**(5pp) Dokujutsu I** –

This character has learned to manipulate their chakra into toxins, allowing them to produce and utilize it in battle to their benefit. Their poison need only touch the skin for it to be applied to the blood stream.

**Note**: This character can learn and create C-rank Poison Techniques. Their Poisons effects last for an additional turn. Poison Techniques have +1 step to their Power.

(C+ Control)

**(5pp) Venom Drinker** –

Due to the toxic nature of their chakra this character is immune to most man made poisons, using chakra to purge any toxins inside of it that could actual harm them.

**Passive**: This character is immune to their own poison. By paying a cost in chakra equal to the power of a poison, this character can ignore the effects and render it null. Doing this will make them immune to that poison for the remainder of the battle.

**(5pp) Toxic Vapors** –

This character’s Dokujutsu techniques leave poisons vapors in the air, making it hard for enemies to combat them without firstly escaping the vapors.

**Note:** When this character uses a Dokujutsu Technique, it remains in the area the following turn cause the effects to persist. A character may hold their breath following *Breath Hold* rules as an offensive action. Poisons that can be applied through touch must still be inhaled in this form to work.

**(7pp) Dokujutsu II** –

This character has become an expert on the molding of their chakra into poison, it’s effects persist much longer when effecting a target.

**Note**: This character can learn and create B-rank Dokujutsu Techniques. The effects of their poisons last 2 additional turns. Dokujutsu Techniques have +2 steps to their Power.

(B- Control)

**(6pp) Immunity Killer** –

The body naturally builds up immunity to things it is exposed to, however this characters poison has the opposite effect. Each time it is exposed to the body it reduces the persons naturally ability to resist the effects.

**Note**: For each turn this characters poison effects a target they lose 1 step of endurance towards resisting it. This does not increase the effects of the current poison but only the next application of it.

**(6pp) Viper Fangs** –

This character has become more viper like in nature, producing their own poison from their teeth and nails, allowing them to administer their poison without the need of weapons.

**Passive:** This character can apply their poison with unarmed strikes. They can use their teeth for piercing damage and nails for slashing now. Application of poison in this fashion increases it’s power by 2 steps. Strikes still scale with strength.

**(10pp) Dokujutsu III** –

A master of toxins, this character can apply their venom with ease. It takes great amounts of precautions to fight this character without being exposed to their poisonous techniques.

**Note**: This character can make and learn A-rank Poison Techniques. The effects of their Poison last an additional 3 turns. The Power of this characters Dokujutsu Techniques is increased by 1 grade.

(B+ Control)

**(7pp) Venomous** –

This character is venomous to the touch, even drawing their blade or consuming any of their DNA is enough to spread their poison through a targets body.

**Passive**: This character’s blood is poisonous and will afflict those in contact with it. When their blood is drawn, they will produce *Toxic Vapors* 1 tile around themselves for the turn and this will happen each time blood is drawn from them.

**(7pp) Coagulation** –

This character’s poison causes the blood to coagulate, and each strong enough can cause a target to stiffen to the point where they can no longer operate are effectively.

**Note**: If the power of this characters poison is greater than the targets Endurance by 1 grade, that target becomes reduced to walking tiles and cannot use any movement enhancing techniques. This will only work with applied against Endurance a grade below it, and not if Endurance is reduced by the poison itself.