(0pp) **Hyuuga Clan** –

One of the three noble clans of Watashitachi wa, Kizoku. All members born into this clan possess the Byakugan, a kekki genki that gives them extended fields of vision and the ability to see through solid objects and even the chakra circulatory system, amongst other things. Members of this clan also possess an innate ability which allows them to expel chakra from any of the Tenketsu in their body.

**Note**: Grants this character *Byakugan*.

*(4pp)* **Dance Of The Crane** –

A specialized stance the Hyuuga use to fight, also known as *The Gentle Fist*. This allows the Hyuuga attack the chakra pathway system with light strikes and injure the target internally instead of externally.

**Note**: This character can use *Jyuken* stance. This character can learn and create C rank and lower *Jyuken* Techniques.

(D Agility)

(5pp) **Crane Stance I** –

This character has developed their stance, their strikes are much more swift and agile and they are able to parry most blows before launching their own strikes.

**Note**: This character is granted +1 Priority in CQC. User can create and learn B-rank *Jyuken* Techniques.

(C- Agility, Taijutsu Proficiency II)

(7pp) **Crane Stance II** –

This character has become an expert on the Crane Stance and are deadly when it comes to utilizing the swift movements and parries. They are able to contend with the most veteran close-range fighters.

**Note**: This character is granted +2 Priority in CQC. This character can create and learn A-rank *Jyuken* Techniques.

(C+ Agility, Crane Stance I, D+ Control)

(Locked) (10pp) **Crane Stance III –**

A master of this stance, others pale in comparison of efficiency and deadly use. They are able to overwhelm masters of Taijutsu with ease.

**Note**: This character is granted +3 Priority in CQC. This character can create and learn S-rank *Jyuken* Techniques.

(B Agility, Crane Stance III, C Control)

(5pp) **Precision** –

Utilizing their Byakugan this character gains insight on the weakest points of the human body, points that would buckle with the slightest bit of pressure and target them. They are able to render body parts useless with the effects of their Jyuken.

**Note**: Only can be used while Byakugan is active. Each time this character deals damage with Jyuken they stack *Precision*. 3 Strikes will convert into 1 stack. At 1 Stack the targets offensive agility is lowered by 1 step, at 2 their overall agility is reduced by 1 step, and at 3 their speed is reduced by 1 step along with tile movement. These effects persist for 2 turns after the last strike and are lifted if the character can avoid being struck for those turns.

(Crane Stance I, C Agility)

(5pp) **Overwhelming** –

This characters speed and precision when using Jyuken are intense, causing most targets to be unable to properly avoid these attacks. Even when they are able to avoid a direct hit, the characters expelled chakra will still affect their Tenketsu points.

**Note**: If this character’s agility is higher then the targets defensive agility, they will instead take damage -1 grade from Jyuken when attempting to dodge it. These strikes do not apply *Precision*.

(Crane Stance II)

(6pp) **Superb Footwork** –

The Crane stance focuses on both speed with hands and feet, and allow this character to outmaneuver others. Though they have to be naturally faster than the character to be able to perform this.

**Note**: While in CQC, every step of speed this character has over a target increases the number of tiles they can move while in CQC. This cannot naturally surpass their own movement but can be utilized with movement enhancing techniques.

(Crane Stance II)

(5pp) **Alacrity** –

This character has a divine dexterity when it comes to utilizing the Crane Stance. They are able to perform multiple strikes to overwhelm their target, making their chances of escaping each strike less due to the barrage.

**Passive**: This character can strike twice per turn with *Jyuken.* The user must pay the cost for both strikes if they land, this does not increase the damage dealt but stacks with *Precision* and drains additional chakra from the target. Dodging 1 strike will dodge both.

(Crane Stance II)

(Ultimate) (10pp) **Tenketsu Cutter** –

This character can focus and damage the Tenketsu points in a targets body, making it difficult or downright impossible to use techniques. They break a character’s control and overall ability to mold chakra.

**Note**: Each stack of *Precision* reduces a character’s control by 1 step, and ignores 1 step of a targets endurance. Unlike the normal *Precision* perk these two can stack indefinitely but will be alleviated following rules of *Precision*.

(Crane Stance III, Control C+)

(5pp) **Telescopic** –

This characters Byakugan is akin to a telescope, allowing them to see extremely far ranges and even pinpoint specifics from an incredible range.

**Note**: This character is able to see the entire map they are on when using Byakugan, and are granted Tier III Sight.

(Control C)

(5pp) **All Seeing** –

This character can see anything in a 360-degree field around themselves, and can see any attack with great enough clarity to avoid it properly. They are difficult to attack from any angle.

**Note**: This character gains +1 Precognition when using Byakugan. Does not apply to Byakugan blind spot.

(Control B-)

(5pp) **Hand-Eye Coordination –**

This characters advanced eyesight only amplifies their darting hand movement in the Crane Stance, this allows them to overwhelm targets by predicting their movements and outpacing them.

**Note**: When Byakugan is active this character can transfer their Precognition to striking agility instead. This has a 1 turn cooldown before it can be transferred back to Precognition.

(Agility B-, Control B-)

(7pp) **Piercing Eyes** –

Eyes that pierce all obstruction, this character has greatly developed their eyes to see through all obstructions, chakra based or not.

**Note**: This character can see through things that obstruct vision such as smoke bombs. This character cannot see through Hiding in Mist and other techniques that specifically block the effects of Dojutsu.

(Control B)