**Fuma Clan** –

This Fuma clan is well known for it’s members innate crafting ability, able to make weaponry as well as their use of Fuma Shuriken and their own Trick Weapons.

**Note**: This character gains *Blacksmithing I* for free. This character can create custom items and weapons regardless of their Blacksmithing perk however.

**(4pp) Pack Rat** –

With their former job as smugglers, the Fuma clan picked up some secrets of the trade. They are able to pack for more equipment into their person than normal with secret pockets and other various methods.

**Note**: This character gains +6 to their Equipment Storage.

(Fuma Clan)

**(5pp) Wind Demon** –

Known for their art with the Fuma Shuriken, the Fuma clan are deadly when it comes to battle with it. They are able to even use it in close range against other shinobi with no difficulty.

**Note**: This character can utilize Fuma Shuriken in melee attacks as well. This character has no drawbacks from using Fuma Shuriken and can throw them while moving freely. This character can pull their Fuma Shuriken back after it has been thrown if wire strings are attached to it, giving them the ability to throw it again. This has no cooldown if successful, but goes on a 1 turn cooldown if before they can attempt again if blocked.

(C- agility)

**(0pp) Weapon of Design** –

The Fuma have a great mastery over the crafting of weapons and can create their special brand of *Trick Weapons*. Trick weapons are exclusive to those who can create them due to the intricate parts it takes to actually formula one. They are so intricate that even a Fuma who gains one cannot figure out all of its secrets.

**Note**: This character can create their own *Trick Weapon* for free. These weapons have special seals on them that allows the character to summon them even when stolen. This character is able to learn and create D-rank Trick Weapon Techniques.

(Fuma clan, rank C)

**(5pp) Trick Weaponist I** –

The Fuma not only have an innate ability to craft Trick Weapons, but due to the closeness they feel to the weapon they use them almost as an extension of their own form.

**Note**: This character is able to learn and create C-rank Trick Weapon Techniques. +1 to Priority when using their own Trick Weapon.

(Kenjutsu I)

**(7pp) Trick Weaponist II** –

This character has mastered their Trick Weapon to the point of it being only a portion of their body, they know the ends and outs of their own weapon like someone would know their own arms reach and hands grip.

**Note**: This character is able to learn and create B-rank Trick Weapon Techniques. +2 to Priority when using their own Trick Weapon.

(Trick Weaponist I, C+ Agility)

**(10pp) Trick Weaponist III** –

This character has advanced even their Trick Weapon, able to add a third form to it much like modifying their own body. Their mastery over their weapon is absolute, it is no longer a tool but an extension of their very will.

**Note**: This character is able to learn and create A-rank Trick Weapon Techniques. +3 to Priority when using their own Trick Weapon. This character can add a 3rd form to their Trick Weapon.  
(Trick Weaponist 2, B agility)

**(5pp) Impervious Metals** –

The Fuma Trick Weapon is made of extremely high-quality metals. This makes the creation of these weapons very limited but the overall quality of each beyond that of modern age weaponry.

**Note**: When a Trick Weapon reaches E durability it is not broken but can no longer be used to block. A character can still freely attack and use techniques with it.

(Rank C+)

**(6pp) Trickster**-

The Fuma clan have always been known to use trickery in battle. Derived from their previous profession as smugglers, they didn’t excel at direct battle so they had to use the most basic shinobi tactics to fool the enemy and gain an advantage.

**Note**: When this character gains the *Overwhelm* clause against another character, as long as they haven’t switched their weapons form this battle, they are able to switch their weapons form or used a *Rigged* technique or weapon and the enemy loses 2 steps of reactive agility when reacting towards this attack. Can only be used once on a character per battle.

(Rank C+)

**(5pp) Chakra Strings** –

One of the many Trademarks of the Fuma clan, their chakra strings. This can be used to replace wire strings or used in techniques of their own against the enemy. Chakra strings are even more thin then wire strings making them extremely hard to see and even harder to react to.

**Note**: This character can use *Chakra Strings*, not needing *Wire Strings* in their inventory to use Wire String Techniques. These strings can only be seen with Tier II Sight. Durability of the strings are equal to the user’s control +1 grade and can be cut or destroyed with equal damage.

(D+ Control, Rank C-)

**(6pp) Quick Rig** –

A master at sleight of hand, this character can rig their items quickly and even conceal it from the most prying of eyes. They are able to set ingenious traps with their weaponry that can easily fool the most veteran shinobi.

**Note**: This character can rig an item as a free action for *Rigged* techniques, having a 4 turn cooldown each time. This character can use *Rigged: Kawarimi* without the need of placing the tag on the object beforehand once per battle. This character’s rigged techniques require Tier II sight to perceive.

(Agility C+, Fuma Clan)

**(8pp) Toxin Expert** –

Fuma are less known for their deadly toxins, and for a good reason. They are experts at making poisons and spreading them upon their own weapons. Overtime their use for these poisons grows much like their craft with anything else.

**Note**: This character can create their own poison that can be improved at every full letter grade of Rank. Each time it is improved it will go from *Poison I* to *Poison II* and the previous variants can still be applied. At B-rank and above the improvements must be progressed for.

(Rank C)

**(5pp) Snakes Bite** –

This character has made a compartment in their Trick Weapon to house their own special brand of poison, allowing them to apply it without setting it up previous to the battle. This however only last for a brief moment due to the nature of the application.

**Note**: For the first 3 attacks with a Trick Weapon this character can apply their own poison to a target, this can only be used once per battle and after 3 attacks regardless of their nature, the poison fades. This character can apply Poison to their weapons as a free action, but only once per battle.

(Toxin Expert)

**(6pp) Thallium Based** –

The sense of smell is one of the best ways to detect poison, the Fuma have learned to make poison that does not give off an odor. This makes it impossible to detect the poison through smell and other methods must be used.

**Note**: This characters Poisons cannot be detected through the sense of smell, and smelling perks become ineffective when attempting to detect the poison at all.

(B- Rank)

**(Locked) The Vipers Gift** –

The Gift of the Vipers, only few Fuma in history have been granted this ability. This allows their chakra to innately become poisonous and greatly reduces the effects of poison while making them immune to their own special brand of venom.

**Note**: This character can manipulate and create Poisonous techniques through the use of their chakra. Their chakra is innately venomous and chakra absorption techniques will apply this character’s poison to them. This unlocks Dokujutsu. This character can learn and create D-rank Dokujutsu Techniques.

(Approval)

**(Ultimate) (10pp) Armed & Dangerous** –

Armed to the teeth with weaponry, items, and poison, this character is extremely dangerous on the battlefield. They are impossible to match in terms of weaponry and trickery and are sly as foxes. They have mastered the tactics used by the Fuma of old.

**Note**: This character can used 3 rigged techniques without having to rig them beforehand once per battle. When using Traps, rigged attacks, or chakra strings, a character requires *Tier III Sight* to perceive them. This character can use chakra string to pull back any of the weapons they throw now. This character can learn and create S-rank Trick Weapon techniques. +4 to equipment.

(Quick Rig, Trick Weaponist III, B Agility)