent can also break out using brute power, but to do this they must spend 6 energy. Alternatively you may use this technique by spending 5 energy and bypass the five minute wait period.

Storm Release Laser Circus – 40 jutsu points (Requires water and lightning energy natures. Hand signs: Rat, Tiger, Dog, Snake, Dragon). Requires 4 energy. By combining water to enhance their lightning techniques a new element (storm release) can be created. You can throw up to 5 soft balls, each representing a laser made of lightning that is enhanced with water. Each hit deals 2 damage and stuns the target for 1 second. The balls can be thrown at

the same target repeatedly or at separate targets. All of the balls must be thrown within 10 seconds of weaving the hand signs (if you pop a clone and are waiting for their actual body to appear the 10 seconds will pause until the other player is back in the game, this way you can hit multiple clones from one player with one use of this technique)

Storm Blade – Requires purchased (but not activated) water and lightning enhanced weapons and a sword. 40 jutsu points. To activate, draw sword and put something on the sword that signifies storm, such as water and lightning colored paper (2 energy). The sword, when strikes an opponent, deals +1 damage, takes away 1 energy, and stunts target for 1 second (due to electrocution), this allows for repeat strikes until the enemy is killed. If a storm blade gets hit by a wind attack it turns into a sky blade, until reactivated.

Boil Release - 50 jutsu points (Requires water and fire energy natures, hand signs: horse then exhale for 5 seconds while holding up fingers to count the seconds). Requires 4 energy. Any player within 15 feet of the user after the five seconds including allies takes 6 damage. The user is unaffected. The mist will remain in the area for 1 minute, drop an object to denote the center of the mist. If you walk into the mist before the 1 minute is over you take 6 damage. The user can recall (inactivate) the mist before the minute is up if they make the horse hand sign again and inhale for another 5 seconds.

Boil Release Level 2 - 30 jutsu points (Requires boil release level 1, hand signs: horse then exhale for 5 seconds while holding up fingers to count the seconds). Requires 4 energy. Anyplayer within 20 feet of the user after the five seconds including allies takes 7 damage. The user is unaffected. The mist will remain in the area for 3 minutes, drop an object to denote the center of the mist. If you walk into the mist before the 3 minutes are over you take 7 damage. The user can recall (inactivate) the mist before the minute is up if they make the horse hand sign again and inhaling for another 5 seconds.

Steam Imp - 60 jutsu points (requires fire and water release, hand signs: Ox, Bird, Rat, Boar, Ram). Requires 5 energy. Creates a clone (the imp). You must drop an item to represent your actual body that everyone on the battlefield is aware of (they don't have to see you drop it and it can be hidden when you drop it, but it has to be large enough to see from a distance and has to be recognizable). Then you become the steam imp. The steam imp explodes every minute dealing 3 damage to anyone within 8 feet. Use a stopwatch to monitor time. The steam imp carries a 3 foot sword (deals 1 damage) if available, or two kunais if desired/if no sword is available. If damage is dealt to the imp, he explodes and deals 3 damage to anyone within 8 feet. The imp reforms after 1 minute. If you choose to return to your actual body say "returning to my body" and the imp jutsu is undone and you are assumed to be your body again (if you say returning to your body before anyone attacks the item you left behind you are assumed to take no damage even if you didn't have time to run and pick up the item representing your body). The steam imp will reform indefinitely. The steam imp can be stopped by a sand attack (any amount of damage or no damage will stop the imp, just as long as it was sand), or it can be sealed away, or it can be teleported into another dimension or just

far away (long distance mark). If someone with sensing asks where your actual body is you must truthfully tell them (they are not deceived by a mirrage either from a summoning clam).

Scorch Release Steaming Murder - 40 jutsu points (requires fire and wind energy natures, hand signs: Tiger, Dragon, Rabbit, Horse, Dog) 3 energy per ball. Then throw a red and or yellow colored ball (size of soccerball) at a target. Targets hit have all the water inside their body evaporated, deals 7 damage to target hit.

Scorch Release Incinerating Flare Technique - 70 jutsu points (requires fire and wind energy natures. hand signs: Tiger, Horse, Boar, Dog, Tiger). 5 energy per ball. Then throw a large (size of an exercise ball) red and or yellow colored ball at a target/area. Anyone hit by the ball takes 10 damage. Anyone within 20 feet of where it lands takes 7 damage. Allies and the user will be affected if they are caught in the blast radius.

***Sand Environmental Bonus** - If you are standing in a sandy area (this is subject to the judgment of the Kage(s) who lead your village) then your sand abilities can be used for 1 less energy than normal (1 energy minimum per technique).*

Sand Release sand shield - 20 jutsu points (requires wind and earth energy natures. Hand signs: snake, then cross your arms to represent a shield pose). Requires 1 energy. Sand comes up from the ground (or a gourd that you carry on your back) and surrounds your body to protect you. The shield has a WR of 3, so any attack greater will destroy the shield and the damage will carry over. If your opponent uses an offensive teleportation technique (and they initiated the technique before you crossed your arms) their attack is assumed to be allowed to hit you because they are fast enough to surpass the speed of the sand. You can keep the sand shield up for up to 1 minute before you have to spend 1 more energy for each additional minute. Sand shield does not stop genjutsu, or other techniques that don't deal damage, such as shadow possession or mind transfer jutsu. Shield will not defend against samurai swords that trap opponents, but will defend against swords that deal damage. If you become frozen, or wrapped while using the sand shield you are allowed to continue to use the sand shield to protect yourself as long as you have the energy able to do it. The sand shield can be destroyed if hit by a water attack that deals at least 1 damage (or if the entire battlefield is flooded)

Sand Release Giant Sand Shield – 30 jutsu points (requires sand release sand shield. Hand signs: Snake, Dog, Snake, Cross arms) Requires 3 energy. This creates a large shield of sand that covers a wide area. All players (teammates and/or enemies) within 20 feet of the user are surrounded by a shield of sand. Players inside the shield of sand cannot attack targets outside the shield and visa versa. The shield can be destroyed but has a WR of 6, so only attacks that deal 6 or more damage can break through. If an area attack hits the shield and covers the entire area (like shinsai tenga), the shield would be destroyed and all players inside would take damage equal to the damage from the attack – 6, so for sinsai tenga it would be 4 damage (10-6=4). The user can release the shield of sand whenever they desire. If an attack hits the outside of the shield and does 6 damage but does not do an area effect (like raikiri) it is

assumed that a hole is produced in the shield large enough for a person to pass through one at a time. The shield lasts for 1 minute and then if the user wants to maintain the shield for longer they must spend an additional 3 energy. The sand shield can be destroyed instantly if hit by a water attack that deals at least 3 damage (or if the entire battlefield is flooded).

Sand Release sand armor – 30 jutsu points (requires wind and earth energy natures. Hand signs: snake, dog, ox, ram, boar). Requires 2 energy. The user coats their body in a thin layer of sand that offers additional protection. This counts as armor and give you +1 hp. You can put on multiple layers of sand armor. So if I spent 6 energy I would gain +3 hp and there is no upper limit as to how much energy you can spend and how much health you can gain. If hit by a water attack the sand armor crumbles and you loose all the HP gained from the sand armor.

Sand Release Sand Coffin – 30 jutsu points (requires wind and earth energy natures. Hand signs: Snake, Dog, Ram then throw ball) Requires 1 energy. If you hit a target with the ball they get caught by and surrounded by sand. They cannot move, nor can they be attacked with any attack other than sand burial or sand coffin. They are also assumed to be deprived of air, so they must hold their breath, every time they are forced to take a breath they take 1 damage. This is an energy efficient way of killing your target without resorting to sand waterfall funeral, just so long as time allows. If a teammate of the person who is trapped comes to the person who is trapped they cannot free them completely but they can cut of some sand near their mouth so the person can breathe. The user cannot use any other techniques (except Justus that specifically say they can be used, such as sand waterfall funeral) or weapons while holding someone in a sand coffin. The trapped player can be freed by an ally if the ally uses a water attack of any kind (this includes hitting them with a water sword). The water attack does not deal damage to the trapped player.

Sand release Sand Waterfall Funeral - 30 jutsu points. (requires wind and earth energy natures. Hand signs: Ram, Dog, Snake) Requires 3 energy. After an opponent is caught with sand prison the user sends their energy into the sand to cause the sand to constrict and crush the target with immense pressure. This deals 6 damage to target in the sand prison.

Sand release: Floating sand - 30 jutsu points. (requires wind and earth energy nature. Hand signs, Dog, Snake, Rabbit). Requires 1 energy to be spent every five minutes you are airborne. Sand lifts up your body and you count as flying. Flying players can only be attacked by ranged attacks or other flying players. Flying players cannot engage in close combat with people on the ground unless they choose to land in which case they can be attacked from enemies on the ground as well. Flying players can use ranged attacks against players on the ground and can engage in close combat with other flying players.

Sand Release Great Pyramid - 40 jutsu points. (requires wind and earth energy nature. Hand signs: Boar, Dog, Ram). 6 energy. Throw a ball at a target while saying “Great Pyramid.” Sand surrounds the target and seals them away into a giant pyramid. Because the target is sealed

and not killed they cannot be revived. The sealed target can be freed by allies if the allies use a water attack that deals at least 3 damage.

Wood Environmental Bonus - *If you use a wood ability and you are standing in a wooded area then you can use your ability for 0.5 energy less than normal (minimum one energy per technique). If the temperature is 90 degrees or greater you can only use a wood ability for it's normal cost + an additional 0.5 energy.*

Wood Release Wood Clone – 30 jutsu points. (requires earth and water energy natures. Hand signs: Tiger, Dog, Snake). 2 energy per clone. The user creates a clone out of wood. (follow rules for clones with regard to putting a piece of paper in your pocket that says “wood clone”). These clones can perform jutsu. Wood clones are more durable than regular clones, as such they have 2hp and can therefore take 2 damage before being destroyed and revealing that they are a clone.

Wood Release: Wood Locking Wall – 20 jutsu points. (requires earth and water energy natures. Hand signs: Rat, Dog, Tiger, Then make a shield pose where you cross your arms). 1 energy. You can keep the shield up for 1 minute. Wood comes up from the ground and protects your entire body as well as teammates within 5 feet of you. The wood shield has WR: 2.

Wood Release: Great Forest Technique – 30 jutsu points. (requires earth and water energy natures. Hand signs: Tiger, Horse, Tiger, Snake) 1.5 energy. The tissues of one's body are transformed into trees. To represent this, you can use a boffered spear or sword up to 8ft in length, but it can be shorter if desired. (should be colored green and brown to represent wood) The wood deals 1 damage to any body part and has a WR:5, so anything that deals 5 or more damage will destroy the wood spear.

Wood Release: Nativity of a Sea of Trees Technique – 30 jutsu points. (requires earth and water energy natures. Hand signs: Snake). 2 energy. This technique creates trees around the battlefield. Announce name of jutsu while using loudly so people around the battlefield can hear. It takes 10 seconds before the trees are fully grown and capable of using Advent of a world of flowering trees. If you do the trees in one area but move to another area you should cast the hand sign again for 10 seconds and say “nativity of a sea of trees technique” again loudly. Therefore, everyone should be aware that this technique is in effect because they can literally see trees growing from the ground. If you fail to make people aware that the trees are growing then you cannot affect them with “advent of a world of flowering trees.” However, on the other side they cannot “pretend” like they didn't hear you. A referee is useful in this situation so it is helpful to have on available. You cannot enter an area of the battlefield and immediately say “There are trees everywhere” and then immediately use advent of a world of flowering trees without giving 10 seconds to other players to take appropriate action to defend themselves. Count to 10 loudly and audibly so people know how much time they have.

Wood Release: Advent of a World of Flowering Trees – 30 jutsu points. (requires earth and water energy natures and nativity of a sea of trees technique, Hand signs: Snake). First you

must use Nativity of a sea of trees technique to create trees around the battlefield. Then announce loudly so everyone can hear that you are using “advent of a world of flowering trees.” Spend 5 energy to use this jutsu. Everyone including allies (except the user of the jutsu) within 50 feet of the user is put into an unconscious state by pollen. Because the radius is so large both elemental clones AND the user of an elemental clone will be affected (shadow clones and wood clones the clones will be affected but not the caster since it is assumed they can stay far enough away from the jutsu’s center) Note: This is NOT a genjutsu, the pollen is a poison and unconscious people can only be revived by the medical technique “antidote.” Medical ninja with antidote can heal themselves before falling unconscious.

Wood Golem - 50 jutsu points. (requires earth and water natures, Hand signs: Snake, Ox, Boar, Dragon) Spend 5 energy per golem. This technique creates a large statue of wood that fights alongside you. It is assumed you “become” the statue, in the same way as you “become” a clone, however the statue is larger than you are and does not look like you, so you must announce that you used the technique and you should wear an article of clothing to represent. The statue has the following attributes. 5 hp. Damage to the statue are at -1. Any close combat attacks (punches/kicks) from the statue are at +1 damage. The statue cannot use any weapons. For one energy you can throw a ball which represents the statue punching into the distance that deals 4 damage to a target who is hit. The statue must be destroyed before your actual body takes any damage. Your actual body cannot do anything (such as using other techniques) until the golem has been destroyed, or you chose to “extinguish” the golem causing it to crumble to pieces. You can resume playing as your regular character at anytime and place your golem on “standby” where he cannot be hurt, nor can he hurt other enemies.

Wood Release Gracious Deity Gates - 50 jutsu points. 3 energy per use. (Hand signs: Snake, Horse, Ox, Boar, Ram). Several large wooden gates drop from the sky and crush a target who you point at (must be within 50 feet). The gates prevent the target from moving, however the target will see the gates coming and can dodge them if they have an ability such as teleport (you cannot dodge the gates unless you use an ability). The target only has 5 seconds before the gates hit you for the purpose of using your escape technique. The person trapped cannot move and must pretend to be pinned to the ground. However an ally can free them by destroying the gates (the ally must use an attack that deals at least 3 damage, or 2 if it is fire, however a fire attack will also deal 1 damage to the person who is under the gate since the gate will catch on fire).

Forrest Blade – Requires purchased (but not activated) water enhanced weapon and earth enhanced weapon as well as a sword. 40 jutsu points. To activate, draw a sword and put something on the sword that signifies forest (2 energy). Forest blades deal no physical damage to targets but leech 3 energy from target when hit (the sword wielder gains 1 energy for every 3 energy that is leached from a target). You can also swing your sword and throw a ball (2 energy) while saying “forest root strangle.” (if hits opponents are caught by roots from the ground that trap them for 30 seconds, cannot move or even defend from enemy attacks. An

ally with a bladed weapon can “chop them free” with a bladed weapon but this still takes 5 seconds. If a forrest blade gets hit by a fire attack it is destroyed, until reactivated. If a forrest blade hits a water ability it will suck up the water and negate the ability (this can be used to free trapped players in water prison for instance).

Haze Release – Requires Water style

Crippling poison - 30 jutsu points. (Hand signs: Boar, Bird, Monkey). 2 energy per ball thrown. Throw a soft ball at an opponent, if hit the opponent can only walk for one minute.

Jutsu Blocking poison - 30 jutsu points. (Hand signs: Rat, Ram then say “Jutsu blocking poison” when you hit an opponent). 2 energy per strike. Your weapon becomes enhanced with the poison, if you hit an opponent they cannot use any techniques for one minute. For the effect to activate you must deal damage to your opponent.

Blinding poison - 50 jutsu points. (Hand signs: Dragon, Dog, Rat then say “blinding poison” when you hit an opponent). 3 energy per strike. Your weapon becomes enhanced with the poison, if you hit an opponent they have to close their eyes for 10 seconds. For the effect to activate you must deal damage to your opponent.

Death touch – 50 jutsu points. (Hand signs: Snake, boar, horse). 4 energy to activate. Wear a glove to represent using this technique. Any enemy you deal damage to with that hand becomes poisoned and takes one damage every ten seconds until they die. The glove lasts the entire battle.

Paralytic poison – 50 jutsu points. (Hand signs: Ram, Snake, then say “paralytic poison” when you hit an opponent). 2 energy per strike. Your weapon becomes enhanced with the poison, if you hit an opponent they cannot move for 10 seconds. For the effect to activate you must deal damage to your opponent.

Weakening poison – 50 jutsu points. (Hand signs: Ox, rabbit, then say “weakening poison” when you hit an opponent). 2 energy per strike. Your weapon becomes enhanced with the poison, if you hit an opponent all of their attacks deal one less damage for thirty seconds. For the effect to activate you must deal damage to your opponent.

Poison Cloud Technique – 70 jutsu points. (Hand signs: Rat, Ox, Monkey, Rabbit, Tiger, Ram). 4 energy per ball. Throw a ball at a target(s). Anyone within 20 feet of where the ball lands gets stuck in the cloud of poison. Players stuck in the cloud take 1 damage every second until they escape the cloud of poison.

Sky Blade – Requires purchased (but not activated) wind and lightning enhanced weapons and a sword. 40 jutsu points. To activate, draw sword and put something on the sword that looks like the sky (light blue) (1 energy). The sword, when released, can launch beams of piercing light (each for 2 energy) (represented with soft throw able rod shaped objects). When these rods hit a target they freeze the target for 1 minute, the target can still defend themselves and

change direction. There is no way to be released until the minute is up. If a sky blade gets hit by a water attack it turns into a storm blade, until reactivated.

Blade of Dark Illusions (Kyoka Suigetsu) – 180 jutsu points. (does not require any energy to activate 1st time, then 4 energy). To activate, draw sword and say “Shatter Blade of Dark Illusions.” Do this in a way that everyone around you can see. Anyone who sees you release your sword (and does not close their eyes) is affected by the technique (honor system), unless they touched the blade the sword with one of their hands prior to seeing the activation (if you touch the blade with your hand before you fall under the effect will not be affected). Whoever sees the sword can no longer harm you, they are under your complete hypnosis and you control all five of their senses. They can still use abilities to affect your teammates however, just not you, you are effectively immortal relative to them. You can still hurt them however. If they hit you, you do have to take about 10 steps back and say “I was just an illusion,” Therefore they have at least some ability to prolong your onslaught. When you activate the sword ask everyone to raise their hands if they saw you activate the sword (this way you know who can hurt you and who really cannot affect you. You can activate the sword multiple times, but after the first activation you must spend 4 energy each time you reactivate the sword. This technique does not count as a genjutsu, so genjutsu releases do not free you from the effects of this ability. Ninja who have basic sensing, or another sensing ability can declare that they are “closing their eyes” (without actually closing their eyes) and using their sensing to see. If they do this before or while you say “Shatter Kyoka Suigetsu,” they are unaffected. Because the technique is not a genjutsu clones will be affected, however the actual player who was a clone at the time that the clone saw the activation of the blade of dark illusions will not be affected (they were assumed to have been smart enough to look in the other direction).

Kekkai Tota (requires 3 elements)

Atomic Destroyer Jutsu: 90 jutsu points (Requires earth, wind, and fire nature types, Hand Signs: Snake, Dog, Tiger, Dragon) 3 energy to use: Throw a soft box shaped object. Anyone hit by box takes 10 damage and anyone within 5 feet of where the object lands takes 8 damage.

Atomic Destroyer Jutsu Level 2: 60 jutsu points (Requires atomic destroyer jutsu, Hand signs are the same as destroyer jutsu) 4 energy to use: throw a cylindrical shaped object, any enemy hit takes 15 damage, and anyone within 5 feet of where the object lands takes 12 damage.

Magnet Release Conserving bee twin blades- 40 jutsu points (requires earth, and lightning energy natures. Hand signs: Dog, Snake, Ram) 1 energy to magnetize 1 weapon. The user then magnetizes any metallic weapon that they use. The user should put proof on their weapons that it has been magnetized so that after the technique is used they can say “look I didn’t cheat.” For instance, a little piece of tape on a shuriken or sword that say (magnetized) could do the job. Just so long as everyone is clear on what is or is not magnetized. If they magnetize a weapon and hit a target's’ weapon or body, the target becomes magnetized. Then the user can throw shuriken towards their target with sufficient force (must land past the target) and

they are attracted to the target and automatically hit (even if they miss completely). The target cannot block the shuriken since they always automatically hit the opponent's body. Therefore, you need to spend 1 energy on the original shuriken that hits the target (and magnetizes the target) in order to use this technique, the other shuriken that you throw after this do not have to be magnetized as they are attracted to the now magnetized target. You can throw giant shuriken as well, and they will be attracted to the target. This technique can also be combined with the manipulated shuriken jutsu, which uses wires to ensure that the first shuriken (the one that does the magnetizing) automatically hits a target to create a fearsome combination. If a target uses a sand shield or a eight trigrams rotation to stop a magnetized attack then the attack wouldn't hit the target because the sand/energy is what becomes magnetized, not the target, so the target would be safe.

Magnet Release Iron Sand Drizzle - 40 jutsu points. (requires wind, earth, and lightning energy natures). Hand signs: Ram. 0.5 energy/bullet. This technique fires a number of small bullets made out of iron sand. Each bullet deals 2 damage. To represent the bullets you may use small soft black balls (they should be roughly the size of a grape), or you could use nerf darts spray painted black that you throw. For 20 extra jutsu points these attacks can be poisoned (targets who take damage from this attack take an additional damage every minute).

Iron Sand Gathering Assault - 40 jutsu points. (requires wind, earth, and lightning energy natures). Hand signs: Ram, Boar, Tiger. 3 energy/shape, you can make up to three shapes per use of this technique, and the shapes will float around you until you throw them. This technique creates large shapes made out of compressed iron sand. You can throw a large soft circular, rectangular, or triangular object (preferably black in color) at a target. If you hit it deals 4 damage by crushing them. If it lands near a target you can spend 1 energy and say "expand" and the shape of the sand changes and spikes lash out in all directions dealing 2 damage to any target within 10 feet of where it landed. Weapons made out of metal (Every weapon in the game is assumed to be made out of metal unless specifically specified) cannot block this attack because the magnetic field it creates will draw the weapon into itself (the person doesn't have to drop their weapon or anything, but if this attack hits their weapon it is assumed to bypass the weapon and hit the player holding the weapon). For 20 extra jutsu points this attack can be poisoned (targets who take damage from this attack take an additional damage every minute).

Iron Sand World Method - 60 jutsu points. (requires wind, earth, and lightning energy natures). Hand signs: Dragon, Ram, Boar, Ox, Tiger, Horse, Rabbit, Dob, Snake). 8 energy to use technique. Then throw a large black soft circular, rectangular, or triangular object. The iron sand expands to fill a wide area with deadly needles and spikes. This deals 3 damage to everyone within 50 feet of where the box lands. For 20 extra jutsu points the attack can be poisoned (targets who take damage from this attack take an additional damage every minute).

Puppet Techniques

Puppet Performance - Skillful Achievement with a human body - 30 jutsu points. 2 energy per teammate to use technique. Hand signs: None, but you must attach using tape and string 4 strings to a friendly player, you don't have to hold these strings. You must stand behind that player and pretend to be guiding their movements with strings. If the player was hit by an enemy attack you can spend 1 energy and say "dodge" to have a puppet you are pointing to dodge an enemy attack (you must say dodge within 3 seconds of the attack hitting them). If the attack had a radius effect you can dodge it if the radius is 10 feet or less, any more and the player with the strings is still assumed to be hit by the attack. You can attach strings to guide up to 3 teammates at a time, but you must spend 2 energy per teammate to attach the strings.

Puppet Performance - Human Corpse Puppet - 50 jutsu points. 4 energy to use technique. Hand signs: none, but you must attach using tape and string 4 strings per player you are attempting to reanimate, you don't have to hold these strings. A recently fallen ally or enemy returns to the battlefield as one of your human puppets. They play as if they were alive and normal with all their weapons and abilities they had at the start of the battle. They have 4 health and 4 energy. You must stand behind the puppet and pretend to be controlling them with your hands. You can control up to 3 reanimated player puppets in this manner. You can stop to attach more strings to new targets and the puppets can continue to fight, however as soon as you are done you must continue to pretend to control them with your hands. You can spend 1 energy and say "dodge" to have a puppet you are pointing to dodge an incoming enemy attack even after they were hit (you must say "dodge" within 3 seconds of the attack hitting.) Area attacks can be dodged up to 10 feet, any larger than this and it is always assumed to hit.

Frog Abilities - Require Summoning Frogs

Giant Frog Drop - 50 jutsu points - 5 energy. After doing the summoning hand signs and spending 5 energy, a giant frog drops from the sky and crushes everyone underneath. Throw a stuffed animal frog into the air and where it lands anyone (including allies) within 15 feet takes 4 damage.

Giant frog mouth technique. 30 jutsu points - 1 energy - After summoning a giant frog using the giant frog drop technique you can pick a target for the giant frog to eat. Just point at a target (this can only be dodged if the target has a special dodge ability like teleport or high speed movement). Before the target is eaten the user jumps inside the mouth also and since it is dark inside the two are then locked in a mini battle that cannot be interfered with the battle outside. Both players must close their eyes unless they have sensing or another ability that lets them see in the dark, and both players must stay within 15 feet of each other. A judge/referee can help keep the players in the same vicinity of each other.

Summoning Frog Intestines - 60 jutsu points - 5 energy - Hand Signs: Rat, Boar, Monkey, Bird, then Place hand on ground while saying "summoning frog intestines." Any player within 10 feet (except the user) is transported into the intestines of a giant frog. The intestines will dissolve

and kill the player within 1 minute unless they have a teleport ability (high speed movement won't work). Substitutions will work to escape however. The player trapped in the intestines does not take any damage until the minute is up and then they lose all their health. If the player inside deals 6 or more damage to the inside of the intestines then they can escape (hell fire works as well, but it takes 3x6 or 18 seconds, so as long as hell fire is activated before the minute is over the player will escape). Eye of teleportation can also be used to blow a hole in the intestines and allow the player to escape.

Slug Abilities - Require Summoning Slug

Slug Shield - 40 jutsu points - 1 additional energy after paying 3 energy to summon slugs- after performing a summoning jutsu one of the five slugs you summoned can surround you to protect you from enemy attacks. You need to do the hand signs for summoning but saying "slug shield" is enough for people to understand that the slug surrounds you. You cannot breath while inside the slug shield so you must hold your breath, every time you need to take a breath you take one damage. You cannot be hurt while inside the slug shield nor can you move other than your hands to make hand signs. You can stay in as long as you like so long as you have health left. The only abilities you can use inside the slug shield are healing abilities (if you have distance healing or are healing through slugs) or the energy meditation technique. You can also spend 1 energy per ally to turn slugs attached to allies into slug shields.

Acid Attack - 30 jutsu points - 2 energy - hand signs none. If someone has a slug attached to them they can shoot acid at an enemy (represented by launching water from an open water bottle, note you do not throw the water bottle you just shake it at a target and water will launch out of the opening). It is general policy to ask if all players are okay getting wet, if not you may use a ball or ribbon to represent acid. The acid deals 4 damage to anyone who is hit. The energy for the attack comes from the player who summoned the slugs, so it is up to them to regulate how much acid they themselves, and their teammates are allowed to use in a battle.

Telepathic Communication - 10 jutsu points - no energy required. The slugs can communicate with each other telepathically and can share information with the person they are attached to. To represents this you may use cell phones to communicate with other people who have slugs attached to them (helpful in large scale battle games).

Snake Abilities - Require Summoning Snake (you don't have to actually summon snakes to use these abilities however unless otherwise specified).

Snake Substitution (Skin Shedding) - 30 jutsu points - 2 energy. Does not require substitution technique. (hand signs: Snake, boar, ox). You can choose to substitute or not the next time you are attacked. You may take 10 steps backward from where you are hit and resume the battle, or you may resume the battle from where you were hit immediately, just say "i'm back". The hand signs need to be performed within 10 minutes of being attacked, but you do not spend energy unless you are attacked and choose to substitute.

Hidden Shadow Snake Hands - 30 jutsu points - 2 energy. Hand signs: none, but you must throw a stuffed animal snake at a target). The target is restrained for 30 seconds and becomes poisoned. This attack can be blocked with a weapon or a shield and then no effect happens. A poisoned target takes 1 damage when hit and 1 damage every minute until they die. If the initial hit did not penetrate (let's say someone who has damage resistance) then the player is fine. If the initial attack hits and then the player activates something that gives them damage resistance the player will still continue to take damage every minute because the poison is already in their bloodstream. If the player is healed by the "antidote" technique then they are fine and stop taking damage.

Sage Mode Techniques

Sage Mode (Frog Style)— 75 Jutsu points. (Requires Summoning technique with Frogs, No hand signs, Limit to one use per battle) In order to use this technique you must either summon the elders (25 jutsu points, and 1 extra energy in addition to the normal energy cost of summoning) through a summoning jutsu, or you must use a shadow clone (or water clone) to gather energy for you. The shadow clone needs to gather energy for at least 2 minutes before you can release the clone and absorb the energy. When you do this you gain +4 nature energy, and your close combat attacks deal +1 damage. You also gain "frog kumite." Where if you are in close combat with an enemy and they hit you, you can say "Frog Kumite," within 3 seconds after being hit, spend 1 energy, and the hit is negated "it is assumed you sensed the attack coming and were able to dodge it." (Frog Kumite can even be used to dodge 64 palms and other technique attacks, it cannot be used to dodge illusion techniques, if a technique like kirin is dodged you can use frog kumite to dodge the main attack but if there is an area effect you will still be hit by the AOE damage). Alternatively if you punch at an enemy and say "frog kumite" then as long as your punch was within 1 foot of the intended target it is assumed to automatically hit (the nature energy emanates from your body and punches the target) dealing 2 damage. These clones that gather energy cannot be used for battle, they only sit and gather energy and are released to transfer the energy to the original body of the sage mode user. Therefore even though they transfer 4 energy, since it takes 2 energy to make a shadow clone (unless you have multi-shadow clone or are using a water clone) the net gain in energy is +2. If you summon the elders you can still use frog kumite, you also replenish 1 energy every minute (until you reach double your starting amount of energy, then you cannot gain more until you have used up energy), however you cannot make clones if you summon the elders. When you use up your nature energy you also lose sage mode and the effects of sage mode unless you replenish your nature energy (see sage mode level 2 and 3) If you summon the elders you can also use a level 3 genjutsu that has a radius effect of 30 feet, however the genjutsu does not go into effect until after 30 seconds of saying "croak, croak, croak," or if you want you can play the sound of frogs croaking loudly on your phone. After the 30 seconds anyone who is still within 30 feet of you gets caught in the high level illusion (can only be freed if you have advanced release). If you make shadow, or water clones to battle they gain the sage mode abilities as well until you run out of nature energy (so if you made the clones before you entered sage mode all of the clones

gain sage mode abilities until you run out of nature energy and then they return to normal clones). Also, you must use your nature energy before using your regular energy.

Sage Mode Level 2 (Frog Style) – 75 Jutsu points. Requires sage mode level 1. This increases the limit of sage mode to 3 times per battle.

Sage Mode Level 3 (Frog Style) – 75 Jutsu points. Requires sage mode level 2. This increases the limit of sage mode to 5 times per battle (the same number of times Naruto can use it fighting Pain).

Sage Mode Sensing - 10 jutsu points. Requires sage mode. This gives you the basic sensing ability.

Sage Mode Jump: 40 jutsu points: (2 energy to use technique). The user uses massive leg strength to launch themselves into the air. This can be used to dodge enemy attacks, or jump clear over barriers (elemental, magical, any other kind) without taking damage or suffering any negative effects. It also allows you to hit targets who are flying. Jump into the air while saying “jump” to use this technique. The jump only lasts 3 seconds for the purpose of dodging enemy attacks and you are assumed to land in the same spot where you took off from. You can dodge radius attacks using this technique since it is assumed you can jump high enough to be over the effect of the technique.

Sage Mode Dragon Style: 75 Jutsu points: No hand signs, just say “sage mode dragon style.” Requires summoning snakes. While using this technique you gain +1 energy every minute with the first energy gained as soon as you activate the technique. When you have gained double your starting amount of energy you do not gain more nature energy until you use up energy then you can still gain 1 more every minute. This is nature energy which can be used for any type of technique, however if you run out of nature energy all other aspects of this ability end as well. Using this ability you can pretend to shut your eyes and fight through sensing assuming you have the sage mode sensing ability which you may purchase after you purchase this ability. Your close combat attacks DO NOT deal any extra damage however you may purchase the sage mode dragon style abilities.

Sage Mode Sensing Dragon Style - 10 jutsu points. Requires sage mode dragon style. This gives you the basic sensing ability. You may also run around the battlefield when your eyes are pretend closed because snakes have a superior sensing ability.

Sage Mode Dragon Style Inorganic Reincarnation - 20 jutsu points. (2 energy to use technique, Hand signs: Ox). The terrain around a target comes to life and attacks the target. Hit a target with a ball and they take 5 damage from these attacks.

Sage Mode Dragon Style White Extreme Attack - 40 jutsu points. (4 energy to use technique, hand signs: Bird, Rat, Bird). Then throw a ball which could be shaped like a dragon to make it more interesting at an opponent(s). The attack will cause a blinding light and deafening sound for 30 seconds. All targets must close their eyes who are within 40 feet of where the ball lands

for these 30 seconds. Everyone within this radius also takes 2 damage from the pain of these vibrations. The user is unaffected and can stay as long as they have sage mode style dragon style.

Nara Clan Techniques

Shadow Possession. 30 jutsu points. (3 energy to throw ball, Hand signs: Rat). Hit the opponent with a small black ball. If they are in a shadowed area (such as in a forest, or on a cloudy day) then this technique only requires 2 energy to throw ball. After the opponent is hit they must (to the best of their ability, mimic the movements of the user) Every minute requires 1 additional energy to maintain the jutsu. The victim or user can count to sixty while the technique is in effect.

Shadow Stitching Jutsu. 30 jutsu points. (requires Shadow Possession. 2 energy. After a target is captured by shadow possession the user can make the bird hand sign and say shadow stitching.) Deals 5 damage to target.

Shadow Imitation Field Technique 50 jutsu points (requires shadow possession. (5 energy/10 feet radius, hand sign: Rat, Dragon, say "shadow imitation field 10 or 20 feet). This is an advanced version of shadow possession jutsu. The user spreads their shadow flat along a large surface area on the ground. Anyone caught within the radius is caught by shadow possession and must mimic the movements of the caster to the best of their ability. To continue to hold people in shadow possession an extra energy has to be paid for each person captured every minute. It is up to the user who gets freed if he cannot hold multiple people in shadow possession after a certain period of time.

Shadow imitation shuriken technique 20 jutsu points (requires shadow possession). (2 energy/shuriken or kunai thrown, must be marked to somehow represent that it has had shadows added to it. No hand signs necessary). By infusing the blades with his own energy beforehand, the blades are given the effect of the shadow possession technique. To hit a target either hit them with the energy infused blade or hit within 5 feet of their feet (represents hitting near their shadow). The target then becomes trapped in shadow possession (see rules for shadow possession).

Shadow Imitation Shadow Bind Technique – 30 jutsu points (requires shadow possession). (3 energy, hand signs: Rat). You can attach your shadows to a teammate (they don't have to mimic your movements). To attach shadows put a small black piece of tape on their body somewhere. You can only attach shadows to one teammate at a time. If that teammate hits an enemy in close combat the shadows get transferred to the target and they are now caught in shadow possession. The user of the jutsu must maintain the Rat hand sign the ENTIRE time that the teammate has shadows attached to them, if the hand sign is released the technique ends. To recast the jutsu on a teammate you can either put a new piece of tape on them (same teammate or different teammate) or throw a soft black ball at a teammate that already has tape on their body. You have to spend 3 energy again to recast on the teammate.

Yamanaka Clan Techniques

Mind Transfer Jutsu. 30 jutsu points. (2 energy, Hand Signs: pointer and middle fingers of both hands touch pointer and middle fingers of other hand and thumbs touch, aim at target) Then you drop a marker to mark your actual body (needs to be a relatively large object, because your body CAN be attacked while you are using mind transfer jutsu. Then you **walk** in a straight line towards your target with your hands in the same hand sign to signify that you are not really your body you are your consciousness heading towards a target (if you miss, or your target dodges you must slowly walk back to your body). When you touch the target (who is likely immobilized) you take control of their body. You gain all their abilities, weapons, and their energy, however if you are not familiar with their abilities the target is not required to tell you any specifics about their abilities (unless they choose to for some reason, surprisingly you can talk to the person whose body you took over). Part of reaching this technique's potential involves researching potential targets ahead of time and studying their techniques and knowing what they can and cannot do. The only information that the person you are taking control of is required to tell you is their current hp and current energy level. If you use mind transfer, any jutsu you are maintaining stops this means that someone who managed to learn shadow possession and mind transfer wouldn't be able to use shadow possession to catch someone and then use mind transfer, because using mind transfer would end the shadow possession. But if you did learn both, you could have your target walk right up next to you, and then the instant you release shadow possession you could use mind transfer, so it could work to use both techniques on a target, just not at the exact same time. However, having a teammate who can use shadow possession would clearly work and allow you to use mind transfer easily, as it is part of the Ino-Shika-Cho formation. If the person who you are mind-transferring dies while you control them you die as well but only after you return from the player's body who you possessed, in other words you can continue fighting as the enemy player until you die as them. You can release the mind transfer at any time by making the ram hand sign and saying release. This returns you to your actual body, but you must run to the spot where you left your body and pick up the object that represents your body before you can resume the game. If an ally is trapped in any type of illusion technique (even blade of dark illusions) you can perform a mind transfer on an ally (you still have to walk up to them after doing the handsign) and after you enter their mind they become freed from whatever illusion/confusion technique they were under (including "advanced illusions" like moon goddess illusion etc.). In other words you can free allies from ANY of these type of techniques.

Mind-Puppet Curse Technique - 30 jutsu points. (requires purchased mind transfer jutsu. 2 energy, hand signs: Ox, Monkey, Bird then the same hand sign as mind transfer pointed at the puppet/doll). The puppet can be something like a stuffed doll, it needs to be soft because you will be throwing it at targets. After you do the handsigns your consciousness is inside the puppet. You can throw the puppet at a target and if you hit them you mind transfer into their body and they mind transfer into the puppet, however the puppet then becomes immobile. Rules for mind transfer jutsu apply after that (see above). The user's actual body is assumed to

be off the battlefield while this technique is in effect and therefore cannot be harmed. If the mind transfer was successful and the user releases the technique they must run off the battlefield and remain off the battlefield for 5 minutes before they can rejoin the battle, unless this would cause a delay of game in which case they can come back immediately.

Mind-Body Transmission Technique. 30 jutsu points. (1 energy to use technique, Hand signs: Ram) This jutsu connects the minds of either the user, or other people together. To use the technique simply make the ram hand sign and spend 1 energy. You and your team are now allowed to communicate with each other on cell phones, or walkie-talkies. This is useful for large scale battles that cover wide areas.

Mind-Body Transmission Transfer Technique. 40 jutsu points. (2 energy to use technique, Hand signs: Ram, Monkey, Bird). Two players of your choosing switch minds. To represent this the two players should swap physical locations (they cannot be harmed while doing this) and then they will continue to battle using the other players abilities, hit points, energy etc. If used on an enemy and an ally both players have the option of committing suicide. If a player was a clone when this occurred then the jutsu simply fails (energy is still spent but no minds are transferred). You cannot substitute out of a mind transfer. If used solely between teammates the jutsu does not have to be announced.

Spot on Perceptive Eye Assisted Mind Transfer Technique - 60 jutsu points. (4 energy to use technique, Hand signs: Same as mind transfer). This technique requires an ally with the perceptive eye to be standing next to you with their perceptive eye activated and their hand on your shoulders. (You can use this technique with your own perceptive eye in which case you do not need an allies help, however in this case you must spend 100 jutsu points to purchase the technique). This technique allows you to instantly switch bodies with an enemy player who is within 100 feet. If that player was a clone at the time then the user must spend the 2 energy and are frozen for one minute while their "mind" returns to their body. Call out "freeze" when you do this and you and the enemy switch places as play stops between other players. The enemy now pretending to be you can only stand motionless, or sit on the ground. If the player pretending to be you is killed then the user cannot return to their original body but may continue to play as the enemy until they are killed by other enemies. The user in the enemy's body is allowed to use the enemy's weapons (with that player's permission, if not allowed and no substitute weapons are available then they must make do with using hand to hand combat). They are allowed to know the energy level and the health of the player whose body they stole, and can only use their techniques if they actually know how to use them, and what handsigns to make.

Aburame Clan Techniques

Parasitic Destruction Insect Technique – 10 jutsu points (no energy), allows the use of all insect techniques. When clan members are very young their bodies are offered to become hosts for

parasitic insects, as the clan members age they learn the techniques that allow them to control the insects.

Insect Jamming/Scouting Technique – 10 jutsu points, requires parasitic destruction insect technique. (1 energy, hand signs: Ram, bird, horse). The user hides insects throughout the battlefield that emit energy, this confuses sensory type ninjas. For this reason if someone uses a byakugan or other sensory ability these will be nullified to the extent that they are trying to identify a person's location. For instance, the perceptive eye user can leave the body to scout, if this technique is activated the person using it should say "no scouting!" and the perceptive eye user cannot use their technique. The same applies to someone using basic sensing, or other scouting/sensory techniques that revolve around sensing energy. However, you can use the insects to scout for yourself. If you decide to do this hold your hands over your eyes and say "scouting" while walking around the battlefield. You cannot be injured while you are doing this. You may scout for 2 minutes before you must return to your body. You can also use this technique to "see" when techniques are used that take away eyesight, however you can only walk around the battlefield when this occurs. You also gain the "fight by not looking ability" where you can see even if you decided to close your eyes (So you get to keep your eyes open, but we "pretend" like they are closed for the purpose of abilities). This way if a technique involves making eye contact with you or forcing you to look at something you will be protected. You must announce loudly to any people nearby you that your eyes are actually closed.

Insect Clone Technique – 30 jutsu points, requires parasitic destruction insect technique. (2 energy per clone, hand signs: Boar, Dragon, Bird). The insect clone has 1 health, but if it is killed it can reform in 10 seconds. The bugs can reform up to 2 times. The bugs can move while reforming, but cannot attack or be attacked until the reformation process is complete. If the clone hits a target in close combat the bugs can drain the target of 1 energy (the clones close combat punches do not deal damage, they just remove 1 energy) If the clone hits another clone it will not drain energy, it will simply deal 1 damage to the clone (this is because all clones are formed from energy so the bug clone will drain the other clone of energy and thus cause the other clone to be destroyed). The clone is allowed to wield a weapon, however the weapon will not drain energy it will just deal the normal amount of damage that the weapon does. The clone cannot use jutsu, unless it is another bug jutsu. If the bugs are hit with a fire technique that deals at least 2 damage the bugs are scattered and cannot be reformed.

Secret Technique Insect Cocoon – 10 jutsu points (1 energy, hand signs: Ox, dog, bird, ram). This unique technique allows the user to accelerate the growth of their insects. As the user's body is already a hive of sorts for the insects, the user will encase themselves in an actual cocoon to further aid the insects. To represent this the user needs to remain motionless for one minute (you cannot use a clone while using this technique). After the minute, he can cast his next insect technique for 2 less energy than normal.

Secret Technique Insect Sphere – 20 jutsu points (2 energy, hand signs: Dog, Ram, Ox). This technique sends the kikaichu out of the users' body and directs them to fly towards a target. To

represent this, throw a soft black ball at a target. The insects spread over the body of the target who is hit and the insects devour the target's energy. This takes away 4 energy from a target, if the target does not have any energy left the technique deals damage instead.

Rinkaichu Technique - 30 jutsu points (4 energy, hand signs: Ram, Bird, Rabbit). The rinkaichu are nano-sized extremely poisonous insects. Using this technique the user, who has gained a resistance to the poison by living with the insects over time, simply touches a target. The insects then are transferred from the body of the host user to the target. The insects bite the target which begins to degrade their flesh and spread throughout their body like a virus. This counts as a "poisoned attack" and deals 1 damage every minute to the target until they die or are healed by "antidote." Also, if an enemy attacks the person using this technique by touching their body directly with their hands or feet they will also be attacked by the bugs and thus poisoned by them. After activated the insects remain on the person's body for the entire battle, therefore it is not 4 energy per attack, but rather 4 energy to activate the technique. The technique can be deactivated by making the ram hand sign. Allies who touch the target will be poisoned, however the user of the technique can remove the bugs from an ally by placing a finger or hand on them at the spot where they were infected at no energy cost.

Poison Cloud Rinkaichu Technique – 40 jutsu points (3 energy, hand signs: Boar, dragon, horse, hare) Then throw a black ball representing a ball of poison gas produced by the deadly Rinkaichu. Anyone hit is hit by a "poisoned attack" and takes 1 damage every minute until they die or are healed by "antidote." If they are wearing a gas mask they are immune to this attack. Also, they will be poisoned even if they have a damage resistance ability because the poison is inhaled.

Akimichi Clan Techniques

Expansion Jutsu - 10 jutsu points - Allows the purchase of other Akimichi clan techniques.

Partial Expansion Technique - 30 jutsu points. (2 energy, hand signs: One handed Ram). Your arm expands in size and your next punch will deal +3 damage.

Human Boulder Technique - 30 jutsu points. (3 energy, hand signs: Rat, Bird, Tiger). Your body expands and then you can propel yourself with your chakra while spinning to form a deadly ball of mass that can crush enemies. To represent this put both your arms in front of your body and run around the battlefield (you cannot walk while using this technique you must run, and you cannot stop to change direction). If you bump into enemies, or come within 5 feet of them they take 1 damage because you "run over" them. Also, enemy attacks will not hurt you unless they deal more than 2 damage (if it does more than two damage you take the full damage from the attack, i.e. damage is not reduced). You can stay in this form for up to one minute before you must either spend 3 more energy to continue for another minute or revert to your normal form. Also your ears are plugged in this form so sound based attacks will have no effect on you unless the sound is in physical contact with your body (such as it is emanating from an opponent's arms or hands and they hit you in close combat).

Total Expansion Technique - 50 jutsu points. (5 energy, hand signs: Rat, Bird, Tiger, Ram). Your body expands so you essentially become a giant. You can only walk around the battlefield. You have damage resistance 1 (so an attack that deals 3 damage would only deal 2 to you when you are in this form). Your close combat attacks with your hands feet or close combat weapons you carry deal +2 damage. You can also throw a small ball by spending 1 energy to represent the reach of your arms and this counts as a punch that deals 4 damage.

Food Pills - These are technically ninja tools and not a technique, but they are in this section because they are only available to ninja who study akimichi clan techniques.

Green pill - 30 wado. (this gives you +1 energy)

Yellow Pill - 40 wado (this gives you +2 energy)

Red pill - 70 wado (this gives you +5 energy, however you will die after 5 minutes).

Calorie Control Technique - 50 jutsu points. (No energy Required, No hand Signs, just say the name of the technique, if you want you can wear butterfly wings this is COMPLETELY OPTIONAL!!!! haha) The user converts the calories of his body into energy and gains butterfly wings. When activated you gain +3 energy.

Inuzaka Clan Techniques

Puppy - 30 WADO (this is technically a ninja tool, hence why it costs wado, but I put it in here because it only applies to people who study Inuzaka clan techniques. The puppy grows over time and gets larger. When the puppy is first purchased the puppy has limited combat abilities and cannot do much other than assist in techniques described later. After the puppy owner gains 100 exp after the puppy was purchased the puppy grows into a war dog that has 3 hp and close combat claws that deal 2 damage per hit. At this stage the player can “become” the dog and play as the dog. To represent being a dog you must crouch while running/moving. If the war dog is killed he comes back at the start of the next battle.

Smell Sensing - 30 jutsu points. No hand signs. No chakra required. Members of the Inuzaka clan have high sensitivity noses and can smell better than they can see. For this reason they gain the “basic sensing” ability and can sense enemy locations with their noses.

Four Legs Technique - 60 jutsu points. 1 chakra required, no hand signs just crouch over to represent going down onto all fours. Your hands count as weapons (will do damage to any enemy body part except head, neck and groin), and they also deal +1 damage. You can also spend 1 energy to teleport to a location within 10 feet (a type of high speed movement), by simply saying “dash.”

Dynamic Marking - 20 jutsu points. No hand signs but you have to throw a stuffed animal dog into the air. 1 chakra required. The dog spins around and sprays urine onto everyone within 30 feet. Anyone marked can be “smelled” by the person who marked them. Even if eyesight is taken away the player who did the marking will be able to see them. Also if an enemy is

marked and they run out of sight you can “track” the enemy. To represent this you can have a referee help you look for the person who ran away and if the referee finds them then they will tell you where they are.

Beast Human Clone - 30 jutsu points. Requires 2 energy (Hand signs: Tiger) Your puppy/dog transforms into an exact copy of you. You can alternate between yourself and your clone. The clone has “four legs technique” activated automatically even if you never purchased this ability. If your clone is of a puppy the clone has 2 HP, if the clone is of a wardog he has 3 HP still.

Fang Passing Fang - 40 jutsu points. Requires 3 energy. (hand signs: none). You can use this technique with your actual body (as long as you have the four legs technique activated), or with your puppy or dog if they are transformed into a beast human clone. By spinning at a ferocious velocity the user propels themselves at a target. Because of the high speed of the rotation the user cannot guide the attack with their eyes and must rely on smelling their opponent. You can only attack targets who have been marked with “dynamic marking.” To represent using the technique you can run at a target who has been marked with dynamic marking and then simply tag them with your hand, you cannot stop running or else the technique runs out, so if you miss your target you must still run and change direction while running to attack them again. The technique will end whenever you decide to release it, but it won’t release if you don’t want to release it and if you don’t stop running. Everytime you tag your target they take 3 damage. If your enemy hits you, you take full damage from their attacks as well.

Ink Techniques

Ink Bird Technique - 30 jutsu points. (1 energy/10 minutes airborne, hand signs: draw a picture of a bird on a piece of paper and then make the ram hand sign) Using this technique you create a large bird that you can fly on for ten minutes. Airborne targets can attack other airborne targets as normal, but only ranged attacks can be used between airborne targets and targets on the ground unless you say “i’m landing” in which case normal combat rules apply.

Ink Tiger Technique - 30 jutsu points. (1 energy, hand signs: draw a picture of a tiger on a piece of paper and make the ram hand sign). Then throw a ball at a target. The tiger deals 3 damage to a target who is hit.

Ink Sealing Technique - 30 jutsu points. (2 energy, hand sings: none, but you must hit the target with a piece of paper that had a symbol drawn or painted on it previously). The target is sealed away (effectively killed). Revival jutsu cannot be used to free the target, however if the user is caught in a genjutsu and cannot escape the wielder of the genjutsu can automatically force the user to release the seal in which case the target will return to the battlefield in the same condition as when he or she was sealed.

Paper Techniques - Requires Water, Wind, and Earth elemental affinities

Paper Shuriken - 30 jutsu points. (1 energy per 5 shuriken, hand signs: Snake) The user folds paper using their chakra to make paper shuriken (you may use origami shuriken with paper

clips taped to the inside to help them fly better). The shuriken deal 1 damage. You should either be carrying the shuriken or they should be on the ground nearby so you can pick them up (just like with another jutsu ability like a fireball).

Paper Clone - 40 jutsu points. (2 energy per clone. hand signs: Dog, Bird) This clone when hit falls apart into many sheets of paper. If asked (by anyone) the paper clone user must reveal that they are a paper clone (it isn't very hard to tell since the paper is somewhat visible). If the paper clone is hit it separates into sheets of paper but can be reformed by saying "reform" and spending 1 energy. This can be done an indefinite number of times. If the paper clone is hit by a fire attack or a water attack or an oil attack the clone is destroyed and cannot be reformed. The paper clone can use any paper abilities but cannot use other techniques. If you have an exploding tag you can place one or multiple tag(s) "inside" yourself and detonate them as you see fit. The tags exploding will not prevent the paper clone from reforming.

Paper Disk of Destruction - 30 jutsu points. (2 energy per disk, hand signs: Boar, Dog) - The user shapes many sheets of paper into a large disk which then begins to spin at a ferocious speed. Throw a large soft frisbee shaped object at a target, the attack deals 4 damage to target who is hit.

Paper Senbon - 40 jutsu points. (3 energy, hand signs: Ox, Tiger, Ram, Dog, then throw a bunch of folded pieces of paper towards a target or group of targets). All players within 180 degrees of the direction you are facing and within 15 feet take 2 damage.

Paper Prison of Hell - 80 jutsu points. (8 energy, Hand signs: Ram, Ox, Boar, Dog, Horse, Dog, Dragon, Tiger, Monkey, Ram). Then extend your hand in a direction, a chasm in the ground opens up (the ground was actually made up of billions of sheet of paper!) along the direction you are pointing, forwards and backwards. Everyone along the line falls down into a pitt which extends 15 feet to the left and right of the direction you are pointing, so the total diameter is 30 feet with the line you are pointing running down the middle. (so it makes a large rectangular shape with two ends stretching out to infinity). The user of the technique would also fall in assuming they do not have the ability to fly. Exploding tags are set off within the prison indefinitely until anyone who falls in dies (Players trapped fall endlessly and take 1 damage every 3 seconds) If players who fall down do not die (let's say they have damage resistance), then it is assumed that they continue to fall forever and are essentially eliminated from the game unless they have a teleport ability that could feasibly escape (not high speed movement, it would have to be something like flying raijin or space time manipulation), or the ability to fly out. If you use izanagi you can escape and reappear on the outskirts of the prison. The chasm closes after one minute so players can run over the area where the chasm was before, however players who fell in continue to be trapped since the chasm closes overtop of them.

Paper Wings - 30 jutsu points. (2 energy, hand signs: Ram, Ox, Dog). This gives you wings out of paper and you can fly indefinitely (no time limit). You must land if nobody has the ability to attack you in the air and it would otherwise cause a delay of game.

Poison Blade Technique - 50 jutsu points (2 energy/weapon imbued with poison, Hand signs: none) Each weapon that you put poison on should have a clear indication that it's been poisoned. Purple in this game is the color that represents poison so you could tape a purple piece of paper to the weapon or use a purple band that wraps around the weapon. So long as it is clearly visible. You should announce that you are using a poisoned weapon to your opponents to promote fair gameplay, unless you are sneaking up on them in which case you do not have to do this. If you successfully deal damage with a poisoned weapon to a target they take an additional damage every minute until they die or are healed by a medical ninja with the "antidote" technique. The person who used the blade should start a timer on their phones or a stopwatch to keep track of how long it has been, however players could also count verbally. The person hit should keep track of time as well (if there is a dispute it should fall to a referee to determine how long it's been)

Curse Technique: Death Controlling Possessed Blood. 50 jutsu points. (when you purchase this technique you also join the religion of Jinshin. By joining this religion, you gain immortality from the god of Jinshin. You cannot die from any physical wounds, however you would still die if your soul got removed, and you can still be sealed away. If your body is blown apart into pieces (explosion techniques and exploding tags work to do this but they must deal the same damage as your actual health to blow you apart) then you "die" because you are rendered ineffective in battle. Your body parts can be cut off when a bladed weapon strikes that part of the body, army dodgeball style. You cannot use any other techniques except the "curse technique." So even if your character has learned other jutsu, by joining the religion of Jinshin you forfeit your ability to use any other jutsu except the curse technique. If you wound a target with a weapon and lick their blood you can then stab yourself and the damage gets inflicted to the person whose blood you licked. You cannot move while you do this because it is assumed that you also drew a symbol on the ground and you need to stand in the symbol for the technique to be effective. The reason why you cannot use other techniques is because ultimately all techniques come from the gods, and while the god of Jinshin gives you immortality and the blood curse, he has no power over the natural elements or the normal abilities of ninja, which is where most ninjutsu and genjutsu come from. If an ally has "sewing limbs technique" they can come up to you and put their hands on you for 10 seconds/limb that you lost to restore your lost limb (it must be an ally, you cannot use the sewing limbs technique on yourself).

Forbidden Techniques

Sewing limbs technique - 20 jutsu points - no hand signs or energy required. The ninja can sew severed limbs that have been cut off back onto the player who lost them and can use some basic medical abilities so that the limbs return to functionality. To do this simply go up to a person who lost a limb and place your hand on their shoulder for 10 seconds per lost limb and that limb is restored.

Multi Shadow Clone Jutsu - 40 jutsu points. (Requires Shadow Clone: 1 energy per clone, everything else is the same as Shadow clone) This technique is forbidden because it is deemed to dangerous since it divides your energy into too many pieces. You cannot do multi shadow clones right before an enemy attack hits in order to block yourself from getting hit by the attack. You can still use "shadow clone jutsu" for 2 energy to create a clone if you are about to get hit by an enemy attack.

Triple Rashomon - 30 jutsu points. (2 energy to use technique. Hand signs: Boar, Dog, Bird, Bite finger and place hand on ground while saying "summoning Triple rashomon"). Three large walls appear in front of you. Each wall is 10 ft in length, and they are spaced out one in front of the other at 5ft intervals. The walls have WR:4. If possible objects should be placed such as small balls at the sides of each wall so players know where they are located. This is important because the walls do not disappear. However you can summon the walls to block an incoming attack and the balls do not need to be placed to block an attack. If the user does not place the balls afterwards within a reasonable amount of time (about 1 minute) (perhaps because they are preoccupied with fighting) then the wall is assumed to disappear by themselves.

Izanagi- 40 jutsu points. (Requires Activated Cat's Eye: Hand signs: rabbit, boar, ram) 2 energy to use technique (unless you are in the uchiha clan in which case it only takes 1 energy to activate.) The user discards one of his or her cat's eye to obtain a powerful defensive ability. Hand signs must be performed within 5 seconds of the attack hitting (unless you have senju bloodline in which case the time is extended to one minute). Any attacks the user sustains within the 5 seconds or 1 minute become irrelevant as the user turns reality into a genjutsu cast on himself. After hit by an attack that you want to "void" take up to 10 steps away from where you were hit and then say "I'm back" signaling that you are back in reality and part of the battle again (do not use this to advance towards an enemy). Therefore, even the most powerful attack, like Hell fire, is voided. However, after the techniques use, the cat's eye is sealed for the remainder of the battle. If your cat's eye are your two eyes then you must close one of them each time you use this technique. You can buy "spare" eye(s), which are embedded somewhere on your body, for 30 jutsu points each. For the purpose of using this technique to defend yourself from kirin, or an asteroid or a massive explosion it is assumed that you would see these techniques coming and would have time to weave handsigns (the person using the technique can't say "I did my technique before you did your handsigns"), because it is assumed you have time to see a large attack coming. If you are using Izanagi for an extended period of time, because you have senju bloodline and multiple cat's eye you need to use a stopwatch. You can release Izanagi (and turn off your stop watch) by doing the ram handsign. Then you can do the handsigns again to start Izanagi up again. The eye that was in use is used up if the time was 30 seconds or greater, if it was 30 seconds or less then the eye can still be used next time you activate izanagi. Izanagi DOES protect you from genjutsu/shadow possession and any other techniques that bind you/restrict your movement. If you were caught in water prison you would be "frozen" in water, but once you died you would appear outside again with full health. You do not gain energy back when Izanagi activates after you are hit by an enemy attack.

Izanami – 40 jutsu points. (Requires Activated Cat's eye: Hand signs: none) 1 energy to use technique. Throw a ping pong ball and hit opponent (say Izanami while doing this). The target is trapped in a powerful genjutsu that cannot be broken until they accept their fate (you need to have Advanced Release to do this). They cannot be released even by teammates who have release. The target stands motionless with arms at their sides while genjutsu is in effect. The use of this technique seals away 1 cat's eye (have to close eye if its your primary eye) from the user (comes back during the next battle). You can buy "spare" cat's eye(s), which is embedded somewhere on your body, for 30 jutsu points each. Even if the attack misses its target you still lose 1 cat's eye.

Dead Soul Technique: - 50 jutsu points. (Hand signs: Snake, Monkey, Ram, Ox) - requires 5 energy. This reanimates a dead ally or enemy (if an enemy they come back on your team) and gives them 2 health and 2 energy. The player does not get back weapons that were destroyed, or non-reusable weapons that they already used up. They do get any weapons that they still possessed at the time of death.

Summoning: Impure World Reincarnation – 80 jutsu points. (Hand Signs: Tiger, Snake, Dog, Dragon, Clap Hands) 0.5 energy per Health point and Energy of reanimated person (you must bring them back at their full natural health value, however you do not have to give them their full natural amount of energy). They also come back with all their weapons that they had at the beginning of the battle. This technique summons someone who has died and brings them back to life. In this game this has to be either a teammate, or a fallen enemy. The reanimated fallen enemy switches teams. These reanimated corpses die if they run out of hit points, just like a normal player. If you do not have enough energy to reanimate someone (bring them back to their full natural health level), then you cannot reanimate them.

High Speed Regeneration: 40 jutsu points - (Hand signs: None). After you die (have taken damage so that your Hp equals 0) you can activate this ability by spending 4 energy. You then come back to life with 1Hp.

Curse Mark Level 1: 30 Jutsu points – (Hand Signs: Tiger) Once activated this mark gives the user +1 energy. And their close combat attacks with your hands (not weapons) deal +1 damage. Clones cannot use a curse mark (it has to be your actual body using it).

Curse Mark Level 2: 30 Jutsu points: Requires Curse Mark Level 1 (Hand signs: Tiger, Dragon) Once activated this gives the user +1 energy, as well as glide for 1 energy. Glide means they can jump into the air and use their wings to glide over enemies. To use glide spread out your arms to represent your mutated hand wings behind your body. However you do not have to keep your hands in this position if you want to cast jutsu or use weapons since you also have your two normal arms as well. Glide only lasts 30 seconds before you have to land, just count to thirty while gliding. (You are allowed to have Curse Mark Level 1 and Level 2 simultaneously, so you if you have level 2 activated your attacks with your hands will still deal +1 damage from

having level 1 activated). Clones cannot use a curse mark (it has to be your actual body using it).

Reaper Death Consuming Seal: 20 jutsu points: (Hand signs: Snake, boar, ram, rabbit, dog, rat, bird, horse, snake, clap hands). Then grab opponent within 10 seconds of weaving hand signs. Takes 1 energy. The reaper then rips out the soul of the target, target cannot move after grabbed, and the reaper also takes the soul of the person who cast the jutsu. It takes 30 seconds for the souls to be removed. Both are sealed away effectively killing them both. Because they are sealed (rather than killed) they cannot be revived by resurrection jutsu. The technique will be nullified if used on a clone, 1 energy is still spent, but the user will not die, the clone will be destroyed.

Space time jutsu:

Flying Raijin Jutsu. 50 jutsu points +5 extra points for every additional mark (1st mark is included in the 50) (1 energy/teleportation, Hand signs: Ram or Ram with one hand) The user can use the high speed movement technique with no distance limitation, however you must transport yourself to locations that have “marks” which could be any mark you desire printed on pieces of paper, tape, drawn on kunai, or even stuck to other players (If you tag an enemy with tape that has your mark during battle they are not allowed to remove it and you can always teleport to their location). Also, there is no time restraint, but to represent the speed of teleportation the user should RUN to their destination, if you are not running you are assumed to not be teleporting and are assumed to be trying to delay the game. The teleportation happens as soon as the user makes the ram hand sign and says “teleporting.” While saying teleporting repeatedly they cannot be hit by enemy attacks, and they should continue to hold up a hand (or some other universal signal) to signal that they are teleporting. Therefore, this technique is great for dodging enemy attacks. Enemies can see where you are going and are allowed to take defensive measures such as guarding a mission objective from where you are heading. When you reach your destination, you need to put down your arm to represent that you are back in the game (you need to be within 5 feet of your mark). If an enemy is defending a mark and you decide you would rather not travel there you are allowed to travel to a different mark (assuming you have one) without paying additional energy. If all your marks are being guarded you need to pick one to travel to, you cannot remain in teleportation for an unreasonably long time or else it is assumed you are delaying the game. If an enemy uses an attack with a radius effect you will be affected by the attack unless you are teleporting to a location outside of the radius. Teleportation is assumed to happen instantaneously, which means that if you weave hand signs and then teleport to a location your customary 10 second grace period to use the jutsu begins when you arrive at your destination (you do not have to count to 10 while you are teleporting). You can also teleport people (allies or enemies) with you for an additional energy/person teleported. They have to be in physical contact with you with either you holding them or them holding you. They do not choose where they get teleported to, the user of the jutsu decides, and the user of the jutsu does not have to send

them to the same location that the user teleports themselves to. You can also teleport a person you in physical contact with without teleporting yourself. After you teleport a person you can throw a marked kunai up into the air and teleport them to that kunai. Fall damage is 1 damage (height must be at least 20 feet, but there is no extra damage even if the fall is higher than 20 feet). Enemies can “guard” marks before you teleport to them, but as you are in the process of moving towards a mark enemies are not allowed to encroach/follow you as you are teleporting (this is because the teleportation happens instantaneously). If an enemy does it by accident (perhaps they don’t understand the rule) just inform them that they are not supposed to purposefully move towards a place you are teleporting towards. If they are moving there for another reason (perhaps to attack a different enemy) then this is a different matter.

Long Distance Mark – 10 jutsu points. Requires flying raijin jutsu level 1 or 2. This allows you to teleport yourself as well as anyone you are touching off the battlefield temporarily to avoid attacks that have extremely large radii or affect the entire battlefield, or for other purposes. You still have to spend energy for each teleportation (going to and from off the battlefield). The place you teleport to is assumed to be a 15 minute run away from the battlefield. If you teleport to a long distance mark you can return to the battlefield on foot but cannot enter the battle for 15 minutes. If your enemies are waiting for you to return you can return instantly so as not to cause a delay of game. Your time off the battlefield is not a delay of game assuming someone else on your team is still fighting, and this way you don’t have to spend energy to teleport.

Flying Raijin Level 2 – 50 jutsu points. Requires flying raijin jutsu. This technique decreases the cost of teleportation to 0.5 energy/teleportation for flying raijin jutsu or teleportation barrier.

Teleportation Barrier. 30 jutsu points, requires flying raijin jutsu. (1 energy/teleportation, hand signs: Snake, horse, rat, ram, hold out hand with a marked weapon or a mark on your palm, to mark your hand you can draw a mark with a pen on your palm or use a piece of tape on your hand). Any attack that would hit you (physical weapon or jutsu or samurai technique or spell but not genjutsu or other non-physical attack like illusions or shadows) gets teleported to a location where you have a mark located. (you do not pay energy if the attack gets pulled back, aka you only spend an energy for each successful teleportation). If it’s a physical weapon like someone using a sword the entire person gets teleported, not just the weapon. If they don’t hit you, and they pull back their attack in close combat then they do not get teleported. You do not take any damage. If it is a ranged jutsu (like fireball or a fireball spell) that hits you, you can teleport the jutsu to a kunai that you throw after you use the barrier, (or a mark somewhere, perhaps one that you put on someone’s body in which case the jutsu would automatically hit the target), but you must use it within 10 seconds of when the jutsu hit you. The kunai counts as the “jutsu” so if you hit a target with a kunai and then say “teleport jutsu” while the kunai is hitting a target it is imagined that the kunai becomes the jutsu, so if it was a fireball then a fireball gets superimposed on the kunai and the kunai deals the same damage and has the same effects as a fireball. Only jutsus that hit you can be teleported, if a jutsu has a ranged

effect such as rasenshuriken, and the frisbee used to represent rasenshuriken hits near your feet (not your actual body) you cannot teleport the explosion that results, however if the frisbee hits your body you can teleport the entire jutsu to whatever location you desire and after it is teleported, the explosion will then happen. If it's a close combat jutsu, such as rasengan or chidori, you teleport the entire player like you do with weapons (there is no way to separate these jutsu from their players, so you can't just teleport the chidori from the player and then hit him with it). Also, you cannot teleport non-physical jutsu such as genjutsu or shadow possession (you can teleport sand but it won't have any effect after it has been teleported since you don't control it, you can teleport bugs but if you direct a bug attack back on the person who is the host of the bugs the bugs will not harm that person, they will harm other enemies however such as the allies of the person who uses the bugs). If you teleport senbonzakura blades they attack whoever is on the other side except the wielder of senbonzakura. If you successfully mark an enemy, an ally can fire a jutsu into your teleportation barrier which will then automatically hit the enemy, (or you can use the kunai method with your allies jutsu perhaps to give extra range to a jutsu). You can even teleport your allies, or part of your allies bodies, for instance if your ally uses chidori they can stick their arm into the teleportation barrier and hit a marked enemy. Even if they use a weapon like a sword you can still do it, but they only get to hit the enemy one time for each teleportation. If you mark an ally, you can perform the handsigns for teleportation barrier and then teleport to their location instantly when an enemy is attacking them. To avoid having to physically run to their location and represent the speed of teleportation your ally "pretends" to be you, and can hold up their hands to block the incoming attack which is then assumed to be absorbed by the teleportation barrier. However if your ally does not put up the barrier in time you are hit by the incoming attack instead of them since you teleported in front of them. If you teleport an enemy to a mark and then you immediately afterwards teleport to the same mark you both appear at the same time (it's not a race, but you both must move to the mark as quickly as possible), however since you control the teleportation you can orient the exact position of yourself and your enemy, the direction you are both facing, and you also call "we're back," which re-initiates game play. If you had an attack or a jutsu ready you can use it on the opponent when they are facing away from you giving you a from behind attack.

Spiralling Flash Super Round Dance Howl Stage Three - 40 jutsu points. Requires Flying thundergod technique (5 energy to use technique, Handsigns: Ram with one hand). To activate you must place marks around an enemy, the marks can be either on a kunai, or you can put piece of tape on the ground/other objects, or even use players. No mark may be greater than 15 feet from another mark and they must form a geometric shape around the target(s) (for instance if I used 3 marks they would form a triangle and my opponent(s) would need to be within the perimeter of the triangle. To activate make the handsign and say the name of the technique. Any enemy within the perimeter takes 10 damage.

Flying Thundergod Mutually Instantaneous Revolving Technique - 30 jutsu points. Requires Flying thundergod technique (2 energy to use technique, handsigns: Ram with one hand). To

use this technique you must mark two players. The players can be allies, enemies, or even yourself. After the two players have been marked say the name of the technique and make the hand sign. Both players then switch positions, the game does not stop, but the players cannot be hurt while they are moving to the position of the other player (since both players will be moving use your best judgement to go to as close to the exact spot where the first player was and then both players say "i'm back" to signify that they are back in the game).

Advanced Shape Manipulation Techniques

Energy Sphere Jutsu (Rasengan). 60 Jutsu points (30 Jutsu points if you use a clone in conjunction with the technique every time to help form the energy sphere). (1 energy to use, no hand signs but you must "mime" the formation of the energy sphere for 3 seconds) Using a tennis ball or other small ball in your hand strike your opponent, this causes 3 damage. Target hit flies backward (takes ten steps back) and is knocked to the ground. They cannot attack or be attacked while this is happening. You also cannot pursue the target until they are on the ground, but your teammates can.

Thrown Energy Sphere technique: 30 jutsu points. This allows you to throw an energy ball after you form it (see "energy sphere" for energy cost, and rules of the energy sphere). You can throw giant energy sphere as well with this jutsu.

Rasengan Barrage. 10 jutsu points. Requires rasengan. This technique allows you to create two rasengan in your hands simultaneously (if you make rasengan with clones you must still create a clone)

Giant Energy Sphere Jutsu (Odama Rasengan). – 40 jutsu points (requires rasengan. 3 energy to use, no hand signs but you must "mime" the formation of the energy sphere for 5 seconds). You still need to create a clone if you use a clone to make a rasengan normally. Using a larger soft ball (the size of a soccer ball) in your hand strike your opponent, this causes 6 damage. Target flies backward (takes 15 steps back) and is knocked to the ground. They cannot attack or be attacked while this is happening. You also cannot pursue the target until they are on the ground, but your teammates can. Walmart sells large rubber balls that are perfect for this jutsu and are only a couple dollars.

Ultra Giant Energy Sphere Jutsu – 30 jutsu points (requires odama rasengan. 5 energy to use, no hand signs but you must "mime" the formation of the energy sphere for 10 seconds). Using a huge soft ball (the size of a large exercise ball) in your hands strike your opponent(s), (since it is so large you may be able to hit two opponents simultaneously. This causes 10 damage to whoever is struck. Target flies backward (takes 20 steps back) and is knocked to the ground. They cannot attack or be attacked while this is happening. You also cannot pursue the target until they are on the ground, but your teammates can. Walmart sells huge rubber balls that are perfect for this jutsu and are only a couple dollars. This attack is unblockable (if an opponent blocks it with a weapon or a shield the attack is assumed to hit both the weapon/shield and the player behind the weapon/shield, the only exception is if the shield covers the entire body (like

sand shield) in which case the attack will deal damage minus the weapon resistance of the shield.

Advanced Shape and Nature Manipulation Techniques (All require Odama Rasengan)

Rasenshuriken. 60 jutsu points (30 jutsu points if you make two clones, one to help with rotation and one to add nature transformation). 4 energy total (includes the energy used for the rasengan). Requires Odama Rasengan and a Wind energy nature. First form an energy sphere according to normal rules above, then for 3 seconds mime the adding of extra “wind” energy. The ball transforms into a foam frisbee, or other disk shaped throw able object (can be larger than a foam Frisbee, but must be disc shaped, cannot be smaller than a foam frisbee). Throw the foam frisbee any target hit takes 10 damage, any person within 10 feet of where the foam Frisbee lands takes 6 damage. (10 feet is not large enough to hit an elemental clone’s actual body, this applies to all moves that have a small radius of effect, small meaning less than 100 feet).

Rai-Rasengan. 60 jutsu points (30 jutsu points if you make two clones, one to help with rotation and one to add nature transformation). Requires Odama Rasengan and a lightning energy nature. 4 energy total (includes the energy used for the rasengan) First form an energy sphere according to normal rules above, then for 3 seconds mime the adding of extra “lightning” energy. The ball transforms into a larger ball with lightning represented by white, yellow, and blue strings glued to the ball. Throw the ball any target hit takes 8 damage and stunned for 5 seconds, any person within 10 feet of where the ball lands takes 4 damage and is stunned for 2 seconds.

Magnet Style Rasengan. 50 jutsu points (25 jutsu points if you make two clones, one to help with rotation and one to add nature transformation). Requires Odama Rasengan and earth and wind energy natures. 3 energy total (includes the energy for rasengan. First form an energy sphere according to normal rules above, then for 3 seconds mime the adding of extra “magnet” energy. The ball transforms into a larger ball with markings around the ball, see “magnet style rasengan” on google to get an idea of what the markings look like. Hit a target in close combat with the ball (cannot be thrown). Target takes 10 damage and is immobilized by the markings on the rasengan. They cannot move unless a teammate comes and touches them, which frees them.

Lava Release Rasenshuriken. 60 jutsu points (30 jutsu points if you make two clones, one to help with rotation and one to add nature transformation). Requires Odama Rasengan and fire, earth, and wind energy natures. 4 energy total (includes the energy used for the rasengan) First form an energy sphere according to normal rules above, then for 3 seconds mime the adding of extra “magma and wind” energy. The ball transforms into a foam Frisbee or larger ball/disk shaped object that is red and/or black in color. Throw the ball/foam Frisbee, any target hit takes 12 damage, any person within 10 feet of where the ball lands takes 6 damage.

Water Release Mizu-Rasengan. 60 jutsu points (30 jutsu points if you make two clones, one to help with rotation and one to add nature transformation). Requires Odama Rasengan and water energy natures. 4 energy total (includes the energy used for the rasengan) First form an energy sphere according to normal rules above, then for 3 seconds mime the adding of extra “water” energy. The ball transforms into a larger blue ball. Throw the ball, or hit target in close combat any target hit takes 8 damage and loses 4 energy any person within 10 feet of where the ball lands (including the user of this technique) takes 4 damage loses 2 energy.

Mini-Elemental Rasengan/Shuriken. 30 jutsu points (15 if you make two clones, one to help with rotation and one to add nature transformation). This technique requires one of the above techniques under “advanced shape and energy manipulation techniques). The technique itself is just a mini version of whatever “parent” technique you have. The mini version can just use a small ball (about the size of a baseball/frisbee) to represent. You divide all the numbers in the technique by 2 (rounding up if a fraction). It is easiest to explain with an example: If my parent technique was “mizu-rasengan” this would be “mini-mizu-rasengan”:

- Requires Mizu-Rasengan. 2 energy total needed. First form an energy sphere and then for 2 seconds mime the adding of extra “water” energy. Throw the ball, or hit a target in close combat and any target hit takes 4 damage and loses 2 energy, any person (including the user of this technique) within 5 feet of where the ball lands or strikes a target takes 2 damage and loses 1 energy.

Advanced Taijutsu Techniques – For any technique, kicks are allowed only if agreed upon by all members of the LARPing group, and safety pads should be worn. Clones CANNOT use any of these techniques.

Whirlwind Kick Technique - 30 jutsu points (No hand signs, just juggle a soccerball with your feet two times and then on the third time kick the ball towards a target). 1 energy. If the ball hits a target they take 4 damage. If it lands within 5 feet of the target they take 2 damage. You can only use your hands to drop the soccerball when you start to juggle the ball with your feet. When you kick the ball towards your opponent you should say “whirlwind kick.”

1. The **Gate of Opening**. 10 jutsu points (just say Gate of opening Open) Located in the brain, removes the restraints of the brain on the muscles so 100% of the user's strength can be used whereas normally, a person can only use 20% of their muscles' strength to keep them from disintegrating. Close combat attacks (not jutsu) deal +1 damage.

Front Lotus – 30 jutsu points, requires gate of opening. 2 energy. No handsigns, just go up to an opponent and kick upward from the ground, you don’t actually have to kick them, just be within 10 feet of them when you kick upward. This attack deals 6 damage to target and 2 damage to the user of the technique.

2. The **Gate of Healing**. 20 jutsu points (Just say gate of healing open), located in the brain, forcibly increases the user's physical strength and temporarily re-energises the body. You gain +1 health. Can only be used after gate of opening was used in battle.
3. The **Gate of Life**. 10 jutsu points (Just say gate of life Open and put on a red article of clothing) located on the spinal cord, allows the user to use the Reverse Lotus. The increased blood flow turns the skin red.

Reverse Lotus – 30 jutsu points, requires gate of life. 3 energy. No hand signs, just repeat the move from front lotus. Deals 10 damage to target, and the user takes 4 damage as well.

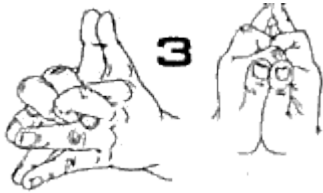
4. The **Gate of Pain** – 20 jutsu points. (just say gate of pain open) Located on the spinal cord, increases the user's speed and power. May cause muscle tissue to tear on use. Can only be activated after gate of life is open. The user gains the following abilities:
 - All close combat attacks (not jutsu) deal +1 damage.
 - High speed movement teleportation – 0.25 energy per 10 feet teleporting. The user moves so fast they can virtually disappear. To represent this they can say “teleport” at any time and hold up a hand in the air. They cannot be attacked or attack targets while they are “teleporting,” as soon as they put down their arm they can attack a target and be attacked by a target. You are allowed to move towards targets and get very close to them, but they can also move away from you and put up their arms to defend. If an enemy uses an attack that does a radius effect the user of this technique will be affected unless they teleport outside of the radius (you can stack multiple “teleports” on top of each other in order to escape an enemy attack).
5. The **Gate of Limit** - 20 jutsu points (just say “gate of limit” open), Spend 1 energy to activate this gate. The user gains the following ability: Close combat attacks deal +1 damage. Can only be activated after gate of pain has been activated.
6. The **Gate of View** – 30 jutsu points (Just say “gate of view” open), located in the stomach, increases the user's speed and power. Spend 1 energy to activate this gate. The user gains the following ability: Close combat attacks deal +1 damage. Can only be activated after gate of limit. Opening of this gate releases such enormous amounts of energy that it can cause nearby water bodies to form a vortex around the user. Allows the user to use the following ability:

Morning Peacock - 30 jutsu points: spend 3 energy and then you can throw as many soft balls as you like (no limit). These represented superheated fireballs of air that are created by the intense speed of your punches. Each ball deals 1 damage. You cannot move while throwing the balls. You can throw multiple balls at once. You have a 30 second time limit to throw balls.

7. The **Gate of Wonder** – 30 jutsu points (Just say “Gate of Shock” open, and put on a blue/green article of clothing), located below the stomach, further increases the user's

speed and power. Those who open this gate will secrete glowing green — blue in the anime — sweat from every inch of their body which immediately evaporates from their own heat energy, creating an aura which people mistake as a energy coating. Unfortunately, the side effects of opening the gate are that the user's muscle fibres are ripped to shreds, causing intense pain if anything or anyone touches them, this deals 2 damage to the user when the gate is open. You can use the following technique:

Daytime Tiger – 30 jutsu points: spend 4 energy and then perform the following hand sign in a rapid thrust towards your target.



The attack is simply an extremely rapid punch which creates a massive amount of air pressure. Throw a ball at your target, this deals 15 damage to anyone hit, and it also expands and envelops anyone within 15 feet dealing 8 damage to any target within the radius. Because it is simply a high speed punch it cannot be asorbed by techniques that have the ability to absorb jutsu (However it can be teleported by the teleportation barrier techniques since the barrier can transport physical matter such as air pressure.

8. The **Gate of Death** – 40 jutsu points (Just say “Gate of death” open and stab your chest with your thumb, then put on a red article of clothing), located at the heart, requires the user to stab their chest with their thumb to direct the energy to the tenketsu. Once opened, the user will enter what's known as the Eight Gates Released Formation. Opening this gate will cause the user's blood to emanate a flaming aura of red steam, the so-called Steam of Blood (血の蒸気, *Chi no Jōki*) from all pores of their body, hair, and eyebrows. Releasing this gate uses up all of the body's energy (your energy level drops to 0) while making the heart pump at maximum power. Exceeding the power of every other gate, the user is temporarily granted approximately a hundred times their normal power, far beyond that of the five Kage. To represent this your close combat attacks (not jutsu) gain +2 damage. After 4 minutes of using the technique you will ultimately die however as your heart will explode. You can also use the following techniques:

Evening Elephant – 30 jutsu points. (You can use it 3 times once the gate of death has been activated) To use the technique simply punch at a target (without actually punching them), they become immobilized by air pressure for 10 seconds and take 1 damage. While immobilized they cannot defend themselves from other attacks nor can they use jutsu or weapons. However, they can teleport the instant they are hit if they have a teleportation technique that allows them to do this. The target must be visible to the user of evening elephant and be within approximately 30 feet.

Night Guy – 30 jutsu points. (you can use it 1 time, once the gate of death has been activated). This is simply a super-fast high speed kick. The kick is so immensely fast that it bends space-time. You don't actually have to run and kick someone hard, instead simply pick a target within 20 feet and point to them while saying "night guy" then run towards them (they cannot move which represents the fact that you kick them at virtually the speed of light) and kick them softly if you like. The kick is so fast they are unable to move, dodge, or defend themselves in any way. The kick deals 20 damage.

Blessings/Jutsu of the Gods (Only available at Rank of Jonnin) - Optional (wear a colored energy coat to represent that you are glowing with energy. The energy is available at the start of the battle, or whenever you want the energy just say "blessings of..." and that is when you will receive the energy. You can only have the blessings of one lesser god/goddess (mizuchi, fuchi, inari, dian mu, shinatobi). This is because the lesser god/goddesses get jealous of each other and will not let you worship multiples. You can, however, have the blessings of "the one" in addition to one of the lesser god/goddesses, this is because "the one" is supreme over the lesser god/goddesses.

Blessings of Mizuchi – 80 jutsu points – You gain 4 water energy. These are energy that can only be used for water only techniques. Even if a technique uses water + another element, these energy CANNOT be used for that jutsu.

Blessings of Fuchi – 80 jutsu points - You gain 4 fire energy. These are energy that can only be used for fire only techniques. Even if a technique uses fire + another element, these energy CANNOT be used for that jutsu.

Blessings of Inari – 80 jutsu points - You gain 4 earth energy. These are energy that can only be used for earth only techniques. Even if a technique uses earth + another element, these energy CANNOT be used for that jutsu.

Blessings of Dian Mu – 80 jutsu points - You gain 4 lightning energy. These are energy that can only be used for lightning only techniques. Even if a technique uses lightning + another element, these energy CANNOT be used for that jutsu.

Blessings of Shinatobe – 80 jutsu points - You gain 4 wind energy. These are energy that can only be used for wind only techniques. Even if a technique uses wind + another element, these energy CANNOT be used for that jutsu.

Blessings of The One – (only available at the rank of S-Class) 120 jutsu points. You gain 4 energy that can be used for any elemental based technique, or even with combination elemental based techniques, such as Ice or magnet, or lava style jutsu for example. If you want, you can learn this ability for 80 jutsu points but you have to forgive everyone who hurt you in real life. Tell at least one person in your village who the people were and what you forgive them for.

Jutsu of the Gods

Ball of Light and Truth – 30 jutsu points (requires blessings of the one) (3 energy/ball, hand signs: ram or one handed ram) This is a ball of pure light that turns whoever it hits into a pacifist. The ball can be a tennis ball, (does not have to be a ping pong ball even though this is a genjutsu). If it hits a target they fall under an extremely powerful genjutsu, (can only be released with advanced release). They decide to stop fighting and turn over a new life of peace. They leave the battlefield and count as being “defeated/killed.”

Sensing of the Gods - 10 jutsu points (requires one of the Blessings techniques, doesn't matter which god or goddess). You gain the basic sensing ability. The idea is that your patron god or goddess comes down to earth and whispers in your ear to tell you where an enemy is or a mission objective.

Release of the Gods - 10 jutsu points (requires one of the Blessings techniques, doesn't matter which god or goddess). You gain the basic release ability. The idea is that your patron god or goddess comes down to earth when you are caught in an enemy confusion technique and frees you from the technique. This does not require any energy nor handsigns just say “release of the Gods” if you get caught in a low level confusion technique.

God Mode Possession Form Level 1 - 30 jutsu points (requires one of the blessings techniques, doesn't matter which god or goddess). 2 energy to activate. You gain the following abilities. Any damage to you is reduced by 1. All your attacks (except from techniques), from your hands and feet or weapons you hold including any thrown weapons deal +1 damage. You can also fly for up to 5 minutes by spending 1 energy.

God Mode Possession Form Level 2 - 50 jutsu points (requires god mode possession form level 1). 4 energy to activate. Damage to you is reduced by 2. All your attacks (except from techniques), from your hands and feet or weapons you hold, including any thrown weapons deal +2 damage. You can fly for up to 10 minutes by spending 1 energy. (note: you cannot have level 1 and level 2 activated simultaneously i.e. they do not stack).

Inner Demon Abilities - You cannot have these abilities as well as any of the Blessings abilities.

Inner Demon Level 1 - 50 jutsu points - Just say the name of the technique to activate at any time. This gives you +2 chakra and your close combat attacks deal +1 damage. Cannot be activated on a clone.

Inner Demon Level 2 - 50 jutsu points - Requires activated inner demon level 1. Just say the name of the technique to activate at any time. This gives you +2 chakra and you take 1 less damage from enemy attacks. Cannot be activated on a clone.

Inner Demon Level 3 - 50 jutsu points - Requires activated inner demon level 2. Just say the name of the technique to activate at any time. This gives you +2 energy and you take 2 less

damage from enemy attacks. Cannot be activated on a clone. You can also spend 1 energy and throw a ball at a target and they take 3 damage (represents a demonic arm slashing out at a target).

Inner Demon Level 4 - 50 jutsu points - Requires activated inner demon level 3. Just say the name of the technique to activate at any time. This gives you +2 energy and you take 3 less damage from enemy attacks. Cannot be activated on a clone. You are also immune to all types of genjutsu and all types of illusion techniques all genjutsu and all magical illusion abilities (including sword of dark illusions) and you can also see in the dark. (In bright light you cannot see well at all, and you cannot see if you have to close your eyes, for instance in hidden mist you still wouldn't be able to see because this isn't "dark").

Medical Ninjutsu/Related techniques

Basic energy Healing. 30 jutsu points (1 energy, Hand signs: user places hand over recipient) Requires 60 seconds of healing after which the recipient recovers 1 hp. (for an additional 10 jutsu points the same technique can be performed in 30 seconds, for even 10 more jutsu points it becomes instantaneous. (Cannot be used on oneself) You cannot heal a player who has dropped to 0 hp and is dead.

Advanced energy Healing. 50 jutsu points (1 energy, Hand signs: user stretches hands towards target within 30 feet) Requires 60 seconds of healing after which the recipient recovers 1 hp. (for an additional 10 jutsu points the same technique can be performed in 30 seconds, for even 10 more jutsu points it becomes instantaneous. (Cannot be used on oneself)

Energy infusement treatment. 40 jutsu points (1 energy, Hand signs: user places hand over recipient) Requires 60 seconds of healing after which the recipient recovers 2 energy. (for an additional 10 jutsu points the same technique can be performed in 30 seconds, for even 10 more it becomes instantaneous. (Cannot be used on oneself)

Antidote – 20 jutsu points. (0.5 energy/person healed, Hand signs: none, just pretend to inject someone with the antidote). The antidote can cure any type of poison as it is assumed that the medical ninja who uses antidotes has studied poisons for several years and has a wide range of antidotes that can cure any poison.

Yin seal release. 50 jutsu points (No energy. Hand signs: Ram). The user has a "Strength of a hundred seal" that is on their forehead (you should either draw a diamond shape mark with a marker, or use a piece of tape/post-it note on your forehead). The user, when not in battle, focuses energy into the seal using their impressive energy control that only a medical ninja can use. When released in battle, the user gains access to these energy reserves and instantly gains +3 energy.

Revival Technique. 40 jutsu points (2 energy needed. Hand signs: Ram, Tiger, Horse, then place hands on a player who has died). Dead players should move off the battlefield so they aren't in

the way of the battle, but remain nearby in case they are revived. That player comes back with 1hp and 0 energy.

Revival Technique level 2. 40 jutsu points (5 energy needed. Hand signs: Ram, Tiger, Boar, Horse, Dragon, Ox, then place hands on a player who has died). The player comes back with full hp and full energy but the user of this technique dies after using this technique. You do not need to have purchased revival technique level 1 to use this technique.

Energy enhanced strength. 40 jutsu points (Variable amount of energy. Hand signs: none). Although this is not a “medical ninjutsu” it is listed here because only medical ninja have access to this technique. You need incredible energy control to release energy at the very moment your punch lands on your opponent, this gives you very brief instances of superhuman strength that can do tremendous damage. Every time you hit an opponent you can say a number, such as “5” this is how much energy you spend but its’ also how much damage your punch deals. If you do not have the “strong arm” technique any hits to arms and legs are at -1, so spending 5 energy would actually only deal 4 damage.

Cherry Blossom Impact. 30 jutsu points (4 energy, hand signs: none, just punch ground while saying cherry blossom impact.) Any person (enemies and even allies, except yourself) within 15 feet of where you punch the ground (either aboveground, or below ground) take 3 damage. After one cherry blossom impact you must wait at least 5 seconds before using the technique again.

Energy scalpel. 40 jutsu points (2 energy/hand, you can pick to use it on just one hand or both hands. Hand signs: Tiger, Horse, Rabbit, Rat, Dog). Put on glove(s) to represent your hands have been energy enhanced. When you strike an opponent’s limbs your energy passes into their body and cuts their nerves, this disables the use of that limb and the opponent must not use the limb for the rest of the battle, aka it must hang limp, or for legs you must not put much weight on your leg and must limp around the battlefield (unless healed by an advanced medical ninjutsu capable of repairing nerve damage). The energy scalpels do not run out after hitting an opponent, so this is a repeat use technique, however you cannot weave hand signs with the hands that you are using the scalpels with. If you hit a targets chest the attack deals 2 damage, representative of cutting the nerves to their heart and other vital organs.

Cell activation technique. 50 jutsu points (5 energy. Hand signs: Ram, boar, dragon, boar, horse) This is an extremely advanced medical ninjutsu where the user activates the cells in either their own body or a patient that they are touching to accelerate the healing of their body at the cellular level. The target of the jutsu regains all their health within one minute. If the user is attacked during this time the user will not feel the effects because their body will heal the damage from the attack as well. If the user is hit they need to call out that “cell healing is occurring” so enemies know and may decide not to attack the user. After the minute is over the user does not heal damage and can be wounded as normal. If the user is hit with an attack

that deals more damage than their total health, they will still be killed as it is assumed they would not have time to heal from the damage.

Bloodlines

Bloodlines are not the same as “special techniques.” Bloodlines are your family is and who you are related to. You get 1 “free” bloodline, where you only have to pay jutsu points for the bloodline (see below). After that, for each additional bloodline that you claim your character is a member of, you must pay an additional 20 jutsu points. So if I was a “senju-uchiha” I would have to pay the cost of being a senju and the cost of being an uchiha + an additional 20 jutsu points.

Senju Bloodline - 40 jutsu points. You gain +2 energy. All wood style techniques can be purchased at -10 jutsu points.

Uchiha Bloodline – 40 jutsu points. You gain +1 energy and you can gain the “cat’s eye” ability without having to pay the 20 jutsu points.

Hyuuga Bloodline – 30 jutsu points. You can purchase the “Perceptive eye” ability for only 10 jutsu points. Also, all the perceptive eye techniques are at -10 jutsu points to purchase.

Uzumaki Bloodline – 40 jutsu points. You gain +1 energy. All healing techniques can be purchased at -10 jutsu points.

Abarama Bloodline – 40 jutsu points. All abarama clan techniques can be purchased at -10 jutsu points.

Akimichi Bloodline - 40 jutsu points. All Akimichi clan techniques can be purchased at -10 jutsu points.

Sarutobi Bloodline - 30 jutsu points. All fire techniques (not combined with other elements, just pure fire) can be purchased for 10 less jutsu points.

Hozuki Bloodline - 30 jutsu points. All water techniques (not combined with other elements, just pure water) can be purchased for 10 less jutsu points.

Kurotsuchi Bloodline - 30 jutsu points. All earth techniques (not combined with other elements, just pure earth) can be purchased for 10 less jutsu points.

Darui Bloodline - 30 jutsu points. All lightning techniques (not combined with other elements, just pure lightning) can be purchased for 10 less jutsu points.

Kazeshio Bloodline - 30 jutsu points. All wind techniques (not combined with other elements, just pure wind) can be purchased for 10 less jutsu points.

Inuzaka Bloodline - 30 jutsu points. All Inuzaka clann techniques can be purchased at -10 jutsu points.

Nara Bloodline - 20 jutsu points. All nara clan techniques can be purchased at -10 jutsu points.

Yamanaka Bloodline – 20 jutsu points. All yamanaka clan techniques can be purchased at -10 jutsu points.

Yuki Bloodline – 20 jutsu points. All ice techniques can be purchased at -10 jutsu points.

Roshi Bloodline – 20 jutsu points. All lava techniques can be purchased at -10 jutsu points.

Magical Armor/Blades

(you still have to pay 10 jutsu points per category (color of abilities) you want to have access to purchase)

Note about armor and blades: Only one type of elemental armor and only one type of elemental blade can be activated at a time, so you can't wear water armor and fire armor simultaneously. (you can learn multiple types of elemental blades and armor, but you can only have one type of element active at a time). However, you CAN have multiple blades of the SAME element activated simultaneously, for example you can have a fire storm sword active at the same time that you have a Fire enhanced weapon activated (in fact it's a requirement). You can also have a sword of one type active, and an armor of a different type active. For instance, you are allowed to have a fire enhanced weapon active at the same time as you have water armour. The only exception to the above rule is if you have multiple samurai swords. In this case you could have one sword with a fire enhanced weapon and the other with a water enhanced weapon and this is perfectly fine (you would need the duel wield ability).

Samurai Dash. 40 jutsu points (1 energy/10 feet) This technique works exactly the same as the ninja technique high speed movement, however the samurai does not need to perform hand signs. They do however still hold up their hands and say that they are "teleporting." Also, unlike the high speed movement technique, you ARE allowed to move towards an opponent, and as soon as you put your hand down you can attack them (it is assumed you teleported right in front of them). The dash should be performed rapidly, you cannot "freeze" in front of your target waiting for an opportunity to attack.

Dark Vision. 30 jutsu points (1 energy/battle) This technique allows the samurai to see in complete darkness or when other techniques take away eyesight, such as hidden mist.

Light Vision. 30 jutsu points (1 energy/battle) This technique allows the samurai to see in intensely bright light.

Fly/Levitate: 40 jutsu points (1 energy/flight/levitation). Some samurai have developed the ability to use their energy to levitate themselves in the air. To activate simply say "levitate" and jump into the air. If you approach any enemy let them know you are in the air. You can attack other airborne targets and they can attack you, people on the ground can only hit you with

ranged attacks/jutsu. Each flight/levitation lasts 5 minutes before you have to spend another energy (you do not have to land to start a new flight, you just have to spend another energy each minute).

Demonic Possession Mask: 120 jutsu points (no energy to activate, but you must wear a mask when you activate). You gain +5 energy and +3 hp instantly. All enemy attacks against you also deal 1 less damage unless they have piercing. The mask is one use per battle and you cannot purchase multiple masks. Cannot be activated on a clone.

Spirit Armor (Hierro) – 40 jutsu points. 2 energy to activate. Enemy attacks deal 1 less damage. Lasts entire battle. Only one user per battle and cannot be used with other abilities that reduce damage.

Spirit Blade – 40 jutsu points. 2 energy to activate. One sword you are wielding deals +1 damage. Lasts entire battle. You can use multiple times per battle but only one use per each weapon, so if you wielded two swords you could use this ability once per sword and spend 4 energy. This ability cannot be stacked with other abilities that increase damage.

Ikkotsu (Spirit Punch) - 50 jutsu points. 3 energy to use technique. Hit a target with the palms of both hands simultaneously (or very close to one another at least). The user channels his spiritual energy into a target causing immense physical damage. The target takes 8 damage.

Legendary Blades/Blade Techniques

Special rule with regard to clones: If you are using a legendary blade and make a clone, your clone does not have the legendary blade but instead a “clone replica” which does the base damage of the type of sword you have (1 if a normal sword, two if a great sword). the clone’s sword does not get the special abilities of the sword, but if the clone’s sword is destroyed the real sword can be used when you play again as your “main body.”

Seven Ninja Swords of the Hidden Mist (require water nature affiliation)

Kubikiribocho (Executioner's Blade) - Pay the price of a normal katana x3 depending on the length of this sword. Also pay 10 jutsu points to use sword. This sword is a great sword and therefore should be thicker than a normal sword (still made out of foam of some other soft material). This sword deals 3 damage per hit. In addition, if it is destroyed you can continue to fight with a fragment of the sword (just use a regular sword), the sword now deals only 1 damage, however if you manage to wound an opponent the sword uses the iron in the opponent’s blood to reform itself into the greatsword and you can pick it up and use it again. If the sword fragment is broken again then the sword is destroyed and you can not use it for the remainder of the battle. (WR: 7)

Samehada - Buy a great sword for its normal price. In addition pay 100 jutsu points. Samehada deals 2 damage and saps 2 energy from targets who are hit, and for every four energy you drain from targets the user of Samehada gains 1 hp back if they were injured (you

do not go above your base health level, so this is a healing ability). You can also use “samaehada shark transformation” without spending any energy. When you do this you grow fins and gills that allow you to move at full speed and even breath underwater, however you lose Samaehada, in addition you grow muscles which make your close combat attacks deal +1 damage. (WR: 7)

Nuibari - Buy two swords that are at least two feet in length (can be longer). In addition pay 20 jutsu points. For added effect attach a string or rope between the hilts of the two swords holding them together. These swords have piercing (does damage even if opponents have damage resistance). If the swords are safe to throw (made out of foam and have a soft inner core) you may also throw the swords at targets. The swords deal 1 damage each. (WR: 5)

Kabutowari - Buy two swords that are at least two feet in length (can be longer). In addition pay 30 jutsu points. One sword should really be shaped like an Ax and the other like a Hammer (they still need to be made out of foam and soft). When you hit opponents with either the Ax or the Hammer it deals 2 damage. If you hit an opponent with the Ax and then hit the back of the Ax with the Hammer the damage of the Ax is increased to 4. If an enemy blocks an attack from the Ax with a weapon or a shield you can hit the end of your Ax with your Hammer and the enemy’s weapon will break regardless of the weapon’s damage resistance. (WR:5)

Shibuki - 80 wado, and 30 jutsu points. The sword cannot be longer than 3 feet in size. The sword deals 1 damage normally, however the sword is surrounded by explosive tags. When you hit a target it sets off 3 paper bombs per hit dealing an additional 3 damage to anyone within 5 feet of the sword (the user of the sword is unaffected because of the way the sword is designed and his training with it). So if you blocked the sword with a weapon the explosions would still deal 3 damage to you. These explosives count as separate attacks so they won’t cause weapons to break by stacking damage and if you have an ability that reduces damage you will not be affected by the attack at all. (WR: 5)

Kiba - 80 wado, and 30 jutsu points. You get two swords that cannot be longer than 3 feet in size. The swords each deal 1 damage. The swords naturally are imbued with lightning energy. When you hit an enemy sword with one of your swords you can spend 1 energy to break their weapon. You can also spend 1 energy per hit to make your swords deal +1 damage for that one particular hit. (WR: 5)

Hiramekarei - 80 wado, and 30 jutsu points. You get one sword that cannot be longer than 5 feet in size. The sword deals 2 damage normally. You can also spend 2 energy to cause the sword to form into a giant ethereal hammer when you swing it dealing an additional +4 damage (6 damage total), say “Hiramekarei release!” or “Hammer attack!” when doing this. (WR: 7)

Sword of Goujian (Sword of Time) – First you need to buy a katana (see above for cost depending on length of sword). It is okay if the sword is relatively short but it must be at least 1 foot in length. This sword cannot be used for other techniques, for instance you cannot add an

elemental ability to this sword. The sword of Goujian was discovered recently (in real life) and has been shown to have resisted the decay of time. If you buy this sword you can use the ability to stop the effect of an eye of time one time. This means that if you fight a battle and a ninja uses the eye of time to reset the battle, or freeze the battle, you must draw your sword and say “activate sword of goujian” and the effect of the eye of time will be negated. Therefore, you do not fight a second battle. To use this ability, you must spend 4 energy. If the ninja has an everlasting eye of time then you would have had to purchase a second sword of time to negate this new eye of time usage, and because everlasting can be used without limit you would actually need enough sword of time to cover the number of times that player could activate their eye of time (which might be quite a few if they have enough energy stored up). To avoid having to carry many swords around you can “pretend” that your one sword represents a number of swords of time. But you still must purchase (using wado) a small katana for each one.

Zangetsu – Buy a samurai sword at the regular wado price depending on the length. 50 jutsu points as well. The sword should have a unique appearance. When you swing your sword you can spend 2 energy to throw a foam frisbee (say “getsuga tenshou” when you do this). The foam frisbee deals 3 damage. You may pay 80 wado and 80 jutsu points to make this sword a great sword if the sword is 5 feet or less in length that deals 2 damage instead of 1.

Tensa Zangetsu – Requires Zangetsu and spending 80 more jutsu points. Say “tensa Zangetsu” to activate the sword. (Sword should be black in color, you can trade out your zangetsu with a black sword or just use a black sword for both zangetsu and tensa zangetsu. You gain the high speed movement ability for 0.5 energy per ten feet (see rules for high speed movement under 8 inner gates to get an idea of how it works). You can also fire a black getsuga tenshou. It still takes 2 energy but it deals 4 damage. If your Zangetsu was a great sword it will continue to deal 2 damage in this form.

Final Getsuga Tenshou – Requires Tensa Zangetsu. 50 jutsu points. Say “Final getsuga tenshou” while swinging down your sword in the direction of a target. 5 energy needed. That target takes infinity damage. After you use this technique your energy is drained to 0, and your sword that you have been using for Zangetsu crumbles into dust and you must discard it (drop it or move it off the battlefield). There is no range requirement and you don’t have to hit the target with a ball or anything, however they must be within eyesight and earshot otherwise you cannot use the technique.

Fullbring Mode - 60 jutsu points. (No energy required to activate, just say “Full Bring Mode). This can only be activated if you have 0 energy. You gain +4 energy and can pick up one discarded or destroyed weapon that you used previously in battle. This ability can only be used one time per battle.

Whirlwind Strike - 20 jutsu points. (1 energy to use). Swing a completely foam sword around a ribbon in a circle up to 3 ft maximum in length and spend 1 energy while saying “whirlwind strike.” While swinging the ribbon/sword at a target the next attack deals +2 damage.

Wabisuke – Buy a sword at the regular wado price depending on the length. 60 jutsu points as well. Say “Raise your head Wabisuke” to activate the sword. Everything you hit doubles in weight. You must spend 2 energy per hit. If you hit a sword/weapon the person holding it after one hit can only hold it at waist level. After two hits they have to point it down because it is too heavy to lift. If you hit a person after one hit they can only walk. After two hits they can’t move at all. The sword only deals 1 damage per hit.

Suzumebachi – Buy a sword at the regular wado price however the sword can only be maximum 3 feet in length. Spend 70 jutsu points as well. To activate say “Sting all enemies to death Suzumebachi.” If you hit a target two times on the same body part it is an instant kill. You must spend 2 energy per hit. The front torso and back torso count as separate body parts, each arm and each leg count as separate body parts, head and neck are off limits just like with any attack. The hits do not do any damage in and of themselves, they only have an effect when you hit the same place twice.

Jakuho Raikoben – Requires purchased Suzumebachi. Pay an extra 60 wado and 70 jutsu points. To activate this technique spend 7 energy and say the name of the technique. Then pick up a large nerf missile launcher that shoots a large foam missile (like the N-strike launcher). Fire the missile and anyone within 20 feet of where the missile lands takes 8 damage, if you get hit by the missile you take 12 damage. You are allowed to walk (not run) while holding the missile launcher. There is no time limit for when you are required to fire the missile. If you have sufficient energy you can fire the missile again by spending 7 more energy. Your Suzumebachi turns into the missile launcher (you cannot use both simultaneously) after you are done firing the missile you can turn it back into suzumebachi without spending any energy.

Ashiogi jizo – buy a sword at the regular wado price depending on the length. 60 jutsu points. To activate say “Rip Ashiogi Jizo.” The sword counts as a poisoned blade. You can also throw balls of poison for 2 energy per ball. Balls of poison deal 1 damage to target hit and deal an additional damage every minute if the target sustained the first damage (gas masks will defend against balls of poison but not the poisoned blade. Balls of poison cannot be blocked with a weapon or shield.

Konjiki Ashisogi Jizo - Requires Ashiogi Jizo. 100 jutsu points. 4 energy to activate. To activate say the name of the technique. The user then becomes a giant creature. To represent this drop ashigi jizo on the ground (it isn’t actually there, but it doesn’t exist while in this form), then place your arms in front of you in a circle like shape. If you ram into an enemy they take 2 damage. You have damage resistance 1 in this form as well (all damage is reduced by 1 unless it has piercing). You can deactivate this form at any time by picking up your Ashiogi Jizo. You can also throw a purple ball for 1 additional energy that counts as a ball of poison (targets hit takes

1 damage when hit and 1 additional damage every minute unless they have a gasmask, damage resistance will not prevent this damage since it is inhaled). You can also spend 4 energy and say “poison cloud” at any time and all players within 20 feet become poisoned (takes 5 seconds to take effect). If someone hits you with their hands when you are in this form they become poisoned as well through contact.

Sword of Murumasa – Murumasa was a famous sword smith whose swords were known to be exceptionally deadly. Murumasa was said to have made a pact with a demon who gave his swords exceptional killing power, and even some combat benefits to the wielder however sometimes this lead to insanity on the part of the wielder.

Therefore, the sword works as follows:

To purchase the sword you must buy a samurai sword at **DOUBLE** the normal wado cost (see above for the cost of purchasing swords of varying length). This sword cannot be used with other abilities such as elemental abilities.

The sword, when drawn, requires 6 energy (4 if you are a ronin) to be paid and grants the wielder the following abilities. (either draw a special sword that is clearly labeled, or say “sword of murumasa” when drawing) everyone should be aware of what sword it is.

Resistance to pain/damage (to represent this the wielder gains +1hp instantly).

Increased sharpness of blade. The blade deals 3 damage instead of the normal 1 damage most samurai swords deal.

Breaking: The sword can cut through opponents weapons and armor. Anything that gets hit by the blade is destroyed, unless the enemy weapon also has the ability to break weapons it hits, in this case the effects cancel each other out and neither weapon breaks.

Time limit: When drawn the sword demands blood. As soon as the sword is drawn a 5 minute timer should be started on the cell phone of the wielder (with a very loud alarm to go off at the end of the 5 minutes). If the wielder of the sword does not kill an enemy in this time, (must deal the finishing blow on a target, which means allies can help weaken a target but the wielder of the sword must finish them off) then the wielder has two choices, kill a teammate within 2 additional minutes (cannot attack enemies during this time, it is assumed that you have gone insane and cannot distinguish friend from foe) or the wielder can commit seppuku (just hit yourself with the sword). If the wielder tries to kill an ally but fails after 2 additional minutes, then the wielder **MUST** commit seppuku. If the wielder kills an enemy or an ally, then it is assumed that the blade has been satisfied and will no longer demand blood for the remainder of the battle. Use of the blade continues for the duration of the battle without restrictions.

Masamune sword: SWORD BACKGROUND INFORMATION. (70 Jutsu points)

To purchase the sword you must buy a sword at **DOUBLE** the wado cost. To activate the sword you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

A masamune sword deals triple ordinary damage. So it does 3 damage (can be combined with elemental sword abilities). If combined with other sword abilities (or even other sword jutsu) all the effects will be tripled. For instance, if you have “weapon skills” for swords which allows your swords to deal +1 damage, your sword will now deal 6 damage per hit using a Masamune Sword. If you have a fire enhanced weapon you would deal 9 damage per hit (assuming you still have weapon skills). For every hit of the sword you must spend 2 energy.

Honjo Masamune: SWORD BACKGROUND INFORMATION. (80 Jutsu points)

To purchase the sword you must buy a sword at **DOUBLE** the wado cost. To activate the Honjo Masamune you simply draw your sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

Honjo Masamune deals infinity damage (one shot kill), however each strike requires you to spend 5 energy. (can be combined with elemental sword abilities). If you hit someone who is a clone you still spend 5 energy. There is no way to use the sword without spending 5 energy every time you hit your target. If you run out of energy and do not have enough energy to use the Honjo Masamune then this sword just becomes a normal sword that deals 1 damage per hit.

The Kusanagi: (70 jutsu points)

To purchase the sword you must but a sword at **double** the wado cost. To activate the Kusanagi you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

The Kusanagi (snake sword) can extend its length to quite a large distance, and it can do this very rapidly. To represent this point your sword towards your target and say “extend.” Then throw a small soft ball at the opponent (representing the sword tip extending). This ball deals 2 piercing damage to targets hit. (piercing means that even if the opponent has an ability that says enemy attacks deal –X amount of damage, the attack will still do the normal damage). So this will always deal 2 damage to its target if hit. The only exception is a shield/wall. Shields and walls can still defend against the sword as if it were any other throwing weapon. Each use of the sword requires 2 energy. Attacks from kusanagi are also poisoned attacks, if a target takes damage from Kusanagi then they will take an additional damage every minute until the target dies or is healed using the antidote technique.

Kusanagi level 2: (60 jutsu points)

Requires Kusanagi level 1. Your sword can now extend by simply pointing at a target and saying “extend”. You now no longer have to throw a ball to hit a target, your attacks count at automatically hitting. Opponents can still block using shield walls, teleportation, clones, substitution or any other blocking/dodging techniques. Each use of the sword still requires 2 energy and the attacks are still poisoned and still have piercing. The target must be within 30 feet to use this ability. Also, opponents may automatically block your attack with a sword if they spend 4 energy, you must inform them in advance if you think that they don’t know they can do this and they only have to say “block” to activate this ability.

Katen Kyokotsu – (60 jutsu points)

Buy two swords at normal cost/length. Sword should have a unique appearance. No energy required to activate but you must say, “Flower Wind Rage and Flower God Roar, Heavenly Wind Rage and Heavenly Demon Sneer Katen Kyokotsu!” This sword has a personality of it’s own and enjoys turning children’s games into reality. There are four “games” you can play with this sword. This sword only deals 1 damage normally. Call out the name of each game to activate it. only one game can be activated at a time.

Bushogoma (comes from a spinning top game). By spending 2 energy you can throw a foam frisbee that deals 2 damage to target (this represents a whirlwind). Target who is hit also has to spin around 3 times after being hit, but you cannot attack the target while they are spinning.

Takaoni. Pay 1 energy to activate this game and say “Takaoni.” Whoever is on higher ground (you or an opponent, allies not included) (or just physically taller by at least 6 inches, you can jump to increase your height) wins this game. “Winning” means your attacks deal double damage. Game is active for entire battle after activated.

Kageoni. Pay 1 energy to activate this game. Whoever steps in the shadow of an enemy and hits them deals triple damage. (if there are no visible shadows the game cannot be played) Game is active for entire battle after activated.

Irooni. Pay 1 energy to activate this game. Call out a color when you hit a target wearing that color your attacks do double damage (but be careful if they hit you on that same color then their attacks deal double damage as well). Either player (you or your target) can change the color by spending 1 energy.

Hozukimaru - 60 jutsu points. Then purchase a sword at normal wado cost. To activate just say “Grow Hozukimaru!” The sword then transforms into a 6ft spear (put your sword off the battlefield and replace it with a spear, you cannot be harmed while doing this but you cannot use this action to block enemy attacks). The spear has the ability to break apart and wrap around to hit opponents. To represent this when you strike at a target you can say “extend” and spend 1 energy. Even if the attack was blocked it counts as an automatic hit. the attack does 1 damage.

Ryumon Hozukimaru - 100 jutsu points. Requires Hozukimaru. To activate just say the name of the technique. Then drop your Hozukimaru and replace it with two 5ft or less great swords. The great swords deal 2 damage per hit (just like normal greatsword), however after hitting a target (doesn't matter if it actually hits them or if the target blocks the attack) they gain +1 damage (this damage doesn't go away and it keeps going up). Each sword counts as separate for this purpose, so if I hit a target with one of my greatswords one time it would go to 3 damage, but the other would remain at 2. It is up to the user to keep track of which sword is dealing how much damage and let enemies know after he hits them.

The seven branched sword: (80 jutsu points)

To purchase the sword you must buy a sword at **TRIPLE** the wado cost. To activate the seven branched sword you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

When this sword strikes an opponent, it branches into seven swords that each slash at the opponent. Every strike with this sword requires you to spend three energy. (Cannot be combined with elemental sword abilities). Each strike only deals one damage but since there are seven of them it really does 7 damage. If the opponent has an armor that says (enemy attacks deal -X damage) this sword will effectively deal no damage because the individual strikes only deal 1 damage each. So in short, the sword will deal 7 damage each time an opponent is struck, unless that opponent has a special armour that resists damage.

Tenka Goken: (120 Jutsu points)

To purchase the sword you must buy a sword at **QUADRUPLE** the wado cost of a sword. To activate the Tenka Goken, you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

This sword deals 3 damage to target for every hit. The sword also steals life energy from the target. Any damage lost by the target gets added to the health of the sword wielder. However each hit with the sword requires 4 energy to be used by the wielder. The energy must be spent even if a clone is hit. (no energy is spent if the sword hits another sword/shield and does not damage). When you hit clones you do not gain health.

Dojiri (110 Jutsu points)

To purchase this sword you must spend **QUADRUPLE** the wado cost of a sword.. To activate the Dojiri, you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

This sword deals 3 piercing damage to target for every hit. (see kusanagi for rules on piercing). The sword also drains the target of 3 energy and this energy gets added to the energy of the wielder of the sword. Every swing of the sword requires 3 energy. When you hit clones you do not gain energy.

Onimaru (110 jutsu points)

To purchase this sword you must spend **TRIPLE** the wado cost of a sword. To activate the onimaru you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance and everyone in the battle should be aware of what it does.

The sword can dispel any genjutsu (including moon goddess illusion), If you use on a target of moon goddess illusion within 10 seconds effects of moon goddess illusion are negated. The wielder of the sword cannot be affected at all by any genjutsu. To release someone from a genjutsu using the sword just tap them with the hilt of the sword, they are instantly released. To dispel genjutsu you do not have to use any energy.

Mikazuki-munechika. (120 Jutsu points)

To purchase this sword you must spend **TRIPLE** the wado cost of a sword. To activate the Mikazuki-munechika you simply draw the sword. You do not have to put anything on the sword, but the sword must have a unique appearance (preferably slender shaped like a crescent moon, beautiful appearance), and everyone in the battle should be aware of what it does.

The sword only deals 1 damage, but anyone who the sword touches (doesn't have to actually deal any damage), are instantly placed under Moon goddess illusion (see above under genjutsu to find rules for moon goddess illusion). Use of this ability requires 6 energy to be spent. While striking opponent you should say moon goddess illusion at the instant of your sword swing to let people know you are using the ability. If you strike a clone you must still pay the energy. If you don't have enough energy to use the ability of you do not want to use the ability just don't say moon goddess illusion when you hit (using the ability is not obligatory). However, if you want to use it you **MUST** say so at the **INSTANT** you hit. You cannot wait until they either say or say that they are, or are not a clone to decide to use the ability.

Mirror Twin Swords of Heaven and Earth (80 Jutsu points)

To purchase this sword you must buy **TWO** swords of equal size at **DOUBLE** the wado cost. To activate the swords you simply draw them. You do not have to put anything on the sword, but the swords must have a unique appearance, in this cast they should be identical swords with a string (yarn or rope) connecting the hilts of the two swords. This connection is purely aesthetic and represents the flow of energy from one blade to the other.

Abilities – This sword can reflect any energy based missile (thrown or launched) technique. In other words anything that passes through the air, besides a weapon like a shuriken. When you do this hold out one sword (this sword “absorbs” the incoming attack), the attack is negated. Then you can pick up the energy ball, or missile, or whatever was thrown, and as you point the other sword towards your opponent you can throw the attack back at them. You have up to a minute to complete this action, otherwise it is assumed that the energy is lost. It doesn't have

to be as fast as a normal jutsu because the sword has the capability of restraining the firing of the technique up to a minute. When absorbing the incoming technique the technique (fire ball for instance) the sword itself does not have to hit the technique, any techniques that hit the wielder count as being absorbed by the sword. However, any technique that completely misses the wielder of the sword/his sword are NOT counted as being absorbed. Use of the technique does not require any energy input on the part of the wielder of the sword.

Tsunzakigarasu. Buy a sword at normal cost depending on the length. 20 jutsu points. You can activate the sword by spending 2 energy. This allows you to “summon” 4 shuriken that you can then throw at your enemies. The sword itself only does 1 damage. The shuriken can be either in your pockets or you can temporarily run and get them in the same manner that somebody would use a “summoning scroll” see above for details.

Minazuki - Buy a sword at normal cost depending on the length. 70 jutsu points. You can activate the sword by spending 5 energy and saying “Reach Minazuki”. Your sword transforms into a giant imaginary manta ray and can fully heal 1 person, even yourself, before it returns to normal. You can also fly on the back on the mantis by spending 1 energy per minute (see summoning hawk for description of how flying works).

Heineko - Buy a sword at normal cost depending on the length. 70 jutsu points. Say “Growl Heineko” to activate. Spend 6 energy to activate. Your sword turns into dust just leaving the handle of the sword in your hands. To represent this drop your sword and hold something to represent the handle. When you swing your sword the dust attacks nearby opponents. You can swing and each time you swing an opponent within 10 feet takes 1 damage. There is no limit to how many times you can swing your sword after activated. You cannot use another weapon or shield while using this sword, however you can use other abilities.

Kazeshini - Buy a sword at normal cost depending on the length. 50 jutsu points. Say “Reap Kazeshini” to activate. Spend 4 energy to activate. You drop your sword and you gain two kusarigama with double heads connected by an invisible rope. You can throw the weapons and pick them up again (the weapons must be made out of foam entirely so that they are safe to throw). If one kusarigama is behind an enemy you can also say “retract” and the kusarigama is assumed to slash the opponent from behind dealing 1 damage. The kusarigama then is imagined to return to your hand however you cannot use it again until you actually go and retrieve the weapon.

Senbonzakura – Buy a sword at the normal cost depending on the length. 50 jutsu points. To activate this sword say “Scatter Senbonzakura.” You must drop your sword and pick up a sword handle, or something that represents a handle. For one energy you can cross your hands with your sword in a hand, imaginary blades swirl around you and protect you from an enemy attack that deals up to 3 damage (WR 3), any extra and you take the difference. You can also throw a ball for 1 energy representing hundreds of tiny blades and any target hit takes 3 damage. By

spending one energy you can pick up your regular sword again and use it (you cannot use the other abilities of this sword if you do this however).

Senbonzakura Kageyoshi - 60 jutsu points (Requires senbonzakura). (1 energy to activate.) To activate say the name of the technique and drop your sword to the ground. Your sword turns to hundreds of thousands of tiny blades that whirl in the sun like cherry blossom petals. You can throw a soft ball for 1 energy (represents hundreds of blades) any target hit takes 5 damage. You cannot use your sword, but you can cross your arms for 1 energy to block enemy attacks (WR 4). By spending 1 additional energy you can convert the blades back to your sword and pick it back up and use it again. (you cannot use the other abilities of this sword if you do this however).

Senkai Senbonzakura Slaughterscape - 60 jutsu points (Requires activated Senbonzakura Kageyoshi). To activate just say the name of this technique (1 energy to activate). The blades of senbonzakura surround an opponent(s) in rows of pink swords. The user can call these swords down to use in combat. (to represent this you may pick up your sword that you previously discarded to activate senbonzakura kageyoshi and use it again). Also, if your sword gets destroyed, you can instantly call down another sword (just say "new sword") and you don't even have to put down the sword that was destroyed. You may even call down a second sword (if you have one available) at no additional energy cost, and dual wield two swords one in each hand. The second sword must be the same length as the original sword used for senbonzakura. You may also continue to launch the senbonzakura blade balls that deal 5 damage for one energy (see senbonzakura kageyoshi), while continuing to hold the swords in your hand (you may have to put a sword under your armpit or into a holster to throw the balls effectively). Additionally, you gain the samurai dash ability for 0.5 energy per 10 feet.

Shukei: Hakuteiken - 60 jutsu points (Requires Senbonzakura). 5 energy to activate. Just say the name of the technique. The user grows wings and gains the ability to fly for up to 3 minutes per additional energy spent. The user can also say "Flash Hakuteiken" and instantly teleports to a target within 20 feet. The target can only dodge using an ability. After teleporting to the enemy the user can slash one time at the target who is not allowed to defend himself or herself. The attack deals 8 damage.

Suzumushi (100 jutsu points to purchase sword)

To purchase this sword you must buy one sword at **DOUBLE** the wado cost. To activate the sword simply draw it and say "Cry Suzumushi!" Everyone within 50 feet is instantly robbed of all their senses (eyesight, hearing, smell) except for the sense of touch and pain. This means that even if you have the silent killing technique you cannot "see." Even the user of this technique is robbed of eyesight. However sensory techniques like "insect sensing" or "byakugan" or "basic sensing" all still work and allow you to "see," and if you buy this sword you can buy basic sensing for 20 jutsu points (no hand signs required to activate as a samurai, just pay the energy cost (see basic sensing under ninja rules)). This is not a genjutsu so the

effect cannot be released. Also, there is a physical boundary that extends 50 feet in a circle. This prevents anyone who was inside the radius from escaping and anyone outside the radius from entering. Referees should be employed to keep people roughly in the 50 foot radius. There is no way to break this barrier to release the effects (referees should help direct people to stay within the boundary). The wielder of the technique can end the technique whenever they choose just announce loudly that “suzumushi is over,” and the wielder **MUST** end the technique when all enemy targets inside the barrier are killed. If the wielder is killed the technique ends as well.

Sword of Transformation (30 jutsu points to purchase sword)

To purchase this sword you must spend 120 wado. This sword can transform into any other weapon for 1 energy (with the exception of legendary swords), note: elemental blades are not independent “weapons” they are added effects for weapons. For instance I can spend an energy, transform the sword into a shield, or a bow and arrow, or a spear. Then for 1 more energy I can change it back into a sword or a different weapon. When you switch weapons you are allowed to run off the battlefield (or to wherever the weapon is that you need) and people can’t hurt you while doing this, just hold your sword up and say “transform” before you leave and leave the sword on the ground to mark the spot where you left. While moving to get the weapon say “I’m retrieving” if people wonder if you are in the game or not. When back just say “I’m back in” so everyone knows you are back in the game. Enemies are not allowed to encroach upon where you left your body, and if they do you are allowed to start 10 feet away from where you left your sword, or just tell them they have to move back. If you transform into a bow and arrow you get 2 arrows/transformation. If you transform into giant shuriken you get 2. If you transform into ninja stars you get 5. In order to transform a ranged weapon back you need to pick up (retrieve) at least half the ranged weapons (you are not invulnerable while picking up your weapon). If you transform into short swords (max 3 ft. length each) you can have 2. You cannot transform into any kind of priest or sorcerer staffs. Whatever weapon you transform into the weapon has the WR of that weapon and if the weapon is destroyed the sword of transformation gets destroyed as well.

Ryuujin Jakka - 120 jutsu points to purchase sword. Buy a sword at **DOUBLE** the wado cost depending on the length of the sword. This sword requires 5 energy to activate. To activate say “Reduce all creation to ash Ryuujin Jakka.” The sword becomes covered in flames (your sword deals +3 damage per hit) which lasts the entire battle. If hit by water the flames become extinguished but can be reignited by only spending 1 extra energy. Even if the flames are extinguished you can still use the other abilities of the sword. You can throw a red ball the size of a soccer ball by spending one extra energy which represents a ball of fire that deals 5 damage to any player hit. You can also spend 3 energy and swing your sword while saying “flame prison” and any player you choose and is within eyesight gets wrapped in a prison of flames. They take 1 damage every 5 minutes, and the flame prison will last 15 minutes unless

hit by a water attack that deals at least 3 damage. Players inside the flame prison can voluntarily leave but they take 10 damage by walking through the flames.

Ennetsu Jigoku - 20 jutsu points. Requires activated Ryuujin Jakka. After Ryuujin Jakka has been activated for at least 5 minutes (use a timer) you can use this ability. 5 energy to use technique, to activate, just say the name of the technique after sufficient time has past. All players within 50 feet of the user (including all allies and the user himself). Take 10 damage as flames erupt from the earth.

Legendary Armor (Should wear some article of clothing, preferably samurai style armor to represent)

Armor of Darkness – 60 wado and 40 jutsu points. (50 wado, and 30 jutsu points if you are a ronin) (can be combined with other armor). 4 energy to activate. All attacks against the wielder are at -1 damage. Also the armor sucks the light out of the immediate vicinity of the wearer. If you are within 15 feet of the person wearing the armor you must close your eyes (this includes the person wearing the armor).

Armor of Light – 60 wado and 40 jutsu points. (can be combined with other armor). 4 energy to activate. All attacks against the wielder are at -1 damage. Also the armor glows with intense blinding light. If you are within 15 feet of the person wearing the armor you must close your eyes to represent that you are blinded by the light (this includes the person wearing the armor). If you have light vision you can still see. If an armor of light wielder came near an armor of darkness user the two effects would cancel each other out and both users could see each other normally.

Armor of Fuchi (fire) – Requires Fire elemental affinity. 50 wado and 30 jutsu points. (can be combined with other armor (not elemental armor)). 3 energy to activate. If an enemy hits you in close combat they burst in flames and take 2 damage. Can be dispelled by a water attack that deals 2 damage or any water sword/weapon.

Armor of Mizuchi (water) – Requires water elemental affinity. 50 wado and 30 jutsu points. (can be combined with other armor (not elemental armor)). 3 energy to activate. If an enemy hits you in close combat they water from the armor gushes out and sucks out 3 of the targets' energy. Can be dispelled by a lightning attack that deals 2 damage or any earth sword/weapon.

Armor of Shinatobe (wind) – Requires wind elemental affinity. 50 wado and 30 jutsu points. (can be combined with other armor (not elemental armor)). 3 energy to activate. If an enemy hits you in close combat the attack is repelled by a gust of wind (you take no damage from punches, kicks, or weapons in close combat). Can be dispelled by a flame attack that deals 2 damage or any flame enhanced weapon.

Armor of Dian Mu (lightning) – Requires lightning elemental affinity. 50 wado and 30 jutsu points. (can be combined with other armor (not elemental armor)). 3 energy to activate. If an

enemy hits you in close combat they take 1 damage (are electrocuted), and stunned (cannot move) for 3 seconds. Can be dispelled by any earth attack that deals 2 damage or any earth enhanced weapon.

Armor of Inari (earth) – Requires earth elemental affinity. 50 wado and 30 jutsu points. (can be combined with other armor (not elemental armor)). 3 energy to activate. Enemy attacks are at -2, so an attack that deals 2 damage would not do any damage, and an attack that deals 3 damage would only deal 1. If the enemy has a “piercing” attack, then full damage is done. Damage from wind attacks are not reduced, whereas damage from lightning attacks is at -4.

Priest Abilities

To become a priest you must spend a flat cost of 20 jutsu points. (you don't have to pay 10 per color if you pay the flat cost of 20 to become priest). You can then purchase any of the following assuming you meet other requirements (such as having the correct elemental natures). Priests may still use any technique that came before this section.

Staff of Energy – 50 wado. This staff grants the wielder an increase in their energy. (+1 energy to the wielder of the staff). The staff can be used to block enemy attacks, If the ends or the entire staff is boffered (covered in foam and safe to hit with) then the staff can be used offensively and deals 1 damage. Maximum length of staff is 6 ft. (WR: 4)

Staff of Healing – 75 wado. This staff grants the wielder an increase in their hp. By spending 2 energy the priest can hold up their staff and say “heal” and recover 1 hp. The staff can be used to block enemy attacks, If the ends or the entire staff is boffered (covered in foam and safe to hit with) then the staff can be used offensively and deals 1 damage. Maximum length of staff is 6 ft. (WR: 4)

Staff of Fuchi – 100 wado. This staff decreases the energy cost of any fire techniques by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See description under staff of energy for size and damage of staffs. (WR: 4)

Staff of Mizuchi – 100 wado. This staff decreases the energy cost of any water technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Staff of Shinatobe – 100 wado. This staff decreases the energy cost of any wind technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Staff of Dian Mu – 100 wado. This staff decreases the energy cost of any lightning technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Staff of Inari – 100 wado. This staff decreases the energy cost of any earth technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Healing Pendant - 50 wado. Wear a necklace or a pendant somewhere on your body. The healing pendant gives you +2Hp. You can only have one healing pendant.

Priest Abilities (ALL techniques require a staff of some kind, priests use staffs to channel their magical energy from the gods) All abilities should be performed within 10 seconds of finishing incantations (in the same way that ninja abilities need to be performed within 10 seconds of finishing hand signs) Unless otherwise stated.

Basic energy Healing. 30 jutsu points (1 energy, Hand signs: user places hand over recipient, or themselves) Requires 30 seconds of healing after which the recipient recovers 1 hp. (for an additional 10 jutsu points the same technique can be performed instantaneous. (Can be used on oneself)

energy infusement treatment. 30 jutsu points (1 energy, Hand signs: user places hand over recipient) Requires 30 seconds of healing after which the recipient recovers 2 energy. (for an additional 10 jutsu points the same technique can be performed instantaneously. (Cannot be used on oneself)

Fire techniques (Fuchi is the goddess of fire)

Fire shield – 40 jutsu points. The priest creates a shield of flames that they hold in their hands. (Incantation: Fuchi my goddess of fire protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a fiery paper or colored like fire. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by water based attacks and water swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effect damage such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat take 1 damage from fire that leaps from the shield and attacks the enemy. (this is not deemed to be coming from the priest but rather the shield itself which has a will of its own, so this does not violate the priests pledge to do no harm). Nevertheless, the fire priests are the "rebels" of the priest world, in that they are more likely to break their vow to never harm other people. Fire priests were the first priests to become sorcerers and use magic for offensive purposes.

Fire Wall – 20 jutsu points. (1 energy to use technique. Incantation: Ne, Khala, Lin, Ven) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones then they should not be thrown but rather manually set up). Creates a wall of flames on the battlefield. If anyone passes through the flames they take 2 damage. Flame wall lasts entire battle. Flames can be extinguished by a water technique that uses minimum of 1 energy, so the water ball jutsu for instance. The flame wall does not prevent ranged weapons from passing through the wall. (if a ranged water jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the water attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall)). Ranged wind attacks that pass through the wall gain +1 damage.

Fire Binding Spell – 30 jutsu points. (2 energy to use technique. Incantation: Ha, Re, Khala, Mi) Then throw a ball at a target. The target is wrapped in magical bonds of fire. The target can break free but they take 4 damage if they do so. If a water technique is used on them by an ally the attack will free them (the attack itself does not hurt the person who was trapped). While wrapped in flames they cannot move or defend themselves from enemy attacks. The priest himself is forbidden to hurt the person who is trapped however.

Water shield – 40 jutsu points. The priest creates a shield of water that they hold in their hands. (Incantation: Mizuchi dragon god of water protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a blue watery paper or colored blue. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by earth based attacks and earth swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effect damage such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat lose 2 energy from water that leaps from the shield and drains the enemy of energy.

Water wall – 20 jutsu points. (1 energy to use technique, Incantation: Re, Lo, Jin) Rules for setting up the wall are the same as the firewall. Water wall can be extinguished by earth techniques of 1 energy (if a ranged earth jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the earth attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall)). Anyone who walks through the wall of water loses 3 energy. The wall of water does not stop ranged attacks. Ranged lightning attacks that pass over the wall gain +1 damage.

Great Flood Technique – 30 jutsu points. (1 energy to use technique, Incantation: Me, Jin, Lo, Nia) Water gushes onto the battlefield from a downstream source and the whole battlefield becomes flooded with water. Everyone can only walk around the battlefield (represents swimming) unless they have the “walk on water” technique. Water techniques that benefit from water on the battlefield can be used.

Lightning shield – 40 jutsu points. The priest creates a shield of lightning that they hold in their hands. (Incantation: Dian-Mu goddess of lightning protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a yellow strips of paper or colored yellow. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by wind based attacks and wind swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effect damage such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat are stunned for 10 seconds from being electrocuted from lightning that leaps from the shield and shocks them.

Lightning Wall – 20 jutsu points. (1 energy to use technique. Incantation: Re, Lo, Kin, Fe) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones then they should not be thrown but rather manually set up). Creates a wall of lightning on the battlefield. If anyone passes through the wall they are immobilized for 10 seconds, (have to act like you are being electrocuted, shake your body, and count to 10 verbally, you cannot defend yourself from enemy attacks while you are stunned). Lightning wall lasts entire battle. Lightning walls can be extinguished by a wind technique that uses minimum of 1 energy, so the air cutter jutsu for instance, or a wind sword. The lightning wall does not prevent ranged weapons from passing through the wall. (if a ranged wind jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the wind attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). Ranged water attacks that pass over the wall gain +1 damage.

Lightning Storm – 40 jutsu points. (3 energy to use technique. Incantation: Re, Mia, Chen, Fen) Hold up staff and say “lightning storm.” The air becomes electrified and for 1 minute anyone on the battlefield who uses lightning techniques can use their technique for 1 less energy (unless the technique already only takes 1 energy, in which case it still takes 1 energy). Kirin can be used by ninja one time without having to shoot fire techniques.

Wind shield – 40 jutsu points. The priest creates a shield of wind that they hold in their hands. (Incantation: Shinatobe goddess of wind protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a green paper

or colored green. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by fire based attacks and fire swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effects such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat are pushed back 10 feet by a strong gust of wind that erupts from the shield.

Wind Wall – 20 jutsu points. (1 energy to use technique. Incantation: Ne, Vix, Oka, Re) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones, then they should not be thrown but rather manually set up). Creates a wall of wind on the battlefield. People can pass through the wall without taking any damage, however ranged attacks cannot pass through the wind wall. Wind wall lasts entire battle (unless destroyed). Wind can be extinguished by a fire technique that uses minimum of 1 energy, so a fire ball jutsu for instance. (if a ranged fire jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the fire attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). Ranged fire attacks that pass over the wall gain +1 damage.

Wind Cyclone Barrier - 30 jutsu points. (2 energy to use technique. Incantation: Vix, Oka, Re, Ne, Rin) Then set up two cones (don't use a rope for this particular wall) with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy) Creates a wall of tornadoes on the battlefield. Ranged attacks cannot pass through the wall. The wall can only be destroyed if it is hit by a fire attack that deals at least 2 damage. If you pass through the wall you must spin around 10 times, you do not take any damage.

Earth shield – 40 jutsu points. The priest creates a shield of earth that they hold in their hands. (Incantation: Inari goddess of earth protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a brown paper or colored brown. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by lightning based attacks and lightning swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effects such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat sink into a pit of mud in the ground and cannot move for 20 seconds.

Earth/Mud wall: 20 jutsu points (2 energy to use. Incantation: Mu, Fe, Rin) a wall of Earth/mud is formed. A wall of up to 20 feet in length is formed. Wall cannot be passed through on foot,

however the wall can be climbed in 20 seconds (you just pretend you are climbing an imaginary wall for 20 seconds). Wall can only be destroyed by attacks that do at least 3 damage (lightning attacks break the wall if they deal at least 1 damage). The mud wall does stop ranged attacks, so ranged attacks will be blocked automatically to anyone standing behind the wall.

Earth Prison jutsu: 20 jutsu points (1 energy to use technique: Incantation: Re, Ma, Rin, Hare then touch target within 10 seconds of completing incantation). The target becomes trapped in a ball of earth that forms a prison around the target. The target loses 1 energy for every minute that they are trapped. The target can escape if they use a jutsu or weapon that deals at least 3 damage (1 if lightning) and they can free themselves from the prison. If they do not have any weapon strong enough then they are trapped until a teammate frees them. After they have lost all their energy the prison automatically falls apart and they are free. The target cannot be attacked by an outside attack (genjutsu/shadow possession/mind transfer included) until the earth prison is destroyed. The person who trapped the target in earth prison does not have to stay near the target like they do with water prison.

Enchantments

Ethereal armor – 50 jutsu points (4 energy, Incantation: Re, Ne, Alto, Ley, Vix) Gives either the user, or a friendly target magical armor that coats their body. (optional) The target should wear some form of clothing that represents magical amour. The target takes -1 damage from all types of enemy attacks. (If target already has an ability (or armor) that reduces damage then this enchantment cannot be used on that person) and you cannot use this technique on the same person twice.

Ultimate Healing – 50 jutsu points (6 energy, Incantations: Ni, ox, rin, re, vala, le, ke, mia, che, fin, vala, ox, rin) Hold your staff up into the air and say “ULTIMATE HEALING.” Everyone on your team who has taken damage and who can hear you gains +1 hp. (including yourself). Maximum 3 uses per battle.

Ultimate Energy Recharge – 50 jutsu points (4 energy, Incantations: Rin, vala, ke, mia, fin, vala, fin, re, fia). Hold your staff up into the air and say “ULTIMATE RECHARGE.” Everyone on your team who can hear you gains +1 energy. (excluding yourself). This technique requires a staff. Maximum 3 uses per battle.

Ghost Mode – 50 jutsu points. (3 energy/enchantment, Incantations: Le, ke, mi, chen, vix). The user enchants either themselves or another person to enter another dimension. Point towards your target, or hold up your arm if you are enchanting yourself. For one minute you cannot be affected by, nor can you affect other players. When the minute is up (or you decide that you want to become normal again) say “Back in game” so everyone knows that you are back. People who are in ghost mode, just like people who are teleporting should hold up a hand to signal that they are invulnerable. While in ghost mode people can see you, they just cannot touch or harm you. You can only enchant one person at a time, including yourself therefore you cannot have multiple people in ghost mode at the same time (unless there are

two priests using ghost mode). This technique requires a staff. You can use this technique on an enemy and for one minute they become a ghost and cannot affect anyone (they do not have the option of deciding to come back into the game before the minute is up) but to use it on an enemy you must hit them with a soft ball. While in ghost mode players can move through barriers as if they didn't exist. Two players who are both in ghost mode can interact with each other as normal, so for example if the players are on opposite teams they can battle, use jutsu, and other techniques but they will only be able to affect other ghost mode players, and when ghost mode runs out they come back into the normal world with their health and energy that they had while ghosts, so if you get hurt as a ghost the damage translates to you when you come out of ghost mode.

Teleport – 40 jutsu points. (4 energy/teleportation, Incantation: Mi, Me, Vala, Rin) This technique teleports either the user or a target (can be friend or foe). Simply point at the target and throw a ball to the location you want that person to teleport to. The target is forced to teleport to that location (they must run to the ball as fast as they can). You cannot force the target to teleport to a location that is obviously dangerous for a person to travel to (such as in a real lake). If the body of water is imaginary (for example: In a particular battle we decided that the tennis court represents a lake) then you are allowed to teleport a player there. If the target is so far away that you cannot distinguish them from other players in the area, or they cannot hear your voice, then they are deemed to far away to teleport (if two players are near you but are standing purposely close together so that you can't point at just "one" of them, this doesn't count, you are assumed to be able to distinguish between these targets). This technique requires a staff. The ball you throw for designating where the person should teleport to can pass through barriers and elemental walls. If reasonable you can just tell the person to teleport somewhere nearby without throwing a ball there, for example, I might tell a target "I'm teleporting you into the men's bathroom" or "I'm teleporting you onto the top of the slide in the playground." The target must run to that location as fast as possible and when they are there they can resume playing the game as normal. Teleportation locations that are not designated by a thrown ball should be within approximately 100 feet of the caster of the technique (this is a reasonable distance that someone could throw a ball).

Anti-Teleportation Field – 30 jutsu points. (2 energy/use. Incantation: Rex, nora, gami). The caster creates a magical field around their body that prevents anybody within 20 feet of the caster from using any kind of teleportation or high speed movement technique. This technique lasts the entire battle and moves with the caster. So wherever the caster is standing, 20 feet from him in any direction is regarded as a no teleportation zone.

Anti-Teleportation Field Level 2 – 30 jutsu points. Requires Anti-teleportation field (2 energy/use. Incantation: Rex, nora, gami, zen). The caster creates a magical field around their body that prevents anybody within 40 feet of the caster from using any kind of teleportation or high speed movement technique. This technique lasts the entire battle and moves with the

caster. So wherever the caster is standing, 40 feet from him in any direction is regarded as a no teleportation zone.

Barrier Technique – 40 jutsu points. (3 energy/barrier, Incantation: Mix, chan, Vala, Mi) This technique creates a barrier up to 20 feet long. Place two cones on the ground (with or without a rope between them). You can still be attacked by enemies while you are setting up the cones so be on guard. The barrier is impenetrable, you cannot pass between the cones nor can you fire jutsu or ranged weapons over the barrier. If someone hits you with a ranged weapon, but the weapon passed over the barrier it is assumed to have hit the barrier and therefore does no damage to you.

Barrier Shatter – 10 jutsu points. (1 energy/barrier destroyed, Incantation: Me, Zen, Tra) This technique automatically destroys a barrier of your choice anywhere on the battlefield (elemental walls do not count as “barriers”) This technique refers to barriers formed from the “barrier technique,” as well as “sensory barrier.”

Sensory Barrier - 40 jutsu points. (3 energy to activate, Incantation: Ori, Nor, Ven, Dala). This technique creates a barrier around the entire battlefield that prevents the use of all sensing techniques as well as the perceptive eye using scouting. Players cannot “fight without looking” when this barrier is activated. Special sensing abilities such as smell sensing, bug sensing, god mode sensing, sand sensing etc. are all prevented.

Pious Mode – 40 jutsu points. (1 energy/minute, Incantation: Ori, No, Ma, Om then repeat over and over and have your hands together in prayer). In this mode the priest is blessed by the gods and cannot be harmed in any way by any attack. When the priest stops repeating the incantation or breaks their hands in prayer the protection ends. Every minute the priest must spend an additional energy. The priest cannot use any other techniques while they are using this technique (unless the previous technique was something that they activated and they do not have to maintain such as ethereal armor). The priest should have a stopwatch timer to keep track of time or they can figure out how many times they can say “ori, no, ma, om” in a minute and just count the number of times they say this to keep track of time.

Illusion dispel – 40 jutsu points. (1 energy/person released, Incantation: Ren, Kai). Anyone the priest touches (or the priest himself) who is trapped under any kind of genjutsu becomes released. This includes advanced genjutsu such as moon goddess illusion, and this can even be used to free a person who witnessed the activation of a “blade of dark illusions.”

Necromancy – 60 jutsu points. Only available to dark priests (60 jutsu points) (Incantation: Nora, Gami, Rex, Mera, Tora, Vix) 0.5 energy per Health point and Energy of reanimated person (you do not have to bring them back at their full natural health value, nor do you have to give them their full natural amount of energy). They come back with whatever weapons they had at the moment of death, so if their weapons was broken they do not get it back, or if they used a 1 use per battle item (like a shuriken) they do not get it back. This technique summons someone who has died and brings them back to life as a zombified person. In this game this has to be

either a teammate, or a fallen enemy. A reanimated enemy switches teams. These reanimated corpses die if they run out of hit points, just like a normal player. To represent that they are “zombified” the reanimated persons can only walk, they cannot run.

Sorcerer Abilities

To become a sorcerer you must spend a flat cost of 20 jutsu points. (you don't have to pay 10 per color if you pay the flat cost of 20 to become sorcerer). You can then purchase any of the following assuming you meet other requirements (such as having the correct elemental natures). Sorcerers may still use any technique that came before this section.

Staff of Energy – 50 wado. This staff grants the wielder an increase in their energy. (+1 energy to the wielder of the staff). The staff can be used to block enemy attacks, If the ends or the entire staff is boffered (covered in foam and safe to hit with) then the staff can be used offensively and deals 1 damage. Maximum length of staff is 6 ft. (WR: 4)

Staff of Healing – 75 wado. This staff grants the wielder an increase in their hp. By spending 2 energy the priest can hold up their staff and say “heal” and recover 1 hp. The staff can be used to block enemy attacks, If the ends or the entire staff is boffered (covered in foam and safe to hit with) then the staff can be used offensively and deals 1 damage. Maximum length of staff is 6 ft. (WR: 4)

Staff of Fuchi – 100 wado. This staff decreases the energy cost of any fire techniques by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See description under staff of energy for size and damage of staffs. (WR: 4)

Staff of Mizuchi – 100 wado. This staff decreases the energy cost of any water technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Staff of Shinatobe – 100 wado. This staff decreases the energy cost of any wind technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Staff of Dian Mu – 100 wado. This staff decreases the energy cost of any lightning technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Staff of Inari – 100 wado. This staff decreases the energy cost of any earth technique by 1 energy. (unless it only takes 1 energy in which case you still have to pay 1) See above description for size and damage for staffs. (WR:4)

Ring of Power - 80 wado. Wear a ring. You gain +3 energy. You can only have up to two rings of power.

Sorcerer Abilities (ALL techniques require a staff of some kind, sorcerers use staffs to channel their magical energy from the gods) All abilities should be performed within 10 seconds of finishing the incantation unless otherwise stated (same as rules for performing jutsu after finishing hand signs)

Fire techniques (Fuchi is the goddess of fire)

Fire Ball – 30 jutsu points. (2 energy to use technique. incantation: Ni, Re, Min, Nix) The sorcerer fires a ball of flames at an opponent. Throw a red/yellow/orange soft ball about the size of a soccer ball at a target. Deals 3 damage to target. If a wind attack hits the target within 5 seconds before or after this attack hits then this attack deals +1 damage.

Firestorm – 40 jutsu points. (4 energy to use technique. incantation: Ka, Tou, Min, Nix, Ren, Sa, Ver). The sorcerer unleashes a torrent of miniature fireballs (represented by small soft red/yellow/orange balls) that each deal 1 damage. For each casting, you can throw up to 6 balls. You can move while casting the balls but you cannot run you can only walk. Also you must use up all 6 balls within 20 seconds of casting the spell.

Heavy Fire Storm - 30 jutsu points. (4 energy to use technique. Incantation: Ka, Tou, Min, Nix, Ren, Sa, Ver, Mira, Na). The sorcerer unleashes a torrent of fireballs (represented by small soft red/yellow/orange balls) that each deal 2 damage. For each casting, you can throw up to 6 balls. You can move while casting the balls but you cannot run you can only walk. Also you must use up all 6 balls within one minute of casting the spell.

Fire Spin - 40 jutsu points. (3 energy to use technique. Incantation: Ora, Ka, Ver, Tora, Nay). Requires a Staff. Point your staff at a target within 30 feet after saying the incantation and rotate your staff in a continuous circle. The target is trapped in an invisible ring of spinning flames and must spin while you are rotating your staff. Every thirty seconds the target takes 1 damage. The caster can maintain the firespin for up to five minutes. The target cannot be harmed in any other way while trapped in the fire spin. If the caster stops rotating his staff for any reason the fire spin spell is instantly negated. The caster does not have to stay within 30 feet, but he must continue rotating his staff (in any direction, not necessarily pointed at the target) to maintain the spell. If a water attack hits the target he will be freed instantly, and the water attack will not deal damage. If the battlefield is filled with water then the target is also freed.

Fire shield – 50 jutsu points. The sorcerer creates a shield of flames that they hold in their hands. (Incantation: Fuchi my goddess of fire protect me) The dimensions of the shield should

be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a fiery paper or colored like fire. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by water based attacks and water swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effect damage such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat take 1 damage from fire that leaps from the shield and attacks the enemy. Nevertheless, the fire priests are the "rebels" of the priest world, in that they are more likely to break their vow to never harm other people. Fire priests were the first priests to become sorcerers and use magic for offensive purposes.

Fire Wall – 30 jutsu points. (1 energy to use technique. Incantation: Ne, Khala, Lin, Ven) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones then they should not be thrown but rather manually set up). Creates a wall of flames on the battlefield. If anyone passes through the flames they take 2 damage. Flame wall lasts entire battle. Flames can be extinguished by a water technique that uses minimum of 1 energy, so the water ball jutsu for instance. The flame wall does not prevent ranged weapons from passing through the wall. (if a ranged water jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the water attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall)).

Fire Binding Spell – 40 jutsu points. (2 energy to use technique. Incantation: Ha, Re, Khala, Mi) Then throw a ball at a target. The target is wrapped in magical bonds of fire. The target can break free but they take 4 damage if they do so. If a water technique is used on them by an ally the attack will free them (the attack itself does not hurt the person who was trapped). While wrapped in flames they cannot move or defend themselves from enemy attacks. The sorcerer himself is forbidden to attack the person who is trapped however.

Water blast – 30 jutsu points. (2 energy to use technique. Incantation: Mi, Re, Zu, Na) Then throw a blue soft ball at a target. Anyone hit takes 1 damage and loses 3 energy.

Water Cannon Blast – 50 jutsu points. (4 energy to use technique. Incantation: Re, Mi, Che, Ver, Mi, Ra, Ka, Mi, Ren, Sora, Ver, Ken, Tran, Mer). You can either throw a large ball or rod shaped blue object or you can use a super soaker/hose to spray water (see water dragon missile). Anyone hit takes 4 damage and loses 3 energy.

Water shield – 50 jutsu points. The sorcerer creates a shield of water that they hold in their hands. (Incantation: Mizuchi dragon god of water protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a

blue watery paper or colored blue. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by earth based attacks and earth swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effect damage such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat lose 2 energy from water that leaps from the shield and drains the enemy of energy.

Water wall – 30 jutsu points. (1 energy to use technique, Incantation: Re, Lo, Jin) Rules for setting up the wall are the same as the firewall. Water wall can be extinguished by lightning techniques of 1 energy (if a ranged earth jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the earth attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall). Anyone who walks through the wall of water loses 3 energy. The wall of water does not stop ranged attacks.

Great Flood Technique – 40 jutsu points. (1 energy to use technique, Incantation: Me, Jin, Lo, Nia) Water gushes onto the battlefield from a downstream source and the whole battlefield becomes flooded with water. Everyone can only walk around the battlefield (represents swimming) unless they have the “walk on water” technique. Water techniques that benefit from water on the battlefield can be used.

Lightning Bolt – 30 jutsu points. (2 energy to use technique. Incantation: Rai, Vix, Nen) Then throw a yellow ball (or soft rod-shaped object/missile to represent lightning) at a target. Target takes 2 damage and is stunned for 3 seconds. If a water attack hits the target within 10 seconds prior to the lightning hitting this attack deals +1 damage.

Lightning shield – 50 jutsu points. The sorcerer creates a shield of lightning that they hold in their hands. (Incantation: Dian-Mu goddess of lightning protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a yellow strips of paper or colored yellow. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by earth based attacks and earth swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effect damage such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat are stunned for 10 seconds from being electrocuted from lightning that leaps from the shield and shocks them.

Lightning Wall – 30 jutsu points. (1 energy to use technique. Incantation: Re, Lo, Kin, Fe) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set

up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones then they should not be thrown but rather manually set up). Creates a wall of lightning on the battlefield. If anyone passes through the wall they are immobilized for 10 seconds, (have to act like you are being electrocuted, shake your body, and count to 10 verbally, you cannot defend yourself from enemy attacks while you are stunned). Lightning wall lasts entire battle. Lightning walls can be extinguished by an earth technique that uses minimum of 1 energy, so the air cutter jutsu for instance, or a wind sword. The lightning wall does not prevent ranged weapons from passing through the wall. (if a ranged wind jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the earth attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall)).

Lightning Storm – 50 jutsu points. (3 energy to use technique. Incantation: Re, Mia, Chen, Fen) Hold up staff and say “lightning storm.” The air becomes electrified and for 1 minute anyone on the battlefield who uses lightning techniques can use their technique for 1 less energy (unless the technique already only takes 1 energy, in which case it still takes 1 energy). Kirin can be used by ninja one time without having to shoot fire techniques.

Wind Blast – 30 jutsu points. (2 energy. Incantation: Fu, Ren, Ka). A gust of wind erupts from the caster (represented by a green or white ball) Any target hit takes 1 damage and is pushed backwards away from the direction of the caster by 25 feet.

Wind shield – 50 jutsu points. The sorcerer creates a shield of wind that they hold in their hands. (Incantation: Shinatobe goddess of wind protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a green paper or colored green. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by fire based attacks and fire swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effects such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat are pushed back 10 feet by a strong gust of wind that erupts from the shield.

Wind Wall – 30 jutsu points. (1 energy to use technique. Incantation: Ne, Vix, Oka, Re) Then put a rope, or set up 2 sports cones on the ground with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy, if using a rope, or a rope tied to cones, then they should not be thrown but rather manually set up). Creates a wall of wind on the battlefield. People can pass through the wall without taking any damage, however ranged attacks cannot pass through the wind wall. Wind wall lasts entire battle (unless destroyed). Wind can be extinguished by a fire technique that uses minimum of 1 energy, so a fire ball

jutsu for instance. (if a ranged fire jutsu is aimed at the wall it can be aimed at any point over the wall and as long as the attack passes over the line on the ground where the imaginary wall is, the fire attack will hit and destroy the wall (this attack does not carry through and damage people behind the wall, it is assumed that the attack is dispersed as it is destroying the wall)).

Wind Cyclone Barrier - 40 jutsu points. (2 energy to use technique. Incantation: Vix, Oka, Re, Ne, Rin) Then set up two cones (don't use a rope for this particular wall) with a max length of 20 feet (you have to set up the wall while the battle is going on, you can throw the cones to set up the wall to help save time, however this cannot be used to attack an enemy) Creates a wall of tornadoes on the battlefield. Ranged attacks cannot pass through the wall. The wall can only be destroyed if it is hit by a fire attack that deals at least 2 damage. If you pass through the wall you must spin around 10 times, you do not take any damage.

Boulder Launch – 30 jutsu points. (2 energy to use technique. Incantation: Dou, Ka, Re) A large boulder erupts from the earth and launches at a target (throw a soft brown ball about the size of a soccer ball at a target). Anyone hit takes 2 damage.

Earth shield – 50 jutsu points. The sorderer creates a shield of earth that they hold in their hands. (Incantation: Inari goddess of earth protect me) The dimensions of the shield should be approximately 2ft x 2ft, so it's a medium sized shield) and it should be covered in a brown paper or colored brown. The shield requires 3 energy to materialize and lasts the entire battle. The shield can be extinguished by wind based attacks and wind swords and then must be re-cast. The shield repels enemy attacks of any strength (however it will not protect you from area effects such as exploding tags). The shield can be put down temporarily and picked up again so that the priest can use items or other abilities. However, if the wielder can hold the shield while doing these other things that is fine also. Enemies who hit the shield in close combat sink into a pit of mud in the ground and cannot move for 20 seconds.

Earth/Mud wall: 40 jutsu points (2 energy to use. Incantation: Mu, Fe, Rin) a wall of Earth/mud is formed. A wall of up to 20 feet in length is formed. Wall cannot be passed through on foot, however the wall can be climbed in 20 seconds (you just pretend you are climbing an imaginary wall for 20 seconds). Wall can only be destroyed by attacks that do at least 3 damage (wind attacks break the wall if they deal at least 1 damage). The mud wall does stop ranged attacks, so ranged attacks will be blocked automatically to anyone standing behind the wall.

Enchantments

Ethereal armor – 60 jutsu points (4 energy, Incantation: Re, Ne, Alto, Ley, Vix) Gives either the user, or a friendly target magical armor that coats their body. (optional) The target should wear some form of clothing that represents magical amour. The target takes -1 damage from all types of enemy attacks. (If target already has an ability (or armor) that reduces damage then this enchantment cannot be used on that person) and you cannot use this technique on the same person twice.

Ultimate Healing – 70 jutsu points (6 energy, Incantations: Ni, ox, rin, re, vala, le, ke, mia, che, fin, vala, ox, rin) Hold your staff up into the air and say “ULTIMATE HEALING.” Everyone on your team who can hear you gains +1 hp. (including yourself).

Ultimate Energy Recharge – 70 jutsu points (4 energy, Incantations: Rin, vala, ke, mia, fin, vala, fin, re, fia). Hold your staff up into the air and say “ULTIMATE RECHARGE.” Everyone on your team who can hear you gains +1 energy. (excluding yourself). This technique requires a staff.

Ghost Mode – 60 jutsu points. (3 energy/enchantment, Incantations: Le, ke, mi, chen, vix). The user enchants either themselves or another person to enter another dimension. Point towards your target, or hold up your arm if you are enchanting yourself. For one minute you cannot be harmed, nor can you harm other players. When the minute is up (or you decide that you want to become normal again) say “Back in game” so everyone knows that you are back. People who are in ghost mode, just like people who are teleporting should hold up a hand to signal that they are invulnerable. While in ghost mode people can see you, they just cannot touch or harm you. You can only enchant one person at a time, including yourself therefore you cannot have multiple people in ghost mode at the same time (unless there are two priests using ghost mode). This technique requires a staff. You can use this technique on an enemy and for one minute they become a ghost and cannot affect anyone (they do not have the option of deciding to come back into the game before the minute is up) but to use it on an enemy you must hit them with a soft ball. While in ghost mode players can move through barriers as if they didn’t exist.

Anti-Teleportation Field – 50 jutsu points. (2 energy/use. Incantation: Rex, nora, gami). The caster creates a magical field around their body that prevents anybody within 20 feet of the caster from using any kind of teleportation or high speed movement technique. This technique lasts the entire battle and moves with the caster. So wherever the caster is standing, 20 feet from him in any direction is regarded as a no teleportation zone.

Anti-Teleportation Field Level 2 – 50 jutsu points. Requires Anti-teleportation field (2 energy/use. Incantation: Rex, nora, gami, zen). The caster creates a magical field around their body that prevents anybody within 40 feet of the caster from using any kind of teleportation or high speed movement technique. This technique lasts the entire battle and moves with the caster. So wherever the caster is standing, 40 feet from him in any direction is regarded as a no teleportation zone.

Teleport – 50 jutsu points. (4 energy/teleportation, Incantation: Mi, Me, Vala, Rin) This technique teleports either the user or a target (can be friend or foe). Simply point at the target and throw a ball to the location you want that person to teleport to. The target is forced to teleport to that location (they must run to the ball as fast as they can). You cannot force the target to teleport to a location that is obviously dangerous for a person to travel to (such as in a real lake). If the body of water is imaginary (for example: In a particular battle we decided that the tennis court represents a lake) then you are allowed to teleport a player there. If the target

is so far away that you cannot distinguish them from other players in the area, or they cannot hear your voice, then they are deemed to far away to teleport (if two players are near you but are standing purposely close together so that you can't point at just "one" of them, this doesn't count, you are assumed to be able to distinguish between these targets). This technique requires a staff. The ball you throw for designating where the person should teleport to can pass through barriers and elemental walls. If reasonable you can just tell the person to teleport somewhere nearby without throwing a ball there, for example, I might tell a target "I'm teleporting you into the men's bathroom" or "I'm teleporting you onto the top of the slide in the playground." The target must run to that location as fast as possible and when they are there they can resume playing the game as normal. Teleportation locations that are not designated by a thrown ball should be within approximately 100 feet of the caster of the technique (this is a reasonable distance that someone could throw a ball).

Barrier Technique – 50 jutsu points. (3 energy/barrier, Incantation: Mix, chan, Vala, Mi) This technique creates a barrier up to 20 feet long. Place two cones on the ground (with or without a rope between them). You can still be attacked by enemies while you are setting up the cones so be on guard. The barrier is impenetrable, you cannot pass between the cones nor can you fire jutsu or ranged weapons over the barrier nor can you fly over it (it is assumed to reach up to the sky). If someone hits you with a ranged weapon, but the weapon passed over the barrier it is assumed to have hit the barrier and therefore does no damage to you.

Barrier Shield - 30 jutsu points. (1 energy/barrier, Incantation: Mix, Chan, Vala) Requires a staff. To activate, say the incantation and rotate your staff in a circle continuously. An imaginary shield barrier forms and traces the path of the rotation of your staff. Any attack that passes through the imaginary circle that your staff traces is blocked because the barrier is invulnerable (nothing can pass through it). The barrier is activated as soon as you begin rotating your staff and begin saying the incantation. You cannot move while having the barrier activated and the time limit is 1 minute per energy spent. Your staff cannot be damaged as it is counted as being behind the barrier. The barrier shatter technique can destroy this barrier.

Barrier Shatter – 20 jutsu points. (1 energy/barrier destroyed, Incantation: Me, Zen, Tra) This technique automatically destroys a barrier of your choice anywhere on the battlefield (elemental walls do not count as "barriers") This technique refers to barriers formed from the "barrier technique."

Illusion dispel – 50 jutsu points. (1 energy/person released, Incantation: Ren, Kai). Anyone the priest touches (or the priest himself) who is trapped under any kind of genjutsu becomes released. This includes advanced genjutsu such as moon goddess illusion, and this can even be used to free a person who witnessed the activation of a "blade of dark illusions."

Berserker Abilities

To become a berserker you must spend a flat cost of 20 jutsu points. (you don't have to pay 10 per color if you pay the flat cost of 20 to become a berserker). You can then purchase any of the following assuming you meet other requirements
Berserkers may still use any technique that came before this section.

Berserker Techniques

Crush: 50 jutsu points (2 energy to use technique). Grab an opponent's limb and say "crush." This deals 5 damage to the target. You cannot use this technique on their torso, it has to be a limb.

Concealed weapon: 30 jutsu points (1 energy to use technique). This allows you to pick up a throwing dagger and reuse it in the same battle.

Crushing Blow: 30 jutsu points (1 energy to use technique). When you hit your opponent with your weapon and say "crushing blow" your sword deals +1 damage.

Crushing Blow Level 2: 20 jutsu points, requires crushing blow (2 energy to use technique). When you hit your opponent with your weapon and say "crushing blow level 2" your sword deals +2 damage.

Crushing Blow level 3: 10 jutsu points, requires crushing blow level 2 (3 energy to use technique). When you hit your opponent with your weapon and say "crushing blow level 3" your sword deals +3 damage.

Crushing Blow level 4: 10 jutsu points, requires crushing blow level 3 (4 energy to use technique). When you hit your opponent with your weapon and say "crushing blow level 4" your sword deals +4 damage.

Crushing Blow level 5: 10 jutsu points, requires crushing blow level 4 (5 energy to use technique). When you hit your opponent with your weapon and say "crushing blow level 5" your sword deals +5 damage.

Crushing Blow level 6: 10 jutsu points, requires crushing blow level 5 (6 energy to use technique). When you hit your opponent with your weapon and say "crushing blow level 6" your sword deals +6 damage.

Crushing Blow level 7: 10 jutsu points, requires crushing blow level 6 (7 energy to use technique). When you hit your opponent with your weapon and say "crushing blow level 7" your sword deals +7 damage.

Crushing Blow level 8: 10 jutsu points requires crushing blow level 7 (8 energy to use technique). When you hit your opponent with your weapon and say “crushing blow level 8” your sword deals +8 damage.

Crushing Blow level 9: 10 jutsu points requires crushing blow level 8 (9 energy to use technique). When you hit your opponent with your weapon and say “crushing blow level 9” your sword deals +9 damage.

Crushing Blow level 10: 10 jutsu points requires crushing blow level 9 (10 energy to use technique). When you hit your opponent with your weapon and say “crushing blow level 10” your sword deals +10 damage.

Dodge: 40 jutsu points: (2 energy to use technique). Right before an attack would hit you say “dodge” and you can become invulnerable for 10 seconds. You cannot attack enemies or be attacked by enemies during these 10 seconds. (you cannot dodge damage done from a radius effect)

Throw: 30 jutsu points: (3 energy to use technique). Grab onto a target and say “throw.” The target gets hurled (moves back) 15 feet away from you (in a direction of your choosing) and takes 2 damage. After you say “throw” you cannot hit your target and they cannot hit you until after they have moved the 15 feet.

Jump: 40 jutsu points: (2 energy to use technique). The user uses massive leg strength to launch themselves into the air. This can be used to dodge enemy attacks, or jump clear over barriers (elemental, magical, any other kind) without taking damage or suffering any negative effects. It also allows you to hit targets who are flying. Jump into the air while saying “jump” to use this technique. The jump only lasts 3 seconds for the purpose of dodging enemy attacks and you are assumed to land in the same spot where you took off from. You can dodge radius attacks using this technique since it is assumed you can jump high enough to be over the effect of the technique.

Head smash: 10 jutsu points: (no energy needed to use technique). The user hits himself in the head with either his fist or the butt of his weapon when he feels he is about to fall under the effects of a genjutsu. The user takes 1 damage but the effects of the genjutsu is negated. Use right after you get hit with a genjutsu. (does not work on mangekyou genjutsu, or the blade of dark illusion, or balls of truth and light, or the Mikazuki-munechika sword).

Rapid Swim: 15 jutsu points: (no energy required to use technique). This allows the user to swim at a rapid pace (can run even when the battlefield is covered in water) and fight as normal in water.

Enhanced strength: 25 jutsu points: (energy spent is variable). If you are caught in shadow possession, you can resist the possession by spending energy, they have to match the amount of energy you spend to keep you in shadow possession (say you are using enhanced strength to

escape). You can punch someone (or a barrier/prison) and say a number of energy, your punch deals that much damage (same effect as energy enhanced strength).

Enhanced lung capacity: 5 jutsu points: (no energy requirement). When you are caught underwater (such as in water prison jutsu) you can hold your breath for twice as long as a normal person. So you only take 1 damage every 2 times you have to take a breath.

Enhanced Speed: 15 jutsu points: (1 energy/10 feet). Allows you to teleport (can't be hurt or hurt others while teleporting). The distance depends on the amount of energy you spend. Just hold up a hand and say "teleporting." Teleporting does not protect you from damage that has radius effect unless you escape outside the radius (you are allowed to stack one enhanced speed on top of another for the purpose of escaping an area effect attack).

Double Image: 30 jutsu points: (2 energy to use technique). The user uses their incredible speed to create an after image of themselves (works in the same way as a clone, has 1 Hp and if it gets hit it gets destroyed). The double image is never more than 10 feet away from the actual body of the berserker (if a radius attack is 10 feet or more it will hit both the image and the main body). Because the image is actually the main body just moving extremely fast it can use techniques. The reason why the image has 1 Hp is because it is assumed that if the image is hit the actual body is moving fast enough to dodge most of the damage from an enemy attack. If a genjutsu or illusion is used on the image the image ends (clone is destroyed) and the main body is hit with the full effect of the illusion or other technique such as shadow possession, mind transfer etc.

Rage Mode: 50 jutsu points: (3 energy to use technique). The user becomes enraged. Can only be activated after the user has lost half or more of their health points. The user gains +1 Hp and all of their attacks deal double damage (lasts until either the user is killed or the user gains back extra health from healing techniques).

Incredible pain tolerance: 40 jutsu points: (3 energy to use technique). The user can bear much more pain than an ordinary human, and they can even fight when on the brink of death and after a normal person would have been killed through loss of blood or other bodily damage. To represent this all attacks from enemy attacks are reduced by 1. Just say "enhanced pain tolerance" and put on an article of clothing or use some other marker on your body so everyone knows that you have the ability activated.

Advanced Rules Clarification

This section of the rulebook is dedicated to addressing interesting situations between very specific jutsu. Reading this section will help deepen your knowledge of the game and allow you to make better game rulings if you are the kage of your village.

High speed movement time limit: Although the energy for high speed movement is usually measured in distance, for instance 0.5 energy for every ten feet, players should also be reasonable with the amount of time that they are in the “high speed world.” For this reason a player gets approximately 10 seconds for every ten feet.

Teleportation to the “High speed world”: If a player using flying raijin marks an enemy who uses high speed movement the player with flying raijin can teleport to the location of that player even if that player is in the “high speed world.” However if the player using teleport teleports says “i’m back” signifying that their teleportation is over before the player with high speed movement initiates the ability by saying “high speed movement” then the player using high speed movement would be safe and would not be able to be attack, unless the player who can teleport initiates a second teleportation.

Water prison and other hand sign abilities with teleportation: A player may make hand signs for an ability, such as water prison, and then teleport or use high speed movement to get closer to a target before unleashing their ability. The handsign required to teleport using flying raijin does not negate the handsigns done to make the water prison. Also, the grace period of 10 seconds (or whatever time depending on the technique) does not apply while teleporting. This makes teleportation a very effective combo with water prison.

Dodging effects that don’t use a physical representation with High speed

movement/teleportation: If a player uses high speed movement or teleportation to dodge an incoming attack that does not use an actual object to represent the ability (such as final getsuga tenshou), then the player who is doing the dodging must begin to say their ability (and perform any other activation requirements) before the person using the technique finishes saying the name of their ability (or whatever other requirements are needed). So for example, If a player uses final getsuga tenshou and starts to say “Final gets..” and I say the “T” in teleport while holding up my hand sign I will be safe because I started to say the name of my defensive ability before he finished saying the name of his offensive ability. In short, if the ability is offensive the player needs to complete saying the entire name of the ability before it activates, whereas if the ability is defensive they only need to start to say the name of the ability for its effect to activate.

Dodging radius effects using high speed movement: If a player dodges an ability that has a radius effect using a type of high speed movement then they will be fine as long as they say the H in high speed movement before the ability that has the radius effect activates completely. Then the player using high speed movement must spend enough energy per amount of feet to completely escape the radius effect. So, if a player uses a massive explosion ability that has a radius of 100 feet and the center of the explosion landed right next to the player using high

speed movement that player (assuming he began to say “high speed movement” before the attack landed) would have to pay 100ft worth of energy to escape (so if the ability is 1 energy per ten feet he would have to pay 10 energy to escape).

Fighting in the “High speed world”: Two players who both have high speed movement can both activate their abilities simultaneously. In which case they enter the “high speed world” and can battle each other there. In this world they cannot use abilities, only hand to hand combat or weapon combat. Also they are still subject to a time limit based on the distance they each chose to use for their high speed movement (see above under high speed movement time limit). Other players who did not use high speed movement cannot interfere (unless they marked a player in the high speed world and are teleporting to their location)

Fighting “underground”: Two players who both have the subterranean voyage ability can fight underground. Like in the “fighting in the high speed world” they cannot use abilities, only weapons and hand to hand combat. Ranged weapons cannot be used underground because it does not make sense.

Fighting “underwater”: If a player uses an ability to surround a lot of enemies with water (water prison shark dance jutsu for instance). Then the players who are underwater can fight but cannot use ranged weapons unless those attacks are specifically intended to be used underwater (none in the game currently). They can use almost any ability however except fire abilities.

Invisible world?: If two players both have invisibility they cannot fight each other because they still cannot “see” each other. There is no “invisible world” like there is for high speed or underground or underwater.

Campaign Play

To make the game more interesting I created a website where you can find a “campaign map.” On the campaign map you will see different villages and their relative territories. Two villages can battle each other in order to gain territory on this campaign map.

Battles: How battles between villages work is that one village initiates an attack on the other village. To do this the attacking village must travel (take cars, busses, walk etc.) to a neighboring village and meet up with them at their normal meeting time and location. Each player can only use one character in the battle, even if that player has multiple characters. Then rules of the battle are decided upon collectively by both kage (leaders) of the villages. If a decision cannot be made then a coin flip can be used to pick which way the battle will be fought. Ways battles can be fought are detailed below:

1. One method of a battle is an all out fight. This method works well if the number of players in each village is relatively small. When all out battles get too large it would be confusing and difficult to keep track of what is going on.

2. One on one or team battles. In this method the kages split their forces into different groups, whether these groups are small squads of 3 or 4, or even just one player. Then the players fight against teams of the same number from the other village. The battle is won when one village wins a majority of the mini battles. It is best therefore to keep the number of teams an odd number, so that the overall battle would not result in a draw.

After the Battle: After the conclusion of the battle, I (The game designer) would like both kage to email me at ninjaandsamurailarp@gmail.com with a "Battle Report." This is simply an account by each kage of what happened at the battle. For instance if the battle was well fought by both sides then you could simply say, it was a fair and good fight, and we honorably were defeated by the Village hidden in the waves. Or, if there were instances of cheating or bad sportsmanship I would like to hear about this as well. The goal is that I am trying to promote fair play between villages and I do not consider any battle a "victory" unless both sides agreed that one side won fairly and in a good, respectable, manner. Therefore, I would not edit the campaign map unless the battle was fair and well fought. If there was any at all signs of foul play or bad sportsmanship I would simply leave the campaign lines as they were originally on the campaign map which can be found at <https://cerconesc.wixsite.com/ninja-samurailarp>

More on Villages and Alliances

Villages are the smallest unit of play. They consist of a leader (Kage) and the players who meet with the kage. Villages should be named as "The village hidden in the _____" where _____ is a geographical feature such as mountains, rivers, lake, trees etc. The village must also be within a "land." For instance, the second village I started was the village hidden between the rivers which is located in the land of ice. The "land or ice" is the surrounding region that my village is inside of. The village can also pick one of the five major elements to be its primary element, (so fire, earth, water, wind, or lightning). This choice has no actual effect on gameplay. Players do not receive any benefit, nor are they forced to choose this element as an element that their character uses in the game. Villages also need to choose a primary color that represents their village, as well as a symbol which they should post on a facebook page made for the village. Symbols can be made easily using microsoft paint.

However villages can also pick a "kekkaï genkai" which is a bloodline trait that is common among members of that particular village. This is one group of abilities from the rulebook that normally you would need to pay 10 extra jutsu points for a character to have access to assuming it was your second pick on abilities. For instance, in the village hidden between the rivers I picked "steel style" to be my villages kekkaï genkai, this means that if any ninja from my village want to have access to steel style they do not have to pay 10 additional jutsu points they can just have access for free. Also, if it was their first pick on a group of abilities, then whenever

they pick another group of abilities they still don't have to pay 10 jutsu points, since their first pick was a "freebee" so to speak.

Two villages can create a military alliance and agree to fight together during battles against enemy villages. When this happens both villages can attack a neighboring village and on the battlefield they count as one village. Territory gained will be distributed evenly between the allied villages. Likewise, two villages can "fuse" or join together to create a larger nation. The two villages would need to decide which "land" they would share between the two lands of each village. For example, if my village which again is the village hidden between the rivers located in the land of ice joined with the first village ever in the game, which is the village hidden in the tide located in the land of storms we would have to decide if we would be in the "land of storms" or the "land of ice" after we fused. Both villages would retain their original name.

Death Matches

As is stated previously in the rulebook the experience cap (maximum amount of experience that any character can reach) is 500. This obviously limits the number of jutsu and the amount of health and energy that a character can acquire. However, to make the game more interesting, you can increase the experience cap by engaging, and winning, a death match. A death match is, just like it sounds, a battle to the death where two players wager the life of one of their characters in the battle. The victor increases his experience cap by 250, while the loser has to shred his character's information sheet and pledge to never play with that particular character ever again. Also, because of how high the stakes are, a minimum of 3 qualified, veteran players, who know the rules well, should be observing the battle to ensure that the match is carried out fairly (an odd number of judges is needed incase a dispute arises in which case simply go by majority rule).

In addition, the character of the player who won gains an added benefit of +4 Energy and +4 Hp for that character.

Also, to prevent an experience player from challenging a low level player and having a clear advantage, the two players who engage in the death match must be within 50 experience points of each other, and they also must be within 100 experience points of their maximum cap (meaning you cannot fight a deathmatch with a low level character).

For death matches it is important to keep track of the players who won, and lost, death matches, and this is to dissuade attempts at cheating. For this reason, you must contact me when a death match occurs and I will keep track of the results right here in this rulebook so everyone can see.

Challenging someone to a death match: The way this works is similar to the way someone can challenge someone to be the Kage, or leader of your village. However, unlike the battle to become a Kage, any person can refuse a challenge to a death match (with the exception of someone with a spirit beast, see below). Once the challenge has been issued and agreed to by the other player they will both meet when judges are available and engage in a single battle. Character information may or may not be exchanged prior to the battle (at the agreement of both parties), however the judges need to be well versed in both players abilities so that they can make decisions regarding the rules during the battle.

Keeping Track of Death Match Results:

For death matches it is important to keep track of the players who won, and lost, death matches, and this is to dissuade attempts at cheating. For this reason, you must contact me when a death match occurs and I will keep track of the results right here in this rulebook so everyone can see.

Death Match Results:

Player	Character	Result	Date of Death Match	New experience cap for victor

Spirit Beasts

Spirit beasts are spiritual entities with enormous power that can be trapped inside a character. To represent them and their power when a village has a minimum of 10 active players (where we define an active player as a player who attends at least once a month), that village can decide to claim a single spirit beast from the list below. Also, players cannot be counted towards multiple villages even if they regularly attend both for the purposes of counting 10 people, (You have to pick **ONE** primary village that you are a part of!!) this way 10 players couldn't team up and start 10 villages, and each be a member of the other's villages, and claim 10 spirit beasts.

Background: The way spirit beasts work, is they are “sealed” or “trapped” within one of the player's characters who obtained them. However, they can only be “sealed” when the character is an “infant,” or “young child” so to represent this the player who obtains a spirit

beast must create a new character and that new character can have the “spirit beast” that has been claimed at your village listed under his “techniques” on his character sheet.

Death Matches: Spirit beasts are removed upon the character’s death and can be obtained by other player’s, and for this reason the player who has a character with a spirit beast is not allowed to refuse a challenge to a death match. However the player who challenges someone to a death match who has a spirit beast can only be one rank maximum above the character that has the spirit beast.

Claiming a spirit beast:

When a spirit beast first enters the game it must be initially claimed by a player. This should be done randomly, by giving every player who is an active member of that village (and would like to have the spirit beast) an equally sized slip of paper which can then be put into a hat and drawn. The player who’s name is drawn now “owns” the spirit beast and must immediately after create a brand new character who will have the spirit beast “inside of him”

If the death match is between players of the same village, and the character with the spirit beast loses, then the beast automatically passes to the player who won the death match (however as stated in the background section it must go to a new character that this player begins to develop immediately following the victory). The character who won the deathmatch DOES NOT get the bonus experience cap lifted as per winning a regular death match (the prize was the spirit beast), If the character who owns the spirit beast wins the death match they do still increase their experience cap, but only if their character’s experience level was maxed out. (that was their “prize” for defending an attacking enemy).

If another village wants to “steal” a spirit beast from a village they may do so by conducting a “raid.” A raid is different from a battle where territory is exchanged, during a raid, a battle is fought (in the same manner as described under battles in campaign play) however, the “prize” is the control of the spirit beast. How it works is that during the battle the player who has the spirit beast is engaged in a death match, but only this player, nobody else is engaged in a death match. If the character is killed who has the spirit beast, then the spirit beast exits that characters body and is now on the battlefield. If the attacking team wins the rest of the battle (the team who attacked to try and gain the spirit beast), then the spirit beast passes to their village. The next time this village meets they must determine which player gets to actually keep the spirit beast by drawing names out of a hat as described at the start of this section.

In this manner spirit beasts may “move around the campaign world” and some villages may even acquire multiple spirit beasts, and others may end up with none. One raid can only steal one spirit beasts, however allied villages may team up to conduct a raid together, and allied villages may also team up to defend together. (Raids must be pre scheduled and agreed upon by villages, you cannot just show up), however if a village is delaying scheduling a raid for an extended period of time (defined as longer than one month), they automatically forfeit their spirit beast. (You may contact and discuss with me if this is occurring).

Also, the location of spirit beasts can be somewhat hidden, however, the supreme council of kage (myself and others appointed to the position), who determine the rules of the game, should keep track of the spirit beasts' locations on a secret document.

Spirit beasts characters must reveal that they have a spirit beast within them during battles if that character is being used.

List of Spirit Beasts

Odato - This spirit beast is the incarnation of a giant dragon with wings and breathes fire. The character who has this spirit beast gains +6 hp and +8 energy and can use all fire abilities for 1 less energy (with a minimum of 1 energy per ability). The user may also fly for one minute per 1 energy spent and saying "fly." Status: Unclaimed

Mirame Kuza - This spirit beast is the incarnation of a giant squid that shoots ink. The character who has this spirit beast gains +5hp and +5 energy. They can also spend 1 energy and say "ink spray" and they are invulnerable (cannot be affected by any attack or ability with the exception of attacks that have a radius effect) for 30 seconds. They can also grab an opponent and say "tentacle grab" without spending any energy. The target who is grabbed cannot move and cannot be harmed in any way but loses 1 energy every 30 seconds while being held, the caster cannot let go and must keep one hand on the target at all times while this ability is in effect. Status: Unclaimed

Hyonimaruin - This spirit is the incarnation of a giant ice serpentine dragon that breathes ice. The character who has this spirit beast gains +7hp and +7 energy and can use all ice abilities for 1 less energy (with a minimum of 1 energy per ability), they also can automatically use the ability "ice ball" for only 1 energy, see above for details. The user may also fly for one minute per 1 energy spent and saying "fly." Status: Unclaimed

Rhino Jukari - This spirit beast is the incarnation of a giant steel rhinoceros. The character who has this spirit beast gains +10hp and +4 energy. They also gain damage resistance 1 (all damage against them is reduced by 1) unless the attack is lightning style or has piercing. This damage resistance can be stacked with other effects that reduce damage. Status: Unclaimed

Mire Mare - This spirit beast is the incarnation of a giant rabbit. The character who has this spirit gains +5 hp and +5 energy. They also gain the high speed movement ability by spending 1 energy per 10 feet and saying "high speed movement." Status: Unclaimed

Potuun - This spirit beast is the incarnation of a giant otter. The character who has this spirit beast gains +3 hp and +6 energy. They can also move through water at full speed (does not need to walk), and they can use water abilities for 1 less energy than normal. They can also use the "water pistol" ability for free (does not need to spend any energy, and you can use the two hand method described under the ability). Status: Unclaimed

Karme Sol - This spirit beast is the incarnation of a giant flowering plant. The character who has this spirit beast gains +5 hp and replenishes 1 energy per minute (if the sun is visible in the sky and not obscured by clouds) (maximum energy is equal to your starting amount of energy). This character takes double damage against fire attacks (a fireball that normally does 3 damage would do 6 damage), but cannot be hurt by water attacks (nor any other negative effects from water attacks). You can also use the “solar blast” ability by throwing a yellow ball (about the size of a tennis ball) and spending 2 energy, the ball does 3 damage. Status: Unclaimed

Saladera Corpa - This spirit is the incarnation of a giant snake. The character who has this spirit beast gains +6 hp and +6 energy. All of this character's weapons are counted as being poisoned (if an enemy takes damage from any of the weapons they continue to take 1 damage per minute until they are dead). Status: Unclaimed

Farukon - This spirit beast is the incarnation of a giant falcon. The character who has this spirit beast gains +5hp and +7 energy. This character can fly indefinitely (without spending energy just by saying “fly” and “land” like other flying abilities). The character can also use the “divebomb” ability by spending 3 energy. The character must be flying initially, but then crashes into the ground when he says “divebomb.” The character takes 2 damage themselves, but any other player within 10 feet of the character when they say “divebomb” takes 5 damage.