(0pp) **Aburame Clan** –  
  
At birth, members of this clan are offered to several special breeds of insects as a nest, residing just under their host’s skin. These insects will then live in symbiosis with their host from that point on. Because of this, its members are characterized by their use of insects as weapons.

**Note**: This character gains access to swarms. Swarms pool are their chakra pool -1 grade. This character can learn and create D-rank Insect Techniques. Can use *Kikaichu*.

(None)

(5pp) **Infested** –

Thousands of persistent, skittering little legs work in unison towards a singular goal, to feast. These insects get into the nooks and crannies of a man’s clothing and body as they feast upon their chakra, inflicting them with a skin crawling sensation as they are sucked dry by the insects.

**Note**: When hit by an Insect Technique, the insects remain on the character and drain chakra each turn. To get these off the target must us ea technique that encompasses their entire body, any amount of damage will be enough to remove them. The user can spend their defensive action to remove the insects as well.

(Aburame Clan)

(5pp) **Symbiotic I** –

The Aburame house many insects inside of their very skin, they crawl and nest inside of them like ants in their bed. The insects receive nutrients from the clansman chakra and in return defends them as they would any nest.

**Note**: Allows this character to learn and create C rank Insect Techniques.

(Kikaichu, D+ Control)

(7pp) **Symbiotic II** –

This character has rightfully communed with the crawling infestation nested in their being, knowing their plights, wants, and needs. To them, the clansman is god- and their many hands come together to help their new found god.

**Note**: This character can learn and create B rank Insect Techniques. Swarm pool is now chakra -2 step.

(Symbiotic I, C Control)

(10pp) **Symbiotic III** –

One and the same, are this clansman and their bugs. Their minds are entangled now and forever as they are both a part of the others entire being. Even down to their DNA and chakra signature, both are the exact same.

**Note**: This character can learn and create A rank Insect Techniques. Swarm pool is now chakra -1 step.

(Symbiotic II, B- Control)

(5pp) **Frenzy Pheromone** –

These bugs are able to release a pheromone that alerts all bugs in the area of their location, as well as sending them into a madding frenzy. Their buzzing grows angry towards where the pheromone was released and will even ignore their own master’s orders when they catch wind of it.

**Note**: Can only be used on a target that is infested. Removes reduced speed on swarms towards the target but they can only attack this target. This extends to Insect Techniques that take the swarm speed as speed as well.

(Infest, C- Control)

(10pp) **Breeding Grounds** –

This Aburame’s has gave birth to a new form an insect, a happening that occurs in each Aburame after housing insects for a certain time. Their unique chakra being used in a process by the insects already inside to give birth to new life, an entirely new breed of insect.

**Note**: This character is allowed to make their own custom insect that is exclusive to themselves. Another character may not use this insect unless they are using an *Insect Jar* item with the insects.

(Approval)

(8pp) **The Whispers** –

The lowly chirps of small critters mean naught, but to the Aburame they reveal the inner workings of all. They are able to commune with their Insects and gain the knowledge that they have acquired for themselves.  
*“They whisper onto me, the secrets of men, the deepest darkest folly” Aburame Clansman*

**Note**: This character has Tier 3 Chakra Sensing towards characters infested by them. This character is able to use this out of combat for information gathering and scouting with insects, as well as planting insects onto a target for long range tracking.

(Symbiotic II)

(7pp) **Chakra Jammer** –  
  
The many ways to stop a jutsu, stopping handseals, blocking them, or even redirecting them. This Aburame is able to use a different method, by sapping the essence as it is summoned this character effectively reduces or downright negates the casting a Ninjutsu.

**Note**: When a character that is Infested uses a chakra-based technique, this character can activate this perk to reduce it’s damage by 2 steps. If this character has control 2 steps or more over the character, they can completely stop the technique, causing them to still drain for it. 9 Turn Cooldown. This reduces the overall power stat of any chakra-based technique.

(Symbiotic II)

(10pp) **Natural Selection** –

The evolution of an organism is meant to increase its chances of survival, the Aburame after nesting their Insects long enough have granted them a natural evolution to their bodies.

**Note**: This character can have 1 of the 3 Evolutions to their Insects. Only Kikaichu may have these Evolutions and unique or custom Insects cannot. This character can create Insect Techniques that revolve around their evolution.

(Symbiotic III)

(Evo Point) **Evolution: Mandibles** –  
  
These Kikaichu have extremely strong jawbones and powerful digestive system, allowing them to eat through even the hardest of objects.

**Passive**: This character’s insects can infest structures, having all the benefits of infested characters. This reduces the defense of this structure by 2 steps each turn. This can be used to eat through armor as well. This character can place the *Breaker* clause on a Insect Technique but this has a 7 turn cooldown.

(Evo Point) **Evolution: Elemental Exoskeleton** –

These Kikaichu have an exoskeleton that is resistant to elemental damage of the users choice. This even augments the Kikaichu digestive system to consume this certain element.

**Passive**: This character can make their Insects resistant to any element for 1 battle. They are able to clash and eat techniques that cannot destroy them. They have defense equal to the users control -1. The user can wear these insects to decrease the damage of the certain element by 1 grade for C drain, this lasts for 1 full turn. 7 turn cooldown.

(Evo Point) **Evolution: Dermestid**

These Kikaichu have evolved to be able to consume flesh and absorb chakra from an opponent that way instead of sucking it from them. This causes damage to the target rather then just absorbing their chakra.

**Passive:** Insects now deal damage based on the user control -1 grade to a target that is infested. If a technique lacks damage, its damage will be based from this but these techniques still cannot be used to clash. Each turn a target is infested past the first, they have their endurance lowered by 1 step. The targets endurance will be restored once the infest is cleared.

(Evo Point) **Evolution: Chakra Sac** –  
  
These Kikaichu have developed a chakra sac that they are able to carry chakra in. This allows them to bring chakra they sap back to their host.

**Passive**: Each drain an Insect or Insect Technique causes restores the user’s chakra back by -1 grade, the lowest being D. This happens 1 turn after the drain, and if the Kikaichu are destroyed within that time the chakra is not returned to the user.

(Evo Point) **Evolution**: **Secondary Wings** –  
These Kikaichu have a set of secondary wings, making them faster and much faster.

**Passive**: Swarms have -1 speed now. *Frenzy Pheromone* grants them an additional step of speed. Swarms are able to dodge threats using the dodge rules but cannot dodge attacks that require agility to avoid. Kikaichu will still die from any instance of damage.

(5pp) **Hive Mind** –

The mind of the nest and insect are one in the same, they share thoughts and with this open a variety of options while in combat. Without the need for thoughts to be expressed the only thing left is the act.  
*“Share the body, share the mind” Aburame Clansman*

**Note**: This character can cast Insect Techniques from themselves without swarm’s present, but must pay the chakra cost and the swarm cost. 2 Turn Cooldown.

(Symbiotic II, C+ Control)

(7pp) **Infectious** –  
  
A living, crawling, feasting plague upon men. These insects skitter across the surface quickly moving on to another target with ease, spreading like a wildfire to all who remain near them.

**Passive**: Areas that are affected by Insect Techniques are left infected for 1 turn after the technique. Characters who become Infested will infest anything in a 1 tile range around themselves for as long as they are Infested. Characters will not infest the area only infectable targets such as characters.

(Symbiotic III)

**(Ultimate)** (10pp) -**The Endless March** –  
  
Death is not the end. The Kikaichu did not only use their host as a nest, they studied them, learned how each throbbing portion of the body worked. With their research complete they are able to operate a body on their own with amazing jurisdiction. The Aburame gained knowledge from the exchange as well, able to turn fresh flesh directly into Kikaichu.  
*“Death into life, into death, into life, into death…..” Mumblings of Aburame Clansman*

**Note**: This character is able to infest a corpse with insects, causing it to raise up. The character must have died in the current battle or directly before it. The corpse retains all of it’s stats but cannot use any of it’s former techniques, however it can use any Insect Technique the user knows. The body gains swarms equal to users -1 grade. This walking corpse constantly has *Infectious* activated. The user can instead destroy the corpse and restore their swarms back to full. This can only be used once per battle.

(Infectious)