**Inuzuka Clan** –

The Inuzuka Clan is a clan known for their bestial like fighting style and fighting alongside their Ninken. Members utilize cooperation ninjutsu with their Ninken and have developed beast like features and abilities.

**Note**: This character can use *Shikyaku no Jutsu*. This character can learn and create D-rank *Jujin Taijutsu* Techniques.

(4pp) **Tooth & Claw** –

Those of the Inuzuka clan are closely related to the wolf, and develop dog like features. Those features include razor fangs and claws for digging and slashing.

**Note**: Claws deal slashing damage and teeth deal piercing damage. This character can use their claws as if they were weapons, damage based off of their strength. These claws have durability equal to their control +1 grade. Claws can be regrown for D chakra cost. Only effective when using *Shikyaku no Jutsu*.

(Inuzuka Clan)

(0pp) **Ninken: Pup** –

A Ninken Pup, they are small and frail; barely made for combat- yet and still they stick by the master’s side regardless of any fear.

**Note**: This character has a Ninken Pup along-side them and can use the *Ninken: Pup* skull card for them. This Ninken can learn and create D-rank *Ninken Techniques*.  
(Inuzuka Clan, C- Rank)

(0pp) **Ninken: Adolescent** –

A Ninken Pup that has grew overtime into a full-fledged ninja-dog, their ability with the Shikyaku arts has grown immensely and are capable of combat even in their unchanged form.

**Note**: This character has a Ninken Adolescent along-side them and can use the *Ninken: Adolescent* skill card for them. This Ninken can learn C-rank *Shikyaku* and *Ninken Techniques*.

(3 Marks)

(0pp) **Ninken: Adult** –

Large furious figures, these Ninken are fully grown and emit strength and guile. They have far more training than a simple guard dog and are versed in the ways of Shinobi even further than some humans.

**Note**: This character has a Ninken Adolescent along-side them and can use the *Ninken: Adult* skill card for them. This ninken can learn B-rank *Shikyaku* and *Ninken Techniques*.

(3 Marks)

(4pp) **Canine Sense** –

The Inuzuka have senses greatly enhanced by their closeness to their wolf brethren. They naturally posses’ better sight, smelling, and hearing and can even use chakra to enhance their senses.

**Note**: This character naturally has 1 Tier higher of their sensory perks, by paying D chakra they can enhance their senses another tier. This can be sustained and is a free action with no cooldown. They can utilize Tier III smelling when tracking a target out of combat.

(None)

(4pp) **Pressed Attack** –

This character can coordinate attacks with their Ninken leaving no room for respite. Their constant barrage of attacks withers down at an enemy’s defense constantly to expose openings.

**Passive:** This character can cause *Overwhelm* with 2 rounds of attacks instead of 3. If this character and their Ninken land an attack on the same turn the target becomes *Overwhelmed*. Only effective when using *Shikyaku no Jutsu*. If 3 attackers, then this will *Overwhelm* a target after 1 round.

(Ninken: Pup, C- Agility)

(4pp) **Bestial Posture** –

This Inuzuka has truly adopted the movements of their canine brethren. They move with a primal surge and beast-like instincts, lashing at targets with lunging strikes.

**Note**: This character can calculate their striking with speed instead of agility, this can be used with Taijutsu Techniques as well. Cannot be used to dodge or avoid strikes. Only effective when using *Shikyaku no Jutsu*.

(C- speed)

(4pp) **Rabid** –

A crazed look in the eye of the beast-man, this character even when impaired seems to dash onwards in their frenzy. It is more difficult to slow a Inuzuka than a normal man, always and forever on the hunt.

**Passive**: Slowing effects will slow the speed stat but not tile movement. All speed debuffs have their duration reduced by 1 for a minimum of 1 turn. Only effective when using *Shikyaku no Jutsu*.

(C Speed)

(5pp) **Thrill of The Hunt** –

The Inuzuka revel in the hunt, to chase a target down. The fervor in which the Inuzuka hunt down their target makes it seem as if they enjoy the chase more than the actual battle.

**Note**: When a target is moving away from this character, they gain +1 tile movement each turn for a total of +2 tiles. If a target is running with their back facing this character, they can gain +2 automatically and can go to +3 if they continue to run with their back facing them. Character must be moving with the intent to escape the Inuzuka or a threat in their direction for this perk to activate. Only effective when using *Shikyaku no Jutsu*.

(Rabid, C+ Speed)

(5pp) **Bestial Link** –

This character has a natural link with their Ninken, bonding with them overtime and gaining an understanding that surpasses even words. Their movements coincide with one another as if they can see through each other’s eyes.

**Note**: While using *Jujin Bunshin* this character and their Ninken can share senses, during this time they fight as if they have *Tag Team* perk. This has a 5 turn cooldown.

(Ninken: Adolescent, Canine Senses)

(5pp) **Shikyaku Mastery I** –

This Inuzuka has developed their four-legged stance, able to prowl and hunt as if they themselves were a canine. Their use of their claws and fangs is extraordinary.

**Note**: This character can learn and create C-rank *Jujin Taijutsu*. +1 to Priority while in CQC with Shikyaku no Jutsu active.

(Taijutsu II, C- Agiltiy)

(7pp) **Shikyaku Mastery II** –

This Inuzuka has honed their mastery of this stance allowing them to strike with razor sharp claws and leave lasting damage. Their control over their chakra allows for much faster strikes while in their stance.

**Note**: This character can learn and create B-rank *Jujin Taijutsu*. While in *Shikyaku no Jutsu* their CQC Techniques have their speed, cap raised by 1 grade. +2 to Priority in CQC with *Shikyaku no Jutsu* Active.

(Shikyaku Mastery I, C+ Agility)

(10pp) **Shikyaku Mastery III** –

This character has mastered their four-legged stance and can fight with the vigor and vim of a full wolf. Their claws are extremely sharp and seemingly slash through any obstruction and their movements so primal it is hard to predict.

**Note**: This character can learn and create A-rank *Jujin Taijutsu*. While in *Shikyaku no Jutsu* their CQC Techniques speed is uncapped. +3 to Priority in CQC while in *Shikyaku no Jutsu*. *Passing Fang* no longer needs the target to be marked to be aimed at them and follow, but this technique does not gain the *Homing* clause.

(Shikyaku Mastery II, B Agility)

(5pp) **Hunters Poise** –

This Inuzuka has learned to lunge towards targets from their stance, granting them much more maneuverability in their attacks.

**Note**: This character can use full sprint while attacking another, this extends to Ninken. Can only be used with Jujin Taijutsu or unarmed strikes. 7 turn cooldown. Passively, if this character can fully dodge a projectile they are able to use this perk.

(C Speed, C+ Agility, Shikyaku Mastery II)

(5pp) **Half Beast, Half Man** –

A Inuzuka more beast than man, or the perfect mixture of both. Both this character and their Ninken have adopted various traits of the other, the Inuzuka seeming more bestial and the Ninken seeming more man-like.

**Note**: Jujin Bunshin Ninken are able to use any ability their owner has as well as all their perks. It is impossible to tell the difference between Jujin Bunshin and the original Inuzuka. This character can use Ninken Exclusive Techniques.

(Bestial Link, Shikyaku Mastery II)

**Pack Hunter (Locked)** –

This character has enough authority and structure to raise yet another Ninken while always keeping control of their first, they can raise another Ninken alongside their first.

**Note**: This character can adopt a secondary Ninken.

(Approval)

**(Ultimate)** (10pp) **Man-Wolf** –

Something not fully beast, but not totally man. It is hard to tell this character apart from the tales of werewolves and others furious creatures, they’ve seemed to grow fur as well as enlarged fangs and claws. Only the most devoted Inuzuka reach this level of the Four-legged stance.

**Note**: This character gains +1 to speed, agility, and tile-movement while in *Shikyaku no Jutsu*. For C cost and D drain per 2 turns this character can enhance their claws, dealing Strength +1 per grade of control starting at D, with no cap. *Passing Fang* Techniques no longer need a target to be marked and will always gain *Homing* clause. Taijutsu Techniques gain boosts from *Shikyaku no Jutsu* and Shikyaku perks.

(Half Beast-Half man, Shikyaku Mastery III)