**Suika**

*Hiden (Hydrification Technique)*

**Jutsu Information**

The hallmark of the Hozuki clan, this jutsu allows the user to liquefy any part of their body at will, from the hair on their head to the muscles in their arms. When the user is struck by a physical attack, the impacted area becomes liquid, causing the attack to pass through them and leave them unharmed. The user then solidifies back into their original form. In addition to defense, Hozuki can convert their body into liquid for any number of purposes, such as infiltrating buildings or sneaking up on targets.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: 1 Hydro Point] [Speed: Instant] [Turn Duration: 1]**

This character becomes immune to physical damage or bodily harm. Using this technique reduces their Hydration by 1 point. This character is immune to binds unless they are capable of containing liquid, if caught in this manner they are unable to solidify but do not lose Hydration. While using and the turn afterwards this character takes +1 grade from Raiton and lightning-based techniques. This counts as a character’s defensive action for the turn. No cooldown.

**Living Tide**: This character can rush forward in an aqueous form, dealing their strength in damage and at either their agility or speed. Agility is restricted to walking tiles. 5 Turn Cooldown. Knocks targets down and causes *Grounded* if they do not have endurance equal to the damage.

(Hozuki Clan)

**Water Gun Technique**

*C-rank (Hydrification Technique)*

**Jutsu Information**

The user makes a finger gun with their hand and, through the Hydrification Technique, compresses a drop of water in their index finger, firing it with tremendous force and speed similar to a gunshot, easily enough to pierce through the human body.

**[Damage: User’s control -1 (Caps at C)] Defense: N/A] [Chakra/Stamina Cost: C ] [Speed: User’s control +2 (Caps at B)] [Turn Duration:]**

Hydrification Exclusive. No Handseals. 7 tile range. Piercing Damage. This technique loses 2 grades of power when clashing anything excluding small size weaponry.

**Living Tide**: Consumes 1 Hydration. Both speed and damage caps are raised by a grade and this techniques distance is increased to 14 tiles. This turns the technique into ‘Double Water Gun’ meaning the character needs both arms free to perform this technique. If one arm is available this will only increase the cap by 1 step but retain the extended tile range.

**Piercer**: This technique will pierce through a defense and keep going with full power and speed if it has more power then its defense. This will not damage the structure itself.

(Hydrification I)

**Drowning Water Blob**

*C-rank (Hydrification Technique)*

**Jutsu Information**

After liquefying a portion of their body, the user manipulates the resulting water to surround their target’s body. This is usually targeted at the head to prevent them from breathing in order to either: render the victim unconscious or ultimately kill them. This can be targeted at other parts of the body.

**[Power: User’s control (Caps at C)] Defense: N/A] [Chakra/Stamina Cost: C; D sustain] [Speed: User’s agility] [Turn Duration: Sustained]**

Hydrification Exclusive. No Handseals. This technique is considered a strike and follows striking and CQC rules. This technique drains stamina from the target each turn if used on the head, using power vs stamina. This drains D stamina +1 grade for each step the power of this technique has over the target’s stamina. This technique suffers -1 to striking speed if aimed at the head. If used on a limb it will make both limbs unusable until they break free The user must remain within walking tiles of the target for this technique to be sustained. Character require strength higher then the power to break free if on the head, and equal if on a limb. Even if the characters stamina is reduced to 0% this requires 3 minimum turns to be able to drown a target. 6 Turn Cooldown.

(Hydrification I, C Control)

**Living Tide**: Consumes 1 Hydration. The power cap of this technique is removed. The range of this techniques sustain is increased to dodge tiles and can be used up to 4 tiles away from the character. This can be converted to be avoided with dodge rules, needing agility or speed equal to it to avoid it or remain as a strike. Speed is still reduced by 1 step when aiming for the head.

**Water Release: Great Water Arm**

*B-rank (Hydrification Technique)*

**Jutsu Information**

By putting the Hydrification Technique into practical use, the muscles of the arm are temporarily enlarged and strengthened. Moisture is gathered from the whole body and compressed into the entire arm, like an instant pump-up. However, because it is essential to properly control the moisture balance inside the body, this technique’s degree of difficulty is very high. The technique gives the user superhuman strength, capable of breaking through both rock and steel with ease.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: B; C sustain per 2 turns] [Speed: Instant] [Turn Duration: Sustained]**

Hydrification Exclusive. This increases the user’s strength by 2 steps for the limb used. This character is able to freely bypass strength requirement not including bindings or overpowering other characters. Attacks deal an additional step to and through a character’s guard and block. Using this arm makes a character immune to overweight and over encumber debuff. This technique cannot use Suiton Perks.

**Living Tide**: Consumes 1 Hydration. This increases the user’s strength by 4 steps, increasing the tile range by 1. This variant deals an additional 2 steps to and through a character’s guard or block and retains all previous technique’s effects.

(Hydrification II, Reforming Proteins)

**Water Release: Tate Eboshi**

*A-rank (Hydrification Technique)*

**Jutsu Information**

After using his Hydrification Technique to merge with a water source, the character can form a giant wave that resembles a demon-like fish. The character can use this form to battle larger opponenets, or he can use it as a shield from attacks. Due to it’s size this technique requires a vast source of water to be performed.

**[Power: User’s control (Caps at A)] Defense: N/A] [Chakra/Stamina Cost: A; B sustain per 2 turns ] [Speed: User’s control (Caps at A)] [Turn Duration: Sustained]**

Hydrification Exclusive. This requires a vast source of water to perform, and the minimum size a water source can be is 17x17 with a depth being 4 tiles. At formation this character causes the water in a 11x11 around themselves to surge inwards, requiring speed equal to the speed of this technique to avoid. When inside this character has their speed and agility reduce by 1 grade and requires strength equal to the power of this technique to escape. This technique will drain a targets stamina by D and +1 grade by every step of power this technique has over the target’s stamina. This requires a minimum of 3 turns to drown a target.

This form is 11x11 and has an attack range of 4 tiles. This technique’s attacks are considered 3x3. Those targeted can avoid these strikes with speed or agility, agility reducing them to walking tiles. When avoided with speed it is avoided as a technique, and with agility it is avoided as a strike. This technique uses normal CQC and striking rules when fighting a character of 7x7 size or greater. This technique cannot apply Suiton Perks.

**Strength**: User’s control +2 (Caps at A+)  
**Endurance**: User’s control (Caps at A-)  
**Agility**: User’s control -1 (Caps at A)  
**Speed**: User’s control (Caps at A)

**Constitution**: User’s control +1 (Caps at A)

Hydrification Techniques can still be used from this form and have their caps lifted to this technique’s caps. This technique can also be casted defensively creating a shield that is 11x11. The defense of this shield is equal to the user’s control +2 (Caps at S). If this technique is destroyed while the character is merged with it they will be reduced to Critical Condition. This technique can only be used once per battle.

(The Second Coming, Hydrification III)