

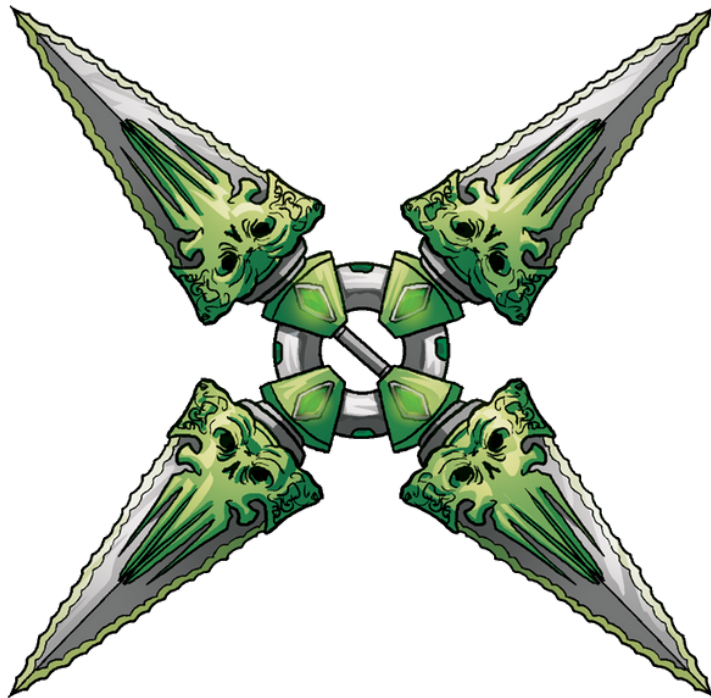
# Bushinryu

## Fighting Style

Kiru's fighting style is named 'Bushin-Ryu', a style of assination combat with the methodology to win by attrition. The user works at disabling and debilitating the enemy target to strip away their strengths and make an opening for the deciding blow. This attrition is layered by elements of stealth and surprise mixed in as Kiru attempts to stalk and chase his target.

## Harbinger

A Sword hilt in a ring with 4 retractable blades. 1 can be released to make a short sword, 2 to make a dual-edged lance, or 4 to make a large shuriken.



### Techniques

| Technique Name | Description                                                                                                                                                                                                       | Cost           |
|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Hozanto        | A shoulder thrust with the shoulder, meant to push the target back from CQC guard.                                                                                                                                | 20Str, 20Dex   |
| Sho            | A hilt thrust into the target, meant to knock the target back from a CQC dodge                                                                                                                                    | 20Spd, 20Dex   |
| Fukuro         | A swinging slish into a hip-toss to flip the aggressor onto their back.                                                                                                                                           | 25 Str,        |
| Kaeshi Saiha   | Strafing hit and run slash with Harbinger-1 followed by a throw of Harbinger-4 back at the target.                                                                                                                | 40Spd, 40Dex   |
| Idaten         | The ability to dash through long grass and bushes without disturbing the wildlife or signalling the movement.                                                                                                     | 100Dex         |
| Tozetsu        | Bound, pounce or leap from a motionless/still position without making a sound.                                                                                                                                    | 100Dex         |
| Ashikari       | A dashing collapse into a baseball slide to kick the heels.                                                                                                                                                       | 50Spd          |
| Izunami        | A Dashing swipe-slash with Harbinger-1. Used as an opening gambit when attacking unsuspecting prey. When Kiru catches his target by surprise with a clean hit, he is able to delay the effect by upto 30 seconds. | 100Spd, 100Dex |
| Izunagi        | A launch of Harbinger-4, used as an opening gambit when attacking unsuspecting prey. When Kiru catches his target by surprise with a clean hit, he is able to delay the effect by upto 30 seconds.                | 100Str, 100Dex |
| Excalibur      | A launch of Harbinger-4 to ricochet off surfaces erratically to distract and addle the enemy.                                                                                                                     | 50Str 50Spd    |
| Koku           | A front-hand slash with Harbinger-1 that                                                                                                                                                                          | 50Dex          |

|             |                                                                                                                                                                                                             |                                      |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
|             | ends in a throw motion of Harbinger-4. The slash defends at close range and the throw circles round on a path out in front of Kiru to slash behind the target.                                              |                                      |
| Teki        | A back-hand slash with Harbinger-1 that ends in a throw motion of Harbinger-4. The slash defends at close range and the throw circles round on a path behind Kiru to protect his rear.                      | 75Dex                                |
| Ban         | A bicycle kick with the hunting tool against the leg, meant to punt and spike the chin of the target.                                                                                                       | 50Spd                                |
| Nouten Wari | Kiru leaps with an outstretched foot in a lunging motion. He pushes off the ground upwards in immediate range of the target to jump over them and slashes behind them with Harbinger-2                      | 100Spd 50 Dex                        |
| Kubi-Kudaki | Kiru leaps with an outstretched foot in a lunging motion. He pushes off the ground backwards in immediate range of the target to distance and elevate himself and launches Harbinger-4 to circle over them. | 50Spd, 100Dex                        |
| Amateratsu  | Lvl 4 Flying Slash from a striking kick with the hunting tool against the leg. This sends out a wolf-head shaped air wave.                                                                                  | 130Dex, 130Wil, 150 Str              |
| Fukuro      | A nipping slash with a retreating step, that creates a LVL 5 Flying Slash. The slash doesn't actually travel, and stays in place for up to 5 minutes. If someone bumps into it, it can cut and draw blood.  | 150Strength, 150Spd, 150Dex, 150Will |
| Hayagake    | Thrusting joust pounce with the hunting tool to spike target with the blade as a surprise attack from a higher ground advantage.                                                                            | 150Str, 150Spd                       |
| Galatine    | Mounting slash at the crown/back of target.                                                                                                                                                                 | 60 Dex                               |
| Shukumuro   | Elemental Slash Attack that emits a non-offensive gust of wind. When this                                                                                                                                   | 150Strength, 150Spd, 150Dex, 150Will |

|          |                                                                                                                                                                                                                                                                                                                                                                                        |                                      |
|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
|          | flurry of wind passes through obstacles or environment, it disturbs it like a running human.                                                                                                                                                                                                                                                                                           |                                      |
| Kusanagi | Elemental Slash Attack that emits a shockwave across the surface of the ground or floor that snakes forward. The shockwave will “run-over” anything that it meets and feels like being shocked by lightning. This technique can not be conventionally blocked and can only be avoided by jumping over the shockwave as it passes, or planting something in front of you as an ‘earth’. | 150Strength, 150Spd, 150Dex, 150Will |