*(0 PP)* **Kaguya Clan** –  
  
 A clan known for their savage battle tactics and archaic values; they are descendants of an ancient being known for its ability to manipulate its skeletal structure. It is said that this being was more beast than man, using their primal instinct to survive in the primal setting.  
  
**Note**: This character can learn and create Dance Techniques equal to their Taijutsu Proficiency. These dances can utilize Taijutsu Perks.  
  
**Requires**: Nothing  
*(4 PP)* **War Lust** -  
  
The Kaguya clan is known for their earnest desire for bloodshed. They revel in the contest of blood and fire, more akin to the field of war then any other.   
*“When war begins, the devil makes hell bigger” Unknown Kaguya Clansman.***Note**: When this character deals damage, they can activate this perk. This character is granted +1 step to offensive agility and Strength. This character must deal damage within 2 turns to refresh this perk. If this perk fades, they suffer -1 to overall agility and strength for 2 turns. 2 turn cooldowns after debuff fades. Damaging allies is valid to refreshing this perk.  
  
**Requires**: Nothing  
*(4 PP)* **Blood Seeker** -  
  
The shedding of blood customarily brings a sense of trepidation, but to those of the Kaguya Clan it brings utter glee. To know that they’ve laid bare the very essence of all that a man is, and all that he will ever be, brings vehemence.  
  
**Note**: This character can activate this perk when attempting to draw blood, this character gains +1 striking agility for 2 turns. If they are able to draw the blood this turns the agility into Priority for 2 turns. If they are unable, they lose 1 Priority for 2 turns. 5 Turn cooldown after buff or debuff ends.  
 **(**D Agility, War Lust)

*(4 PP)* **Blood Rush** -  
  
The scent on iron on the wind instills this character with a new found vigor. Hunting with a primal urge to let blood and rend the flesh.  
“*Blood is the wine of war”* *Unknown Kaguya Clansman*  
  
  
**Note**: When both *War Lust* or *Blood Seeker* are active this character gains +1 to tile movement, gaining 1 tile from each for a maximum of 2 tiles. When activating this perk this character can resist any crowd control effect (Stun, Snare, Knock Back) for the turn it is activated. Once either *War Lust* or *Blood Seeker* are debuffed they will lose tile movement and a step to speed for each.  
  
*(D Agility, Blood Seeker)*  
  
  
  
*(5 PP)* **Stoicism** -  
  
Affliction is an afterthought to this character, the sting of pain kept locked in the back of their minds as if it were only an emotion to be suppressed. This character able to fight through the aching of their form as if pain were nothing.  
*“It is merely a flesh wound…” Kaguya Clansman’s final words*  
**Note**: While *War Lust* or *Blood Lust* is activated this character can deal Moderate Damage to themselves to reset this effect. This counts as an offensive action for the turn. If dealt Heavy Damage or higher from an outside source they can refresh their *War Lust* or *Blood Lust*. This character cannot be tortured to gain information. +1 step to Endurance.

(D+ Endurance, D Stamina, Kaguya Clan)  
  
*(5 PP)* **Bathe in Blood** -  
  
Nothing is better than to roister in one’s labor. To stand back after hard work and admire your own efforts. The Kaguya slather themselves in the blood of the enemy, having some sort of invigorating effect.  
  
  
**Note**: This character is able to recover stamina for the maximum damage done, starting at D Stamina and 1 Combat Stamina for Light Damage and increasing by a grade and an additional Combat Stamina for each severity upwards. This character can use this perk at any point after dealing the damage, and this takes 1 offensive action. Only can be used once per battle.  
  
(C- Stamina, Blood Seeker)  
  
  
  
  
*(5 PP)* **Barbarous Drive** ­-  
  
The fury and fervor inside of the Kaguya clan that wills them to commit heinous acts to their fellow man is found In profusion inside of this character. It seems to refresh their exhaustion with new found potency.  
  
  
  
**Note**: While *War Lust* or *Blood Seeker* is active this character gains a stack of *Barbarous Drive* each time, they deal damage to a target. At 3 stacks this character regains 1 Combat Stamina and restore the cooldown on their current Dance Technique’s active ability. 1 Turn without dealing damage or reaching 3 stacks causes this to reset back to 0. Dealing self-damage will not increase the stacks but will stop them from resetting to 0.  
  
(C- Agility, Bathe In Blood)  
  
  
**(Locked)** *(10 PP)* **Eerily Stoic** ­-  
  
This Kaguya has appeased the vast ferocity found invariably in his clan, calming the raging storm and channeling it into strength. This Kaguya lacks the routine lust to cause death and are much calmer and more calculated.  
*“The crazed Kaguya are like animals, wild beast, it is easy when you know that a wild beast will always bare it’s fangs; but the calm one’s, they a truly terrifying.”***Note**: This character can no longer use *War Lust* but gain +1 to Agility, and speed. This character can lower all self-inflicted damage by 1 severity while retaining the effectiveness of the damage calculated before this perk. This character can lower the minimum damage by 1 severity of any attack, this can only be done 3 times per battle and has a 2 round cooldown for each use. +1 grade to Constitution.  
  
  
  
  
  
*(5 PP)* **Dance Proficiency I** -  
  
To see a person who lives only to bring destruction and death move with such grace and calculation boggles the mind. They have reconstructed their method of death into an art, though one few would enjoy seeing.  
  
**Note**: This character can learn and create C-rank Dance Techniques. This character can maintain a dance for an additional round. +1 Priority when using Dance Techniques in CQC.   
  
(C- Agility, D Stamina)  
  
  
  
*(7 PP)* **Dance Proficiency II** -  
  
Captivating is a word acrimoniously used to describe the Kaguya’s art. They have taken the grace and style to an all-time high with their aptitude of these deadly yet beguiling movements.  
  
  
**Note**: This character can learn and create B-rank Dance Techniques. This character can maintain a dance for 2 additional rounds. +2 Priority when using Dance Techniques in CQC.   
  
  
(C+ Agility, C- Stamina, Dance Proficiency I )  
  
*(9 PP)* **Dance Proficiency III** -  
  
Maneuvers fittings for an idol of destruction and death, each coiling spin and drifting sway leave only a felling remains in their path. This character has learned to dance with flare that brings a kiss of modus operandi, before the cruel string of death.  
  
  
**Note**: This character can learn and create A-rank Dance Techniques. This character can maintain their dance for 3 additional rounds. +3 to Priority when using Dance Techniques in CQC. While in *War Lust* or *Blood Seeker* the cost of Dance Techniques and Actives are lowered by a grade, and while debuffed by these perks the cost is increased by a grade.  
  
(B Agility, C+ Stamina, Dance Proficiency II)  
  
  
  
**(Locked)** *(10 PP)* **Deaths Dance** -  
  
This Kaguya has transcended grace, transcended all customary notions of a dance. No flaw can be discerned even with the Sharingan. No movement is wasted, no lashing is for naught. To see a primal beast as such, perform movements with utter elegance is to see a wolf stand up-right and speak.  
  
**Note:** This character can learn and create S-rank Dance Techniques. This character can maintain their dance for 4 additional rounds. When inflicting Moderate Damage or higher with a Dance Technique active this character gains +1 to their agility, this can stack up to 3 times.

(B Agility, C+ Stamina, Dance Proficiency III)

**(Ultimate)** *(15 PP)* **Gorged** ­-  
  
The strong eat the strong, thus becoming stronger. It is said that the Pigmy Kaguya would consume other primal beast and gain their abilities, thus granting the Kaguya their animalistic behavior and abilities. The Kaguya bare one axiom, “Kill the weak, eat the strong”. This Kaguya has borne truth to these forgotten practices, and learned to convert the flesh of others into fuels for their nightmarish rampage.  
  
(Barbarous Drive, Stoicism)   
  
  
  
**Note**: By reducing their decline by 2 years this character can activate *War Lust* and *Blood Seeker* permanently during battle. Once per battle this character can feast upon another’s flesh to gain boosts. This at the minimum must be a limb. Feasting on a limb restores Heavy Damage to this character, and feasting upon an entire body completely restores a character’s damage. This can be used to regrow limbs or missing body parts by taking and eating others.  
  
  
  
  
 **(Locked)** (0 PP) **Shikotsumyaku** -  
  
A Kekki Genkai which gives its wielder the ability to manipulate their own bones. It very rarely manifests within members of the Kaguya Clan. They can readily control the density of their bones and even make them harder than any man-made construct. The use of the Kekki Genki is extremely versatile, both as an absolute defense and unpredictable offense.  
  
**Note:** This character gains access to the *Shikotsumyaku* skill card and clauses in Dances as well as *Shikotsumyaku* exclusive dances. This character’s bodily structure is morphed so greatly that surgical procedures are halved in their success rate. This character recovers from all injuries that are not permanent once combat is over.

(5 PP) **Dense Bones** -  
  
This character’s skeletal structure is far more rigid and sturdy than that of the common man. Their constitution formidable even to the touch, they are oddly solid.  
  
**Note**: Bone durability is +1. When breaking through bones, Taijutsu attacks have their damage reduced to the difference between the durability of the bones and the damage of the attack instead.  
(C- Endurance)  
  
  
  
  
  
  
  
(5 PP) **War Form** -  
  
With the awakening of their Kekki Genki this character has incorporated his clans signature dance style taijutsu. This Kaguya is not only able to transition from dance to dance with grace but are able to use the abilities without assuming their dancing form.  
  
  
**Note**: This character can have the Shikotsumyaku clause from up to 3 dances active at once. As long as they are using any dance and the cooldown is up this character can use the active ability of any form. Shikotsumyaku exclusive dances count as 1 of the 3 they can have active at once.   
(Dense Bones)  
  
  
  
(5 PP) **Primal Protection** -  
  
A zealous instinct drives this Kaguya, something beyond action or thought. Their body seems to defend itself even when the Kaguya themselves aren’t in a state to respond to threats.  
*“The gift of the beast flesh shields us, what man could ever hurt us?” The Pygmy Kaguya*  
  
**Note:** This character can use the *Shikotsumyaku* in response to attacks. This character can sprout bones or use *Karamatsu No Mai* against an attack as long as they can detect it, even when unconscious. This character can use the *Stoicism* perk as a free-action while activating a *Shikotsumyaku* clause or exclusive dance.  
  
(C+ Agility, C- Endurance)  
  
  
   
 (5 PP) **Calcium Control** -  
  
This character has learned to control the flow of chakra used to create their bones, and can influx the amount the create extremely sturdy bones. They can even enhance their own structure under their skin to withstand that most intense attacks.  
  
**Note**: This character can pay a cost of B to enhance the durability of their bones by 1 grade. This only boosts defensive properties and offensive properties still function as normal. This can be used on the characters body to enhance their endurance by 1 grade for 1 turn. Can only be used when activating the *Shikotsumyaku* clause or exclusive dance, not while it is already active or the *Shikotsumyaku* skill card.  
  
(C+ Endurance, C Stamina, Dense Bones)  
  
  
  
 **(Ultimate)** (10 PP) **Warmonger** -  
  
The faculty of the Kaguya Pygmy is found in abundance within this character, their abilities are more than a crude mimicry. They have tamed the abilities that founded their very clan, gain from the primitive beast from which they were spawned. When this character feasts upon the flesh of others, they inherit a fragmentation of their spirit. Gorging on the flesh and growing their own power.  
*“We are born of beasts, are protected by the gift of the beast’s flesh, it is only right that we are undone by it” The Pygmy Kaguya*   
 **Note**: When using the *Gorger* perk and consuming a full body, this character has the highest stat of the character they consumed raised by 1 step permanently. This decreases their decline by 2 years and is separate from the decline from *Gorger*. This will not account for Control. Every 2 stacks of Warmonger increase this character’s bone durability by 1 step.

(The Gorger, Calcium Control)