Hoshigaki Clan –

Note: This character gains Suiton Entry for half price. This character no longer gets ‘Swimming’ debuff and instead gains +1 step to speed and tile movement while in water. Immune to drowning effects.

(4pp) Swashbuckling –

Note: This character gains entry to Kenjutsu tree for half price. When combating a character in sword versus sword combat this character gains +1 Priority for 3 turns.

(Kenjutsu I)

(4pp) Blood Sense –

Note: This character has T3 Smelling when it comes to smelling blood. Any Slashing Damage that deals moderate or above is enough to activate this perk. Only lasts 3 turns after wound and is reset with additional wound or bleeding effects.

(None)

(5pp) Aquatic Terror –

Note: While submerged in water this character gains an additional step of speed and tile movement. This character can use their teeth to attack at their strength. A direct hit from the teeth will deal ‘Puncture’ injury and attacks from teeth will draw blood if dealing damage regardless of the damage. Teeth can be blocked by weapons. When teeth are broken this character may regrow them for C Chakra.

(None)

(10pp) Blessings Of The Tide –

Note: This character has +1 to their chakra and increased chakra pool.

(C+ Control, D Stamina)

(6pp) Sanguine Tyrant –

Note: When a slashing damage injury is dealt to a target, this character gains +1 to strength and agility when attacking that target. This will go on cooldown after 2 turns. Repeating or furthering the injury will reset this perk. This perk has target specific cooldowns and will only go on cooldown for singular character.

(Blood Sense, Swashbuckling)

(7pp) Shark Style –

Note: This character can convert their Suiton to slashing damage. This converts all ‘Soaked’ effects to Slashing damage injuries instead. This character can create and learn Hoshigaki Exclusive Suiton techniques at their Suiton Proficiency. This character can also create techniques with ‘Shark Style’ clauses instead.

(Suiton Proficiency III)

(5pp) Massive Volume –

Note: This character can increase the dimensions of a technique that already has an AOE by 1 size (3x3 to 5x5). These techniques will always leave a water source equal to its size on the terrain. This does not increase the damage based on clashing. 6 Turn cooldowns.

(Suiton Proficiency III, Shark Style)

(6pp) Submerged Kendo –

Note: If both this character and a target are submerged in water, they gain +1 priority. This character an enact CQC Lock with their dodge tiles instead of walking tiles while submerged. Allows this character to dodge even while submerged in water.

(Kenjutsu II, C- Strength)

(10pp) Essence Feast (Ultimate) –

Note: When using their teeth this character gains +1 to strength and can absorb chakra equal to the damage they deal -1 grade. If this character can retain contact the drain goes up by 1 grade for each turn, once contact broken this boost resets to normal. This is changed to user’s strength with teeth for absorption if a character has a chakra cloak of any type and follows the previous rules.

(Shark Style, B+ Control)

Tailless Tailed Beast (Hidden/Locked Unique) –

Note: This character is granted an additional 2 step to chakra and an increased chakra pool. This character can use the power of their chakra to inspire fear on those a grade under their rank, causing them to have the ‘Terrified’ debuff.

(None)