**Nara Clan** –

The Nara Clan is known for their ability to manipulate shadows through the use of Yin Release. This ability can be used only when shadows a present to be manipulated and alerting shadows can prove to hinder or help this ability.

**Note**: This character can use the *Kagemane* technique. Only 1 Nara Perk can be used each turn.

(None)

**Shades Reach** –

Fueling shadows with chakra, this character is able to extend the reach of their Kagemane technique to great extents through focus.  
*“Shades reach even the ends of the earth” Nara Clan Elder*

**Note**: Kagemane’s range can be increased by 2 tiles for an additional sustained drain. This can be extended indefinitely but every 2 tiles beyond requires an additional sustained drain. Even if the full length of an extension isn’t used, the character must still pay extra for it.

(D+ Control)

**Dense Shadow** –

This Nara is able to manipulate the density of a shadow they are controlling and with it the power of its binding properties. When this ability is used the shadows take on an even deeper shade of black.

**Note**: This character can increase the power of their shadow by a grade, but reduces the speed of this technique by a grade. This cannot be used while a target is already captured.

(C- Control)

**The Haunting** –

Shades to fuel shades, each time this character captures a new shadow their reach is increased with their technique allowing them to make use of their technique passed a single target.

**Note**: Kagemane can still be manipulated after capturing a target, and can capture multiple targets but loses strength by 1 step for every additional target. Each time it captures a target it has its range increased for no additional cost based on control. (D:1/C:3/B:4/A:6/S:7).

(C control, Shades Reach)

**Shade Realm** –

The Nara are known for their ability to go into the *Shade Realm* through deep meditation. This realm grants them the ability to commune with the death for supreme knowledge of the waking world, and this realm is directly related to their ability to control shadows. Entering it makes them extremely attuned to the manipulation of shadows.

**Note**: When rooted for 2 turns, this character enters the *Shade Realm*. All of their Kagemane Techniques costs are decreased by 1 grade to a minimum of D. Once a character breaks out of this state by having their root interrupted or moving it goes on a 6 turn cooldown.

(C+ Control)

**Willow Shade** –

This Nara was developed a method thin their shadows to the point of where it is difficult to even perceive them. Although they aren’t material, they seem to move faster with their density lifted as well, allowing them to capture targets by surprise.

**Note**: This character can increase the speed of their Kagemane Techniques by a grade but reduce the power by 1 grade. A character requires Tier I Sight to see this shadow and without it lose 2 steps of speed when reacting. With *Darker Than Black* this requires Tier III Sight. Dojutsu can always see this.

(C+ Control, Dense Shadow)

**Dark Grip** –

This character has perfected the art of increasing the density of their shadows by increasing the flow of chakra into them.  
*“A shadow and a shade, similar but different. One is the restriction of light; the other is the absence of it.” Nara Clan Head*

**Note**: This character can increase the power of a Kagemane Technique by a grade for paying a grade increased cost. This can be used on targets who have already been captured by Kagemane.

(B- Control, Dense Shadow, Willow Shade)

**Splintering Method** –

Many hands working at once towards a singular goal, the Splintering Method employed by the Nara clan allows them the splinter the head of their Kagemane technique to decrease a targets chances of escape as well as targeting the technique at multiple others at once.

**Note**: This character can split Kagemane to capture multiple targets or focus on 1. They can split it for C cost and how many it can split into depends on the user’s control. (D:2/C:4/B:6/A:8/S:10). Every 2 splits decrease the overall power of Kagemane by 1 step, and splits may be conjoined to change it back into its original power but only a turn after being captured. Using multiple splits on 1 target reduces their speed towards reacting by 1 step for every 3 splits. With *Darker Than Black* this loses 1 step of power with every 3 splits instead. This still follows *The Haunting* perk rules.

(B- Control)

**Dark Séance** –

The whispers of the dead are infallible, their knowledge is absolute and they seem to know the future even from the realm of the dead. When entering the Shade Realm this Nara is able to commune with the dead for unholy knowledge, but certain knowledge comes a certain price.

**Note**: When *Shade Realm* is ended this character gains +3 Precognition and +3 Tile movement for 1 turn. This will alert this character of danger regardless of them being able to perceive it or not and makes them immune to unaware debuff but this causes their Kagemane techniques to lose 1 step of power each time it is used in combat. Shares a cooldown with *Shade Realm*. The character can choose not to use this.

(B control)

**(Ultimate) Darker Than Black** –

How can something be described as darker than black? This Naras shadows are completely void of any somnolence of color. They seem to strip light away when they are formed and have a strange property that stops ones will to struggle against it. It is almost as if these shadows sap a person will to resist the inevitable darkness of death.

**Note**: Allows the user to use up to 3 Nara perks in a single turn. All Kagemane Techniques have their speed cap raised by 1 grade. Kagemane Techniques lose power every other turn instead but still must be sustained each turn. Kagemane’s power cap is raised by a grade.

(Dark Séance)