(0pp) **Hozuki Clan** –

The Houzki clan is a clan that possess the ability to turn their bodies into liquid state using the *Hydrification Technique*. This ability however seems to require that they stay well hydrated at all times and as such are commonly known to carry water bottles around with them known as Tsukimiuri Flask.  
*“We fill our flasks and our hearts, and return with our sieves to the cay” Hozuki Priest*

**Note**: This character unlocks the *Suika* technique. This character can create and learn D-rank Hydrification Techniques. If this character reaches 0 Hydration they suffer -1 to every stat.

(0pp) **Tsukimiuri Flask** –

A flask used to gather water from the Tsukimiuri Spring, in which the Hozuki drink to rejuvenate their Kekki Genki. It is said that the Hozuki are born of this substance, and drinking of it is simply replacing the portion of their body lost when transforming into their aqueous state.  
*“This water tastes funny…” Man drinking from a Hozuki’s Tsukimiuri Flask*

**Note**: This character can drink from their Tsukimiuri Flask, which contains 3 Hydrification points. This action happens at a character’s agility, and can be interrupted with handseal interruption rules. This character can restore from 1 to 3 Hydration points in a single use, but each additional point restored will slow the action speed of this by 1 step.

(5pp) **Assimilate** –

Born of the water, the Hozuki have the ability to merge with any volume of water. Their innate ability to fuse with these aqueous bodies of water allows them to sustain their Kekki Genki would using their own proteins as a means.

**Note**: Bodies of water must be 2 tiles deep to merge with. Semi-Merge merges the lower half of their body and takes 1 offensive action to perform, grants the Hozuki +1 to speed and tile-movement while allowing them to act freely. Full merge merges the Hozuki as a whole granting them +2 to speed and tile-movement but unable to make any actions other than movement. This takes a character entire action for the turn, even movement. During full merge the character uses effects of *Suika*. This requires chakra enhanced sight to perceive the Hozuki.

(Hozuki, D Control)

(5pp) **Hydrification Mastery I** –

This Hozuki has learned to make better use of the limited solvent inside of their Tsukimiuri Flask, they have learned to utilize the proteins in their body with more effectively.

**Note**: This character can learn and create C rank Hydrification Techniques. +1 Hydration Point to their Tsukimiuri Flask.

(C- Control)

(7pp) **Hydrification Mastery II** –

This character can manipulate the proteins that bind them together in their aqueous state with ease, able to even expand their volume and mold their shapes into different states.

**Note**: User can learn and create B rank Hydrification Techniques +2 Hydration Points to their Tsukimiuri Flask. This character no longer makes any sound while liquified or merged with a source.

(Hydrification Mastery I, C+ Control)

(10pp) **Hydrification Mastery III** –  
  
This character has mastered their Hydrification Technique, able to restore from dehydration with a single drop of solvent from their flask. They can formulate their proteins into many sizes and shapes.

**Note**: User can learn and create A rank Hydrification Techniques, these techniques have their power increased by 1 step. +3 Hydration Point’s to their Tsukimiuri Flask.

(Hydrification Mastery II, B Control)

(7pp) **Reforming Proteins** –  
  
Hozuki’s body are composed nearly 100% of water, and as such they can manipulate the proteins they gain from their flask to restore damaged, destroyed, or even severed body parts with ease. This method forms the proteins into a jelly like state and uses chakra to mold them back into the essential organ or body part. They can even turn their proteins into jelly like states rather then liquid, using it for many uses such as absorbing shock of an attack.

**Note**: This character can recover their injuries based on the amount of Hydration Points used. 1 Stack will recover a light, 2 will recover moderate, 3 will recover heavy. 10 Turn cooldown. This character can use this when struck by an attack they have equal or higher agility to. It traps the targets strike or weapon and binds it with power equal to their control -1 grade and requires strength higher to break free. The power will lower each turn by 1 step and can be used on multiple attacks at once.

(Assimilate, C- Control)

(7pp) **Living Tide** –  
  
This Houzki embodies the waves, their movements resonate the properties of fluidity. They shift into combat in a swift ebb and flow fully undertaking the principals of what it means to be of the moon.

**Note**: This character can cast Hydrification Techniques while using *Suika.* When casting a Suiton Technique with an AOE this character can merge and travel with it. This can only be used with a Full Merge. This character will reactively use Suika towards threats, even when *Unaware.*

(Hydrification II, B- Control)

(7pp) **Drinking Gourd** –  
  
This character has mastered the art of “Overdrinking” a more advanced tactic employed by skilled Hozuki where they drink more from the Tsukimiuri Flask then their bodies usually can handle, only to transition or use the excess proteins in a technique. Incorrect use of this technique causes water to drip from every orifice in the Hozuki’s body, an uncomfortable experience but not deadly to them at all.

**Note**: When drinking from the bottle this character is able to overcap their Hydration Points. This will lasts 1 full turn before pouring out of their body.

(Hydrification Proficiency II, B- Control)

(7pp) **Wellspring** –

This Hozuki is able to manipulate the proteins gained from drinking the Tsukimiuri Flask into pure chakra, gaining the ability cast Suiton techniques from their own form.

**Note**: This character can use 1 Hydration Point’s is cast Suiton Techniques that requires a water source of B-rank and below. 2 Hydration points are required for A-ranks. This can only be used with techniques that require a 5x5 water source and below. This character can allow others to cast from them. 7 Turn cooldown after 1 technique is casted.

(Hydrification III)

(7pp) **Superior Solvent** –  
  
The ebb and flow of salt and protein fused into chakra, this character is able to use their very own force of being to enhance their techniques. This uses up a considerable amount of the liquid in their body.

**Note**: This character can use 1 Hydration Point to enhance a non-Hydrification based technique. This can enhance the power or speed by 1 step, or the tile range by 3 tiles. This does not stack with boosts outside of the perks tree. 6 turn cooldown.

(Wellspring)

(10pp) **(Ultimate) The Second Coming** –  
  
Once the Gourd Moon Seed fell from the moon and landed upon the earth, the spring it created changed the landscape. The first child to walk from the lake had extraordinary powers, and she was named the Blessed, Child of Moonlight. This character walks in her likeness, able to control their liquid bodies in the same manner she did to vanquish her foes.  
*“Oh Blessed, be the Child of Moonlight. She, will fight our wars, and She will smite our enemy” High Priest*.

**Note**: This character can drink from their Tsukimiuri Flask as a free action, this can still be interrupted but they may cast techniques on the same turn. They drink at their agility +1. This character can hold a maximum of 6 Hydration Points at once, but this does not increase the amount they began battle with.

(Hydrification Proficiency III, Wellspring)