

**This is not a list meant to stifle creativity;** it is a list designed to make it easier for the judges to balance characters. Judges reserve the right to ban or nerf any item regardless of whether or not it conforms to these standards. Judges also reserve the right to selectively ignore any part of this list.

If you can make a strong argument as to why your character should not conform to these standards, we may approve your character. **Pointing to other characters and saying “well they get <insert thing here> ” will get your argument immediately denied.**

### **Kekkei Genkai:**

Kekkei Genkai (bloodline release) are a defining feature of how your character works and affects almost everything about your character. You can pretty much choose whatever you want (within reason) except for the banned list.

- Combination elements are basically two elements combined into one sub-combination. You can choose anything, within reason, as a sub-combination
- There are several restricted Kekkei Genkai:
  - Senjutsu is considered a Kekkei Genkai - if you do not have your Kekkei Genkai listed as Senjutsu you cannot use nature chakra. NO EXCEPTIONS
  - You must list “elite fuinjutsu mastery” as your Kekkei Genkai if you wish to use the Hiraishin (flying thunder god) ninjutsu. NO EXCEPTIONS
- Banned bloodline releases:
  - General: Most of the banned bloodline releases or the ninjutsu that they enable are simply too strong. It's better to err on the side of caution and just ban them outright rather than let them potentially dominate the crap out of a tournament or stifle creativity
    - Kekkei Tota (combination of 3 types) - Two types is normal, but players simply don't have access to Three natural elements. If you make a strong case, we may lift this ban.
    - Rinnegan - See general.
    - Mangekyo Sharingan - See general.
    - Jinchuriki. - See general.

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### **Passives:**

Character passives are a defining feature of your character and affect the way that your character works. For example, a character with the Hozuki Hydrification gains immunity to non-chakra based attacks while a character that uses the 8 gates would gain an immense amount of strength and speed while losing stamina.

- Passive buffs are generally balanced to a higher power level than ninjutsu.

- Passive buffs are meant to be exactly what they say, passive. Do not try to shoehorn a ninjutsu into this slot and call it a passive - it will get vetoed.
- As a general rule of thumb, passives are allowed to have:
  - 1 great effect (e.g. complete and perfect defense)
  - 2 good effects (e.g. iron skin, deny stat drain)
  - 1 good effect and 1 permanent stat point (e.g. break genjutsu and +1 stamina)
  - 2 permanent stat points (e.g. +2 permanent stamina)
- Any "perfect defense" passives will only work against non-chakra attacks like an uninfused sword slash or an explosive tag or shrapnel. Only takes off ~12-25% damage from neutral elements. If a complete immunity to an element is given, there must be an equally strong weakness.
- Stat boosting passives are mutually exclusive to "perfect defenses" and are balanced against the overall strength of the passive.
  - Temporary stat bonuses are considered good effects, and will be balanced as such. In no situation will a net boost of more than 2 stat points per character be allowed without a significant drawback.
- Stat draining passives are weird, but basically an inverse stat boost.
  - under no situation will a drain of more than 2 stat points per character be allowed.
  - No stamina stat drains allowed. NO EXCEPTIONS
- Special cases:
  - Inuzuka get a free dog as part of their passive, they can't use it to instantly communicate or break genjutsu. Counts as 1 good effect and is listed under ninjutsu
  - Certain dojutsu have restrictions into their passive:
    - Byakugan and similar do not require a passive effect to use their vision.
    - Sharingan requires 1 good effect to use the enhanced reflexes, but genjutsu listed as "sharingan genjutsu" do not require any space in the passive.
- This list is not all inclusive, if you want something that doesn't conform to the list, give us a good argument for it.
- Judges reserve the right to ban or nerf any item regardless of whether or not it conforms to these standards. Judges also reserve the right to selectively ignore any part of this list.

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#### **Items:**

- no chakra pills or other stat boosts are allowed in this area.
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#### **Jutsu:**

- Stat boosts listed under jutsu must be accompanied by an equal stat loss (e.g: +2 speed and -2 stamina).
    - This emphasizes putting your stat boost in the passive area as well as discourages heavy stat stacking.
  - Stat drains cap at -2 stats total.
    - this includes Passives and Jutsu, so you cannot stack multiple drains in your passive and ninjutsu.
    - No stamina stat drains allowed. NO EXCEPTIONS
    - Stat Drains listed in jutsu are temporary and will be harder to activate than jutsu listed in passives.
  - Crowd Control Abilities:
    - This is not storyline Naruto, this is competitive against other players. Locking up someone indefinitely with no escape will not be allowed.
  - General Cases:
    - no instant communication or instant breaking genjutsu without a stamina cost.
    - high impact skills must have a high risk or a high drawback to use them.
    - Genjutsu cannot force a player to change sides or permanently lock a character up.
  - Banned list:
    - suicide techniques
    - edo tensai
    - instant kill
    - unavoidable death traps
    - this list is general and may be expanded include other things without warning
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### **Pets:**

Summoned helpers have created multiple problems for us in the past. That's why they get a special section here.

- Summoned pets have their own stats. To determine their stats, follow this formula -  $(\text{character stamina} - (N-1)) * 2$ 
  - Character Stamina is equal to your character's stamina.
  - N is equal to the amount of total summons listed by the character
  - The numerical result is the amount of stat points available to that character
- exceptions for passives and Inuzuka (up to second dog, then diminishing returns)
  - this is too much of a grey area to easily cover in this list

Follow the following formatting for pets, if your pets do not conform to these formatting standards they will be denied.

**\*\*SUMMONING JUTSU - NAME:\*\*** (1-2 sentence description)

\* TRAITS: (List up to 2 traits that the animal can do such as flying and seeing heat signatures through mist. These are not ninjutsu)

\* JUTSU: \*(JUTSU NAME):\* (brief 2 sentence description)

\* STATS: \*STR:\*(x) \*NIN:\*(x) \*SPD:\*(x) \*INT:\*(x) \*STM:\*(x)