

!! IMPORTANT INFO

SHINOBI NO CHABAN

SYSTEM DOC

This tab contains important information that applies to most. The other tabs within the same document contain 'bulk info' libraries that could cause bloating on the main doc. (Such as skill perk lists, elemental matchups and passives, traits and flaw lists, etc.)

[Link to the public Jutsu library.](#) (Opens a separate tab.)

[Link to the Clan List.](#) (Opens a separate window.)

It is recommended to read this document and others within the server using the Google Docs app in order to use the 'tabs' feature. Pressing 'view in print mode' is also helpful.

STATS

Characters have three base stats that they begin with. Advancing these stats are based on rank-ups, missions and tasks, manifesting as Base Points.

These three stats are the cornerstone of your characters' base capabilities and build, being POWER, AGILITY and SOUL.

POWER [POW]

The stat that determines the damage of the attacks you send and use to block. Used to determine the strength and tenacity of physical grapples with Ninjutsu or Taijutsu.

AGILITY [AGL]

The stat that determines the speed of the attacks you send, the speed in which you use to react, move and dodge. Used to determine the speed of your hand signs.

SOUL [SOL]

The stat that determines your Chakra Pool, Genjutsu proficiency and resistance and serves as a general utility stat.

COMBAT SYSTEM

Tab explains the base 'mechanics' of the combat system. The intricacies of how many factors interact with this system are not explained until later on.

ATTACKING

When firing an attack, you will have a POW and AGL value attached to the attack.

Firing an attack constitutes an [action](#).

Firing an attack will always have a cost that is paid and subtracted from your pool.

Once fired, you calculate the POW and AGL according to your Base Stats and boosters you may have.

E.g., a player has 5 POW on base and a Ninjutsu attack they receive a +5 POW booster from.

Alongside this, they have 3 SPD base and a + 2 AGL booster on the same Ninjutsu attack.

This Ninjutsu attack costs 10 Chakra.

The resulting attack would be a singular action with 10 POW, 5 AGL and 10 Chakra cost.

See [Stacking Trees](#) for more information on how to calculate AGL and SPD values.

DEFENDING

When someone fires an attack at you, you need to respond accordingly.

You will pit your own stats (POW or AGL) against incoming attacks using the various methods below.

BLOCKING INCOMING ATTACKS

Calculate the value of your own POW in a single [action](#).

(i.e. Base POW = 5 and your Ninjutsu ability amplifies it by another 5)

You will then pay the corresponding cost of the Jutsu used to defend alongside an action.

Take the incoming POW of the enemy's attack and subtract your POW from it.

(i.e. enemy has 15 POW and you have 10. Subtract 10 from 15 to get 5)

If there is no left-over POW after 'clashing' the enemy's attack, the attack is nullified and successfully defended against.

If there is any left-over POW after clashing, the remaining number value is converted into an [Injury](#) corresponding to a tier and severity.

Blocks must be feasible within roleplay regardless of number values. When restrained or unable to react, it may be impossible to cast a Jutsu or raise your defenses to block.

NOTE: Just because you blocked something does not mean the entire attack is nullified. It merely means the attack is blocked for yourself / Anyone directly near you. IRP justification (such as a comparative size to the incoming attack), barrier-type Jutsu, etc, must be used to 'nullify' the entire attack and put everyone in the area out of harm's way.

DODGING INCOMING ATTACKS

Calculate the value of your own AGL in a single [action](#).
(i.e. Base AGL = 5 and your Taijutsu ability amplifies it by another 5)

You will then pay the corresponding cost of the Jutsu (if one is being used) to dodge alongside an action.

Take the incoming AGL of the enemy's attack and subtract your POW from it.
(i.e. enemy has 15 AGL and you have 10. Subtract 10 from 15 to get 5)

Unlike Blocking, if there is any leftover AGL after clashing, the dodge fails. You will have to resort to blocking with POW.

If there is zero AGL left after clashing, the incoming attack is successfully avoided and fails to land entirely.

Dodges must be feasible within roleplay regardless of number values. When restrained or against AOE attacks in tight spaces, it can be deemed impossible to dodge.

POOL AND COSTS

Every action has a Chakra Cost that subtracts from your total Chakra Pool.

I.e. User has 100 Chakra Pool. They use a Jutsu that costs 20 Chakra. Their pool is now 80.

Ongoing costs are paid at the end of the users' turn.

Pool is calculated by your SOUL stat x 10.

Boosting SOUL through Jutsu will **never** increase your Chakra Pool.

If the user's pool hits 0 at any given moment, they will go unconscious for five turns.

INJURIES

When you fail to clash any amounts of POW, the POW is then converted into an injury.

Refer to the table below for the POW values in correspondence to the injury severity.

TIER	POW	SEVERITY
1	1-10	Cuts, big bruises
2	11-20	Giant bruises, fractured bones
3	21-35	Broken / Shattered bones, blood loss
4	36-60	Limbs being removed, bleeding out. Will go unconscious if untended to.
5	61+	Almost instant knockout and / or death. Bleeding out.

Be sure to also roleplay out the injuries you receive, not just their number penalties.

Injuries will be more severe depending on where they land. It is advised to use AGL to try and redirect the point of contact to avoid instant-death scenarios.

INJURY CAPACITY

A person can only take so much damage before passing out. You can take:

- x1 Tier 5 Injury
- x2 Tier 4 Injury
- x4 Tier 3 Injury
- x8 Tier 2 Injury
- x16 Tier 1 Injury

The injuries go up in multiples of two. You can treat it as a metre that goes up to a total of 16.

(i.e. you can take 4 Tier 2 Injuries and 8 Tier 1 injuries, passing out due to an aggregate of 16.)

ACTIONS

Each turn in combat lasts 6 seconds in roleplay.

As such, players get 6 actions to work with per turn. These actions can be used to attack, defend or cast utility Jutsu.

Most Jutsu, unless stated otherwise, will always consume an action.

On-going buffs and fighting styles cost an action to enter.

SPAM PENALTY

If you throw out more than three attacks in one turn, the proficiency of all the attacks is lower.

For every attack thrown over 3, reduce all POW and AGL values of attacks that turn by 15%.

I.e. user throws out 3 attacks at 20 POW and 20 AGL. If they release a fourth, all attacks are reduced to 17 POW and 7 AGL.

MOVEMENT ACTIONS

You get a free movement action alongside your six once per turn.

This free movement action is and can be done AFTER all defensive actions against incoming attacks are exhausted, as attempting to move out of the way of an attack that is already coming your way is just the dodging mechanic.

Movement Actions allow you to move a certain value determined by your Taijutsu scalers (or any Jutsu that allow the user to displace themselves.)

Your 6 actions can be converted into movement actions.

Your movement actions cannot be converted into your standard 6 actions.

STACKING TREES

When boosting a specific stat multiple times, the numbers do stack with one another, though only when from different sources.

These sources are defined as 'stacking trees'.

If the same stat is being boosted twice within its own stacking tree, only the higher booster is added.

E.g user has 10 POW. They apply Jutsu A with 5 POW, adding to 15. Adding Jutsu B that gives 7 POW would only raise the total to 17, taking the higher value.

As such, it is recommended to create a diverse range of Jutsu that boost other things. If AGL was boosted with Jutsu A, the player could receive the most value from both trees.

TREES

STANDARD JUTSU

- D -> S rank standard Jutsu boosters. Includes Fighting Styles and other ongoing booster-type Jutsu.

PERKS

- Stated specifically on the relevant skill. Passives and bonuses granted by skill benchmarks.

ELEMENTAL ATTRIBUTES

- Passive bonuses and drawbacks on elements.

SPECIAL

- Will be stated on the relative document. Includes passive benefits, perks or boosters granted by Clan Kekkei Genkai, Kekkei Tota, Dojutsu, Hidden, Lore Jutsu and Curse Marks.

EXTERNAL BUFFS

- Some characters dedicate their builds to buffing others. They receive their own tree. Does not apply if buffing yourself.

GEAR

- Tools, consumables, armour, trinkets, items.

CHAKRA MODES

- Elemental Chakra Modes, Jinchuriki Cloaks, Sage Mode transformations, custom Chakra Modes and other clan specifics (Such as Susano'o for Uchiha, Butterfly mode for Akimichi.)

LIMIT BREAK

Despite how many trees there are and ways to boost your POW, AGL and SOL, there is actually an upper limit. This limit is dependent on how much of the relevant stat you have on your sheet and distributed by Base Points.

You have a limit of **2.5 times your base value** for POW, AGL and SOL.

I.e. you have 10 POW on your sheet. No matter your boosters, you cannot go above 25.

**Only external buffs and elemental clashing bonuses are exempt from this rule.*

It is called Limit Break for a reason, though. By incurring injuries upon yourself, you can surpass these restrictions.

Take the 'excess' POW, AGL or SOL for the action from your limit and convert it to the corresponding injury below.

I.e. Users have a limit of 20 POW. They sent an attack with 25 POW. They suffer a Tier 1 Injury due to the 5 excess POW from the limit.

TIER	VALUE
1	1-10
2	11-20
3	21-30
4	31-50
5	51+

If breaking the limit on multiple fronts, take the injury corresponding to the highest stat being broken.

STEALTH HITS

Stealth-hits are mostly RP-Based in how they land and are judged. Various factors determine how effective they are. That being said, within the old system, stealth hits functioned in an 'all or nothing' way. You either landed it and one shot the opponent, or didn't do anything at all. This isn't fun for either party. This was due to stealth hits doing 50 POW on a target without them being able to react, ensuring an instant K.O. in almost all scenarios.

We will evaluate the logistics of a stealth hit and decide the injury done based on various factors, such as:

-- **CONCEALMENT**. Was the user concealed or not? (Sensory). Are they able to be perceived by other senses (Hearing, vision, etc.)

-- **CIRCUMSTANCE.** The circumstances behind the hit. How much time did the user set this attack up for, how smart / tactful was the play? Are there any variables around that would make it harder to predict the attack?

-- **OPPONENT.** What does the opponent know? What can they do? Could they possibly clash or dodge the attack or react in any way?

-- **DAMAGE.** How severe is the actual attack? While we won't be using potency as a 1:1 metric for the injury done, the sheer power in relation to the opponents' resistance will be considered to a degree.

Stealth is too broad of a concept to narrow down with systems. They will be judged on a case-by-case basis. Stealth hits won't be one-shotting often, unless the play is truly deserving of it, but more 'minor' rewards will be handed for stealth plays. (Such as T1, T2, T3, T4 injuries, Clashing and dodging penalties, etc.) as opposed to completely shutting them and making them 100% all-or-nothing.

As such, more tricky plays during the flow of battle are encouraged. Such as attack feints, utility techniques that may confuse opponents, so on and so forth. Stealth hits that don't end the fight in one blow but serve to give the user an upperhand.

Do note that we will be looking at stealth hits that target the head / more vital areas with more scrutiny.

Please have faith in runners and their judgement when judging stealth hits.

JUTSU

While your base stats (POW, AGL and SOL) inform your basic capabilities, the Jutsu Types inform how you interact with these three stats. Three main Jutsu / Battle types exist, each specialising in a different playstyle, which then have their own derivatives.

Every Jutsu in the server *will* be listed as Ninjutsu, Taijutsu or Genjutsu.

To learn a Jutsu, you just slot it into your sheet given you have free Jutsu slots. Follow the "Jutsu-learn-Submission" channel on discord. Must follow

the requirements of the Jutsu on the Jutsu-list, stated on the Jutsu and with reasonable cause IRP to have access to the Jutsu in the first place.

NINJUTSU

Ninjutsu encompasses anything that consumes chakra that is not Genjutsu.

Ninjutsu maintains the highest POWER output of the three Jutsu types, able to deal immense damage.

However, Ninjutsu can be cancelled by Taijutsu-based AGL.

When casting hand-seals for Ninjutsu type abilities, your hand-seal speed is equal to your AGL + Boosters at the time of the Jutsu being cast.

Note: The booster does not include boosters added to the speed of your Ninjutsu attacks.

If a Taijutsu or Bukijutsu user dedicates an action and has 20 more AGL than the Ninjutsu users' hand-sign speed, the Jutsu is cancelled.

This must be done within melee range.

NINJUTSU BASE COSTS AND BENEFITS

Ninjutsu base costs and number value boosters per rank.

If these values are adjusted, they will be listed on the relevant Jutsu.

RANK	BENEFIT	COST
D	+ 0	5
C	+ 5	10
B	+ 10	20
A	+ 20	40
S	+ 40	60
ELEVATED COSTS		90

Ongoing buffs have a cost 1 tier higher than the Jutsu's rank while maintaining a tier lower for its benefits.

This is in return for the boosters applying to all actions during upkeep.

TAIJUTSU

Taijutsu encompasses physical attacks. Bukijutsu and Shurikenjutsu are off-shoot abilities of Taijutsu.

Bukijutsu follows nearly all the same rules as Taijutsu until the skill-trees are involved.

Taijutsu users have less power but more speed. They can cancel hand-seals as listed above.

Dodging, punching and kicking with Taijutsu will always have a base cost. This base cost is 5 chakra.

0 Chakra moves, as listed below, scale differently than Ninjutsu.

0 CHAKRA JUTSU BENEFITS

RANK	BENEFIT
D	+ 0
C	+ 0
B	+ 5
A	+ 10
S	+ 20

*You will still pay the base 5 cost per action with Taijutsu. These are just zero cost-boosters applied through Jutsu / Fighting style.

0 Chakra moves can't apply elements or boost anything but POW and AGL.

Fighting Styles apply benefits one rank below. A fighting style is an ongoing booster that doesn't cost chakra.

If the user has a Jutsu that is Nin-Tai (Ninjutsu mixed with Taijutsu), apply the Jutsu values and boosters listed in the [Ninjutsu segment](#).

However, Nin-Tai and Nin-Buki suffer a higher action cooldown than Ninjutsu due to the lack of hand-seals. This is highlighted in the [cooldowns](#) segment.

GENJUTSU

Genjutsu is a Jutsu type which encompasses illusions and tricks on the mind. Nothing Genjutsu ever produces is real even if it appears that way.

To use Genjutsu, your OC MUST have Yin release on start.

**This means certain clans cannot use Genjutsu as they have Yang release as a mandatory starting condition.*

Genjutsu requires hand-seals and can be cancelled in the same way as Ninjutsu.

Genjutsu Types

Genjutsu is very tricky to balance, as many of you may know! As such, we have split Genjutsu into three types.

LETHAL Genjutsu

Genjutsu which are harder to land overall, but can end a fight in one fell swoop. This involves putting the target to sleep, completely stunning them and leaving them unable to react, etc. Genjutsu of this kind can only be A rank in Jutsu rank or higher.

*Lethal Genjutsu are all considered 'Combat Type' for the sake of cooldowns.

HINDERING Genjutsu

Genjutsu which hinders a target directly. These Genjutsu types debuff the enemy in several ways, such as reducing their Ninjutsu output, Taijutsu, etc. Get creative! These are the Genjutsu types you'll find easier to land and use the most throughout the Genjutsu build path.

*Hindering Genjutsu are all considered 'Combat Type' for the sake of cooldowns.

UTILITY Genjutsu

Genjutsu which impose less threatening and more RP-centric Genjutsu tricks, such as changing how the subject appears, or smaller aspects of the environment (scale of the change depends on the rank of the Jutsu.) This is more niche but always proves handy, being exempt from Jutsu cooldown rules.

Casting Genjutsu

Genjutsu attacks target a players' 'SOUL' stat, pitting them against one another, akin to power v power.

The user's SOUL stat + boosters is pitted against the targets' SOUL stat. If the users' SOUL stat is higher than the targets', the Genjutsu passes through.

Once a Genjutsu lands, the effects will last for **two** actions on the target's turn.

They will have to recast the Genjutsu repeatedly to maintain its effects.

The Genjutsu user will decide which actions this Genjutsu targets before the enemy's post.

I.e. Genjutsu lands. The user says the Genjutsu will last for the target's fourth and fifth action.

A single player can only have two Genjutsu affecting the same target at any given time.

GENJUTSU BASE COSTS AND BENEFITS

RANK	BENEFIT	COST
D	+ 0	5
C	+ 0	10
B	+ 5	20
A	+ 10	40
S	+ 20	60

NOTE: Anti-defensive Jutsu benefits follow Ninjutsu rules and costs.

Ongoing buffs have a cost 1 tier higher than the Jutsu's rank while maintaining a tier lower for its benefits.

This is in return for the boosters applying to all actions during upkeep.

These numbers are for Hindering and Utility Jutsu.

'Lethal' Genjutsu suffer a - **25 SOUL penalty** passively.

COOLDOWNS

Combat Jutsu have cooldowns.

Combat Jutsu constitute as Jutsu that:

- Deliver an action that does damage or block attacks
- Amplify defensive speed for a single action in order to perform a dodge.
- Cast a Hindering or Lethal Genjutsu.

Combat Jutsu will be listed in its type, otherwise, assume it falls under 'Utility'.

The cooldown puts all Jutsu of that respective rank on cooldown for a certain number of actions, regardless if it's Genjutsu, Taijutsu or Ninjutsu

RANK	ACTION COOLDOWN	NIN-TAI COOLDOWNS
D	0	0
C	1	2
B	2	4
A	4	6
S	6	8

Using actions cycle through the cooldown until the Jutsu of that rank can be used once again.

The free movement action does not apply when cycling cooldowns.

If a player is using an ongoing booster or fighting style, using a combat jutsu of the same rank will deactivate it.

Only one ongoing buff of the respective rank can be active at any given time.
Only one fighting style can be active at any given time.

SKILLS

During rankups and server progression, players receive 'skill points' to distribute into various skills. These skills are necessary to build identity.

There are three 'base' skills, those being Genjutsu, Taijutsu and Ninjutsu, while all other skill-branches are subsidiaries of the three.

List of all the available skills:

- ☐ Ninjutsu
- ☐ Genjutsu
- ☐ Taijutsu

- ☐ Bukijutsu - Encompasses Kusarigamajutsu. Explosive melee power and strength.
- ☐ Shurikenjutsu - Encompasses Kayakujutsu and Tessenjutsu. Ranged 0 chakra attacks.
- ☐ Barriers
- ☐ Medical - Poison and healing.
- ☐ Fuinjutsu - Seals
- ☐ Familiars - Summons, Puppetry, Ninken, Constructs
- ☐ Detection - Stealth and sensory

By distributing points into the respective skill, you are rewarded with perks. The functions of each of these skills, their perks in relevance to their benchmarks are kept within the [skills list tab](#).

Players start with Ninjutsu and Taijutsu.
They have one free SP to invest into any skill.

To pick up a new skill, the player must be taught it from a Shinobi at a level proficient enough to teach. (NPC or Player.)

SKILL SPECS

All skills are capped to '5' in proficiency for general users. To break this bound and hit the final benchmark, you must spec into the skill.

You can spec into a skill once you have reached the natural cap (5) in the skill.

Your first spec is unlocked at C rank.

Your second is unlocked at B rank.

When speccing, only one can be a 'base' skill spec. (Genjutsu, Taijutsu or Ninjutsu.) You cannot spec two of these types at the same time.

Your other spec must be one of the subsidiary skills (Medical, Fuinjutsu, Bukijutsu etc.)

You can only spec a base skill at B rank. If choosing to spec at C rank, it must be a subsidiary skill.

You can forgo your 'base' skill spec in favour of two subsidiary skill specs.

[Link to the skills list. It has been moved from the main tab to avoid page bloating.](#)

ELEMENTS

Elements! How fun. Certain Jutsu have elemental releases that affect how they interact with one another. Elements all provide equal advantages and disadvantages. There are 5 basic elements:

- ☐ Fire
- ☐ Earth
- ☐ Water
- ☐ Wind
- ☐ Lightning

- ☐ Yin
- ☐ Yang

**Upon creation, you must choose Yin or Yang release. Yin release is mandatory for Genjutsu.*

Then we have Natureless Jutsu.

Note: Jutsu with elements ALWAYS incur a chakra cost.

ELEMENTAL CLASHES

When two elemental attacks clash, there are elemental matchups! All elements have a time and place where they're needed.

The loser of an elemental clash according to the matchup suffers minus 20 POWER to their offensive or defensive use of that Jutsu.

Natureless Jutsu ignores single element matchups.

BONUSES

Elements have passive bonuses and drawbacks that maintain their own stacking tree.

ELEMENTAL KEKKEI GENKAI

A Kekkei Genkai is a fusion of two elements.

Kekkei Genkai never loses clashes to single elements.

Kekkei Genkai have clashing bonuses against certain base elements, listed on the respective KKG.

'Natureless' Jutsu suffers a -10 clashing against all Elemental Kekkei Genkai.

Kekkei Genkai matchup against one another in elemental clashes.

They have passive benefits and drawbacks akin to single elements, some also fitted with passive traits.

[Refer to elements list for Base Elements and KKG passives, matchups and perks.](#)

CLANS

Clans are a decisive part of what makes a character. On character creation, you pick a clan which can give you:

- Hidden
 - Clan Kekkei Genkai
 - Dojutsu
 - Extra Elements
 - Extra Trait Points
- etc.

Some clans, regrettably, are better than others. The Uchiha have much bigger libraries and potential than some others. As such, clans of lesser standing will be fitted with bonuses such as free trait points to begin with.

Most clans have a progression path within their own village / the village they may have picked and the clan they inhabit.

[Link to the Clan List.](#) (Opens a separate window.)

GEAR

Tools and gear are ranked with letters to signify their importance (D -> S.)

Only up to B rank gear can be bought with Yen / are easily accessible. A and S have to be found through IRP means or given as lore rewards.

A piece of gear gets one benefit for the rank it maintains. You can combine multiple pieces of gear to create one 'super' item if you so wish.

Tools and gear have a carrying capacity. The average nin can carry:

4 D rank Gear Pieces
4 C Rank Gear Pieces
3 B Rank Gear Pieces
2 A Rank Gear Pieces
1 S Rank Gear Pieces

This capacity can be increased through skill trees and traits.

Gear can be broken if an enemy dedicates an action to break it and the user doesn't contest said action.

More detail to be found on gear within the submission channels.

TRAITS AND FLAWS

Upon character creation, you pick traits and flaws.

These work on a point-based system where the more flaws you take, the more traits you get in return.

Traits and flaws can be integral to choosing a build.

You can submit for a traits and flaws revision once per letter rank-up. However, traits and flaws which explicitly can never be changed *will be highlighted*.

RANKING AND PROGRESSION

There are two ranking and progression types within Shinobi no Chaban, those being your Letter Rank and Named Rank.

A letter rank is purely systematic and does not exist within roleplay. It is merely to gauge how many base points, skill points, Jutsu slots, etc. you have. Letter ranks are earned through gaining EXP. (D -> S rank.)

A named rank is your IRP standing. According to your feats and influence within the IRP world, your village will assign you a named rank. (Genin, Chunin, Jonin.) Your letter rank can be indicative of your named rank as the base points and capabilities earned from being a higher rank could allow easier display of feats and vice versa. But they are not the same thing nor entirely reliant on one another. Your named rank will grant you opportunities within your village for hidden Jutsu, locked Jutsu, opportunities, etc.

LETTER RANK PROGRESSION

Most OCs, staff for players, start off at D rank.

To Rank Up, you must gain EXP.

Whenever you rank up, you gain a certain amount of Jutsu slots, rank BP and skill points.

EXP GAIN

EXP is granted through Bi-Weekly tasks, Missions and Events. The terms of these are detailed within respective discord channels.

EXP EXCHANGE

Players can exchange EXP for Jutsu slots, Rank BP and skill points before progressing to the next rank. This is to ensure there are minor power increases during Rank Progression.

There is a limit to how many resources can be bought with EXP before progressing to the next letter rank.

Exchanging EXP holds you back from ranking up.

If a player chooses to rank up before they've purchased all resources, they can no longer access them.

2 EXP = 1 BP

8 EXP = 1 SKILL POINT

RANK REWARDS AND BENCHMARKS

RANK	EXP REQUIRED	BASE ELEMENTS	KKG
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D	X	1	0
C	30	1	0
B	90	0	1
A	200	1	0
S	500	0	0

*EXP required indicates how much EXP you need to hit to rank-up without exchanging.
Base Elements shown are additive per rank.*

RANK	RANK BP	RANK SP	EXCHANGE BP	EXCHANGE SP
D	15	1	5	1
C	10	2	10	2
B	25	1	15	3
A	30	1	20	3
S	30	0	20	3

**Total Rank SP doesn't include the free SP that players have in Taijutsu and Ninjutsu at character creation. SP from traits and flaws isn't included.*

PLAYER RANK	JUTSU RANK									
	D RANK		C RANK		B RANK		A RANK		S RANK	
	CANON	CUSTOM	CANON	CUSTOM	CANON	CUSTOM	CANON	CUSTOM	CANON	CUSTOM
D	3	1	2	1	1	X	X	X	X	X
C	5	1	3	1	2	1	1	X	X	X
B	6	3	4	2	3	2	2	1	1	X
A	8	5	6	4	5	3	4	2	2	1
S	10	5	8	5	6	3	5	4	3	2

Table counts total Jutsu per rank, not additive.
Does not include Jutsu granted by skill-trees.

Custom Jutsu can be converted into canon but not vice versa.

TEACHING JUTSU AND SP

A person with (3) in a certain skill (2 for Bukijutsu and Shuriken) can teach anyone **one** free SP in a skill.

This free SP cannot be used to reach the same level as the teacher directly. A player can only gain this 1 free SP 3 times in total.

Each instance of teaching requires a scene at the minimum.

Jutsu can also be taught. Up to one Jutsu per rank can be taught to a player without consuming a slot. However, the player must be a certain rank to learn certain Jutsu for free.

D Rank - D Rank Jutsu

C Rank - C Rank and B Rank Jutsu

B Rank - A Rank Jutsu

A Rank - S Rank Jutsu

*Only one SP can be taught per scene

*Only one Jutsu can be taught per scene

*SP Teaching has a weekly cooldown, while Jutsu teaching and learning follows conventional cooldowns listed in the channel.

Must submit the learning to the "jutsu-learn submission" even if it's taught SP.



SKILLS LIST

TAIJUTSU

Taijutsu works a bit differently than the other skills. When you gain Taijutsu, it directly contributes to Bukijutsu and Shurikenjutsu; The latter two skills having a lower ceiling than many others on this list.

Taijutsu focuses more on amplifying physical aspects of the body. Dodging and blocking, therefore amplifying defensive capabilities. These benefits serve as a boon to any physical-based combat users.

SP PERKS

1 - Grants the user the ability to cancel hand-seals of enemy Jutsu as long as their Taijutsu / Melee-based AGL is 20 higher than the targets'.

2 -

+ 1 T2 Injury.

+ 1 D Rank Custom Physical Slot

+ 1 C Rank Custom Physical Slot

3 -

+ 1 D Rank Gear Slot, + 1 C Rank Gear Slot

+ 5 AGL for Dodging passively.

+ Increases capacity by another T2 Injury.

+ 1 B Rank Custom Physical Slot.

4 - Grants the user the ability to 'muscle-through' damage-over-time passives once a scene. For example, a target debuffs the user to take a T1 injury per turn after landing an attack. They can cancel this injury once a scene, therefore cancelling the entire chain of injuries as long as the enemy doesn't land the damage over time ability again.

+ 5 POW for Physical Attacks

+ T2 Injury Capacity

+ 1 A Rank Custom Physical Slot.

5 - Grants the user a free 'action' for the purpose of breaking out of physical holds exclusively twice a scene. For example, mud jutsu roots the user to the ground until they spend an action to escape. 5 Tai grants the user the ability to do this without expending an action twice a scene.

- + T3 Injury Capacity
- + 5 AGL for Physical Attacks
- + 1 S Rank Custom Physical Slot

6 (SPEC) - W.I.P

Increased injury capacity is added onto the default 16 injury capacity players are given.

TAIJUTSU PHYSICAL SCALERS

W.I.P.

BUKIJUTSU

Bukijutsu involves the use of any melee-weapon. From Kusarigamajutsu, to Kenjutsu, so on and so forth. We don't have a scaler to determine what or how many weapons you can be proficient in so just be reasonable with what you do. Bukijutsu is heavily reliant on the benefits Taijutsu grants, hence the low-skill point cap.

1 - Allows the user to cancel hand-seals with weapons, granting a longer reach.

+ 1 D Rank Gear Slot

+ 1 C Rank Gear Slot.

+ 1 D Rank Bukijutsu Custom Slot, + 1 C Rank Bukijutsu Custom Slot.

2 - Grants the user the ability to use Taijutsu fighting styles as Bukijutsu.

+ 1 B Rank Gear Slot

+ 1 B Rank Bukijutsu Custom Slot, + 1 A Rank Bukijutsu Custom Slot

+ 10 AGL for Physical Attacks (Doesn't stack with Taijutsu.)

+ 5 POW for Physical Attacks (Doesn't stack with Taijutsu.)

3 (SPEC) - W.I.P

SHURIKENJUTSU

Shurikenjutsu involves the use of any ranged-physical attacks. From thrown shuriken, Kunai, to bows and arrows. Kayakajutsu also falls under Shurikenjutsu; This may not make sense in lore but it is purely for balancing purposes. Tessenjutsu is also under Shuriken for a similar reason.

1 -

+ 1 D Rank Gear Slot

+ 1 C Rank Gear Slot.

+ 1 D Rank Shurikenjutsu Custom Slot, + 1 C Rank Shurikenjutsu Custom Slot.

- 2 - +50% increase for Shurikenjutsu throwing range.
 - + 1 B Rank Gear Slot
 - + 1 B Rank Shurikenjutsu Custom Slot, + 1 A Rank Shurikenjutsu Custom Slot
 - + 10 AGL for Physical Attacks (Doesn't stack with Taijutsu.)
- 3 - (SPEC) - W.I.P.

NINJUTSU

Ninjutsu also determines your chakra control.

SP PERKS

- 1 - Able to walk on walls and on water. General academy-level chakra control skills would be learned at this stage.
- 2 -
- + 50 CHAKRA POOL
 - + 1 D Rank Custom Jutsu Slot
 - + 1 C Rank Custom Jutsu Slot
- 3 - The user can activate a single ongoing buff per scene without expending an action.
- + 5 POW to Ninjutsu Attacks
 - + 5 AGL to Ninjutsu Attacks
 - + 50 CHAKRA POOL
 - + 1 B Rank Custom Jutsu Slot
- 4 - The user can pick one Jutsu of each rank that they can use with a single hand-seal.
- + 100 CHAKRA POOL
 - + 5 AGL for anti-hand seal speeds
 - + 1 A Rank Custom Jutsu slot

5 - Once per three turns, the user can use a single Jutsu / Attack without a hand-seal.

+ 100 CHAKRA POOL

+ 1 S Rank Custom Jutsu Slot

6 (SPEC) - W.I.P

GENJUTSU

Genjutsu !

Small note about Genjutsu, lethal Genjutsu steal actions! So if you manage to land 2 lethal Genjutsu (stealing 4 actions), you can leave your target with only 2 to defend themselves. Throw three attacks, and you win the fight !

SKILL PERKS

1 - Allows the usage of Genjutsu.

+ 1 D Rank Custom Genjutsu Slot

2 -

+ 5 SOUL for Genjutsu CR Binding

+ 1 C Rank Custom Genjutsu Slot

3 - Genjutsu reduction. Whenever the user lands a hindering Genjutsu, it reduces the target's defensive SOUL Stat by 5. This effect lands once a turn, allowing the Genjutsu user to slowly chip away at the target until they're in range for lethal Genjutsu to land.

+ 1 B Rank Custom Genjutsu Slot

4 - Once per three turns, the user can make a hindering Genjutsu last for three actions as opposed to two.

5 - W.I.P

6 (SPEC) - W.I.P

DETECTION

Detection involves both sensory and stealth, serving as the stat for detecting and concealing chakra signatures. Detection does not include anything to do with physical detection through the five senses (sight, smell, hearing, touch, taste) unless the clan specifically states it does. Those are left to the respective Jutsu you use to actually cover your traces.

***NOTE:** Any Jutsu that provide resistance to Genjutsu count as Detection Jutsu / Sensory*

SKILL PERKS

1 -

Allows the user to sense chakra signatures within a 5 metre radius of themselves. However, the sensory range will only notify the user that a signature is present, not its location.

Allows the user to conceal their chakra signature. While concealed, the user can only expend chakra equivalent to their SOUL per turn without breaking concealment.

I.E. The user has 20 SOUL. The user can only spend 20 chakra that turn without breaking concealment.

2 -

Allows the user to sense chakra signatures within a 10 metre radius of themselves.

Allows the user to detect concealed enemies as long as their SOUL beats the SOUL of the concealed party.

3 -

+ 5 SOUL against Genjutsu attempts.

+ 20 Metre Sensory Range

+ 1 D, C and B rank Jutsu slots for Sensory or Stealth.

4 - W.I.P

5 - W.I.P

6 (SPEC, SENSORY) -

6 (SPEC, STEALTH) -

MEDICAL

Medical requires Yang release.

Medical Jutsu encompasses healing Jutsu and poisons.

SKILL PERKS

1 - Allows the user to use medical Jutsu, but only on themselves.

+ 1 D Rank Custom Medical Slot

2 - Allows the user to create poison Jutsu.

+ 1 C Rank Custom Medical Slot

3 - Increases the turns a medical user has to heal a limb by one. Allows a medical user to use medical Jutsu on others.

+ 1 B Rank Custom Medical Slot

4 - Reduce actions needed to heal by one rank. Allows complex surgeries for puppet prosthetics.

+ 1 A Rank Custom Medical Slot

5 -

W.I.P

+ 1 S Rank Custom Medical Slot

6 (SPEC) -

HEALING

Healing Jutsu has a cost to heal injuries and take a certain amount of actions.

Healing Jutsu does not have a cooldown.

RANK	INJURY HEALED	ACTIONS REQUIRED	COST
D	X	0	10
C	T1	1	20
B	T2	2	40
A	T3	3	80
S	T4	4	120
S	T5	6	240

*Must heal limbs within 2 turns after detachment to save it, else the limb is lost forever.

POISONS

Poisons' conditions are set on the Jutsu themselves. They work as debuffs, mainly damage over time, that land depending on set conditions. They work similar to Genjutsu for debuff rulings but are harder to land.

BARRIERS

Barriers are used for ultimate defense and sealing Jutsu. The skill tree isn't that good in of itself and serves more as a gatekeeper for the Jutsu that come with it, similar to Fuinjutsu. Barriers are still W.I.P.

FUINJUTSU

Fuinjutsu involves the act of sealing and unsealing things into the fucking shadowrealm. It is inherently tied with the idea of summons, space-time and anything to do with passive benefits.

Fuinjutsu doesn't have that many skill perks as the benefits are generally dependent on the respective Jutsu. More than anything, the Fuinjutsu skill serves as an entrance bar for various ranks of Fuinjutsu.

SKILL PERKS

1 - Allows the use of Fuinjutsu. Can only be used out of combat.

2 - Grants access to summoning techniques. Can use in-combat Fuinjutsu seals / Take an action each.

3 - Allows the user to create custom Fuinjutsu techniques. Grants a D Rank, C Rank and B Rank Custom slot.

4 -

5 -

6 (SPEC) - Allows for the creation of Cursed Marks (Limited in overall use). One mark can be created. Can be given up to a Maximum of 3 people.

FAMILIARS

Familiars do not grant extra actions to the user, rather drawing from the users' action pool. This is universal to all familiars.

They do, however, all receive free movement actions.

They are made to give more options to the user in forms of positioning advantages, having a wider range of Jutsu and options.

A lot of them actively take resources away from the user due to the advantages they grant.

The familiar skill refers to all familiar sub-types. Levelling up the tree grants perks listed in each sub-type. Do note that only 2 types of familiars can be out at any given time. (i.e. you can combine puppets and summons but then you can't use any clones.)

NINKEN

Ninken grants the user a Ninja-animal that is equivalent to the user in Rank, BP, SP and element slots. They are essentially second characters with how they function.

Ninken always have the same amount of SOUL as the user at base. Their POW and AGL are the necessary stats that are swapped around when making a Ninken.

Ninken get to have one skill spec.

Ninken receive half the Jutsu the user gets (rounded down.)

They do not receive the free Jutsu slots granted by Skill Trees.

Ninken share the same Jutsu cooldowns with the user.

Ninken are made in a separate character sheet.

Ninken start with half Injury capacity, gaining more injuries through Taijutsu.

SKILL PERKS

1 - Allows the usage of a singular Ninken.

2 - Allows the usage of two Ninken.

3 - User can understand and communicate with animals of the same species as their Ninken.

4 - W.I.P

5 - W.I.P

6 (SPEC) -

PUPPETS

Unless otherwise specified through an extraneous feature, puppets can only be activated through the Puppet Technique (i.e. chakra strings.) Using chakra strings occupy both hands, disallowing the use of hand-seals based on Ninjutsu and Genjutsu.

All puppets share the user's Action Pool. Spam Penalty applies as if the puppet(s) and the user are the same.

Players may only have puppets equal to or lower than their ninja rank, and must be purchased IRP (a set amount of paragraphs is not required, just evidence of IRP retrieval of the new puppet).

When created, a puppet will have a number of BP equal to the total Rank BP allowed for their rank (i.e. D-rank Puppet has a total of 15 BP, C-Rank has 25, etc.) that may only be allotted to their POW or AGL to reflect their appearance and/or material make-up. Puppets share the user's SOL stat for distribution and Chakra Pool (in the case of features and/or gear that use either stat).

To create a puppet, you purchase its 'base'. This base provides the 'total BP' according to its rank.

Each puppet is then allowed 'perks', varying perks given per slot. These perks are purchased from the store and can be destroyed / lost in combat. 'Repairing' these perks are what make puppets quite costly.

RANK	INJURY CAPACITY	PERK SLOTS	GEAR SLOTS	CUSTOM PERKS
D Rank	x1 T2	2	1 D	1
C Rank	x1 T3	3	1 D / 1 C	1
B Rank	x1 T3, x1 T2	4	1 D / 1 C / 1 B	2
A Rank	x1 T4	5	1 D / 1 C / 1 B / 1 A	2
S Rank	x1 T4, x1 T3	6	1 / D / 1 C / 1 B / 1 A / 1 S	3

PERKS

EXTRA BP: BP Exchange, according to the BP the user has purchased, is given to the puppet.

ELEMENT-MEISTER: The puppet has access to all of your elements.

SKILLED-CONTRAPTION: The puppet has access to all of your Skill Perks.

NO-STRINGS: The puppet can function without being connected to chakra strings for up to 2 turns before reattaching.

REINFORCED: Puppet receives an extra T2 Injury capacity.

GARGANTUAN: A puppet is usually limited to the size of a human, if not a bit bigger. This trait allows the user to double the size of the puppet per perk slot consumed. Gargantuan gives + 10 POW per stack (up to 3). This stack consumes its 'SPECIAL' tree. Gargantuan reduces AGL by - 5 per stack.

TINY: Halves the size of the puppet per stack. The minimum base size is 4ft tall. Reducing the stack increases AGL by + 10 (up to 3) but reduces POW by -5. Consumes its 'SPECIAL' tree.

JUTSU-GENIUS: Doubles Jutsu slots the puppet has access to.

CUSTOM PERK: Submit custom perks.

PUPPET DESTRUCTION

When a puppet reaches its' injury capacity, it is destroyed and knocked out of commission for the scene. 50% of its perks are destroyed and have to be repaired. (Roll to see which ones.)

When a puppet receives a T2 Injury, a random perk benefit is removed in a similar fashion (rolled.)

GEAR AND ATTACKS

Puppets don't have access to the users' Jutsu, however, they can be made with Jutsu-adjacent attacks built into them. A puppet receives one Jutsu slot according to the rank they are, and then a Jutsu slot for each rank descending. The same can be said for the Gear Slots they are allowed.

A puppet can be slotted in / built in with any Jutsu the user currently maintains as long as it's natureless (lest the puppet has element meister.)

Gear slots are allocated to each puppet.

NOTE: Puppets share the same Jutsu cooldowns with each other and the user.

SKILL PERKS

1 - Allows the user to control 1 puppet at a time.

2 - Allows the user to control 2 puppets at a time.

+25% to Yen income from missions, events and paragraphs.

3 - Can replace up to two limbs with puppet prosthetics. Requires a 4 SP Med user to perform the surgery. Can control up to 3 puppets.

+40% to Yen income from missions, events and paragraphs.

Allows the user to control puppets with one hand for two turns.

4 - Can replace up to four limbs with puppet prosthetics. Can control up to 5 puppets.

+60% to Yen income from missions, events and paragraphs.

5 -

6 (SPEC) -

CONSTRUCTS

Constructs work very similarly to Ninken, just a bit worse! They don't get skill perks as they are exclusively reliant on the Jutsu rank used to summon.

CLONES

Clones aren't that good and don't get a skill tree, unless you have special-Jutsu like multi-shadow clones to make it exceptional.

Jutsu such as Mud or Wood clones will have their benefits specified on them.

They replicate the users' stat spread entirely upon summon.

Clones can only take a T2 Injury before dying. Clones cannot Limit Break.

Clones maintain access to all of the users' traits, Jutsu, elements, etc. They still share the same Jutsu cooldowns with the user, though.

The user must decide how much pool to allocate to a clone (with a minimum of 60 chakra). Once they do, the clone is responsible for that pool and draws from it until they run out and poof out of existence.

You also pay the Jutsu cost from your main pool while summoning.

A clone cannot be resummoned for a turn after disappearing.

A clone that is de-summoned returns half of its remaining pool to the user.

Killed clones lose all the chakra they were summoned with.

There is a limit to how many clones you can make; This will be stated on the relevant Jutsu.

Clones take an action to create.

SUMMONS

W.I.P.

SKILL PERKS

W.I.P.

BASE ELEMENTS

NATURE	PASSIVES	STRENGTH	WEAKNESS
EARTH	+ 10 POW - 10 AGL	WATER	LIGHTNING
FIRE	+ 5 AGL - 5 POW	WIND	WATER
LIGHTNING	+ 10 AGL + 10 POW - All Jutsu increase cooldown by 1 action. (apart from C rank.)	EARTH	WIND
WATER	+ 5 POW - 5 AGL	FIRE	EARTH
WIND	+ 10 AGL - 10 POW	LIGHTNING	FIRE

*When an element is facing its counter, all Jutsu used offensively or defensively of the weaker nature is deducted by -20 POW and - 20 AGL if applicable.

KEKKEI GENKAI

NATURE	MAKE-UP	PASSIVES	STRENGTH	WEAKNESS
SCORCH	FIRE WIND	+ 15 AGL , + 5 POW +25% size and range increase.	TYPHOON PLASMA	STORM
LAVA	FIRE EARTH	- 25 AGL, + 10 POW, enemies standing in Lava Jutsu suffer T1 Injuries per turn.	ICE BOIL	MUD CRYSTAL
BOIL	FIRE WATER	+ 10 POW, + 10 AGL +50% size and range increase for steam-based Jutsu.	MUD ICE	LAVA CRYSTAL
PLASMA	FIRE LIGHTNING	+ 25 AGL, + 10 POW - All Jutsu are reduced in size by half.	CRYSTAL TYPHOON	SCORCH STORM
ICE	WIND WATER	- 20 AGL, + 10 POW, enemies standing in ice suffer - 15 AGL for movement.	STORM MUD	LAVA BOIL
TYPHOON	WIND LIGHTNING	+ 15 AGL, applies bleed when landing injuries. T1 Injury tick per turn after landing injuries until the user spends the action to clear the injury. Stacks up to 3 ticks. +25% size and range increase.	STORM CRYSTAL	SCORCH PLASMA
MUD	EARTH WATER	- 20 AGL, + 20 (DEFENSIVE ONLY) POW / + 10 OFFENSIVE POW Landing injuries with mud release will lock the target to the ground until they spend an action to release themselves.	SCORCH LAVA	BOIL ICE
CRYSTAL	EARTH LIGHTNING	- 20 AGL, + 20 POW (DEFENSIVE ONLY) / + 5 OFFENSIVE POW	LAVA BOIL	PLASMA TYPHOON
STORM	WATER LIGHTNING	+ 25 AGL, + 15 POW, +25% size and range increase. All Jutsu cost one rank higher. Can switch to + 5 AGL, + 5 POW to avoid added costs.	SCORCH PLASMA	ICE TYPHOON

Kekkei Genkai receive a clashing advantage against any base element Jutsu that make-up the respective KKG. (i.e. mud is strong against water and earth.) This advantage is a clashing penalty of -10 POW and AGL for the base element user.

Natureless Jutsu suffered a -10 POW and AGL penalty against KKG.

Only one elemental or Kekkei Genkai passive may be active on a Jutsu at any given time.

CLAN KKG MATCHUPS

NATURE	MAKE-UP	STRENGTH	WEAKNESS
PAPER	XX	Smoke Sand	Bone Wood
SAND	EARTH WIND	Explosion Wood	Paper Bone
BONE	XX	Sand Paper	Wood Explosion
WOOD	WATER EARTH	Bone Paper	Sand Explosion
EXPLOSION	EARTH LIGHTNING	Bone Wood	Sand Smoke
SMOKE	XX	Explosion XX	Paper Sound
SOUND	XX	Smoke XX	XX XX

Clan Kekkei Genkai with elemental make-ups follow the same rules as elementals when facing base elements.

Clan Kekkei Genkai also receive the bonus against natureless Jutsu.



TRAITS AND FLAWS LIST

TRAITS

1 POINT TRAITS

PRODIGY: + 1 SP When beginning. An extra + 1 SP is granted at B rank.

JUTSU-GENIUS: + 1 Free Jutsu Slot of the Rank the user is currently at. (i.e. user receives a C rank Jutsu slot at C rank.)

RANGER: +20% Range Increase to all Jutsu

TALENTED LEARNER: + 1 EXP Per task, event, mission or blitz completed.

BUSINESSMAN: All Yen purchases are reduced by 10%. After purchasing, request a reimbursement in the Yen-requests channel.

2 POINT TRAITS

IMMUNITY: Poisons and Genjutsu which reduce SOL , AGL and POW are reduced in effectiveness by 5.

GEAR AFFINITY: + 1 Gear Slot of Each Rank

UNYIELDING FLESH: The user can re-attach dismembered limbs up to a day after they were lost with medical.

SUPPRESSED: When chakra suppression is used, the 'chakra gauge' before breaking concealment is increased by +50%.

SONAR: Sensory range increased by +50%

GOOD MOJO: Dice-roll based interactions always have a granted rolling bonus. (Usually 25%, metric adjusts depending on the situation.)

ELEMENTAL PRODIGY: Start with an extra element.

3 POINT TRAITS

REGEN: User regenerates SOUL / 5 per turn. Cannot be boosted.

MAD DOG: If the users' chakra or injury pool reaches 0, they remain conscious for an extra turn, regardless if they restore chakra in that time. They will pass out for the remainder of the scene after.

HEIRLOOM: You start with a C rank gear piece that has been passed down by your family. This gear can and will evolve alongside the user.

TRAINED COMBATANT: Can run two fighting styles at once (as long as they are different ranks.)

4 POINT TRAITS

DUAL KEKKEI GENKAI: Grants a second Kekkei Genkai slot.

MEDICAL PRODIGY: Medical healing Jutsu all cost one rank lower.

UNTRACKABLE: User's physical tracks can never be traced; They leave no fingerprints wherever they go. Cannot be smelled or heard when concealed.

CHAKRA BATTERY: + 50 POOL Per Rank

TANK: + 1 T2 Injury Per Rank

SPIRITUAL BALANCE: User has both Yin and Yang release. (Not to be confused with Yin-Yang release.)

FLAWS

1 POINT FLAW

NOVICE: - 1 SP when beginning. - 1 SP at B rank.

JUTSU-DEFICIENT: - 1 Jutsu of every rank.

SLOW LEARNER: - 1 EXP Per task, event, mission or blitz completed.

TWIG: POW Reduced by - 5 on all calculations. Cannot be taken with Slow Reaction and Steelhart.

SLOW REACTION: AGL Reduced by - 5 on all calculations. Cannot be taken with Steelhart and Twig.

STEELHEART: SOL Reduced by - 5 on all calculations. Cannot be taken with Twig and Slow Reaction.

2 POINT FLAW

VULNERABLE: Poisons and Genjutsu that reduce SOL, AGL and POW are increased by 5.

GEARBUSTER: The user has - 1 Slot for gear per rank.

FLARING: The user cannot suppress their chakra signature.

BAD MOJO: Dice-roll based interactions always have a disadvantaged rolling bonus. (Usually 25%, metric adjusts depending on the situation.)

ELEMENT LOSS: User loses one element.

3 POINT FLAW

CHAKRA LEAK: User loses 10 Chakra a turn passively.

TAIJUTSU DEFICIENT: User is locked out of the Taijutsu / Bukijutsu / Shurikenjutsu skill tree passives. They can still invest into Tai to unlock necessary Jutsu.

UNSKILLED: Locked out of Barrier, Fuinjutsu, Medical and Familiars skill tree passives. Can still invest into the skills to unlock necessary Jutsu.

START-UP: Users cannot activate buffs as a reaction. (i.e. if the user has an incoming attack, they can't pop an ECM, Jin cloak, etc to clash it reactively.)

4 POINT FLAW

BAD MANAGEMENT: All cooldowns increased a rank.

BAG FUMBLER: Somehow, the user always manages to lose elemental matchups! Against elements they're effective against, it only breaks even, removing the passive debuff. Cannot be taken with Elemental Reject or Element Loss.

5 POINT FLAW

ELEMENTAL REJECT: User does not have access to any elements and loses all of them.

Reduced to a 4 point flaw if playing a clan with a specific KKG. (Paper, Bone, etc.)

Cannot be taken with clans that require elements exclusively (Hozuki, Bakuhatu, Kazesuna.)

Cannot be taken with element loss.

INEFFICIENT: All Jutsu increased by a Rank in cost.

BP-LOSS: User has 5BP less per rank.



SPECIAL

KEKKEI TOTA

W.I.P

JINCHURIKI

W.I.P

SAGE MODE

W.I.P

CHAKRA MODES

W.I.P