**Wood Release: Nativity of a World of Trees**

*A-rank (Mokuton Techniques)*

**Jutsu Information**

The user creates a dense growth of trees, controlling how it grows using their chakra. The trees’ life force is immense enough to split the earth as they sprout and further pierce through any other obstructions they encounter. This growth is also fast enough that it can capture targets before they have a chance to escape.

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

1 Handseal. Blunt Damage. This technique effects the entire battlefield but the user has great control over it, able to use it on opponents and not allies. This technique only requires speed 1 step over to completely avoid it. The first turn trees began to sprout from the all around the user destroying anything that uses the ground to root itself or that it has more damage than. The following turn the trees remain and can be utilized to attack, or bind an opponent as well as defend the user or anyone in the area they wish to defend. To manipulate the trees the user must use C chakra, this has a 1 turn cooldown after every use. Using the trees reduces their stats by 1 grade and caps them at B, even speed. Bindings used with this tree require speed equal to avoid it and has its power reduced each turn. Attacking with the trees can be avoided as a technique or a strike depending on the character being attacked, avoiding with agility only allows them to move up walking tiles.

(Mokuton II, B- Control)

**Wood Release: Advent of a World of Flowering Trees**

*A-rank (Mokuton Technique)*

**Jutsu Information**

The user creates a dense forest of flowering trees. The pollen produced by these flowers is then released into the atmosphere and when inhaled, renders any afflicted target unconscious. The user can also control where the pollen spreads so it does not affect them nor their comrades. The pollen is also capable of penetrating defenses. With enough willpower it is able to resist this however to counter the technique fully, either the trees themselves must be destroyed completely or the target must continue to remain elevated above the dispersed pollen.

**[Damage: N/A] Defense: N/A] [Chakra/Stamina Cost: A] [Speed: Instant] [Turn Duration: 2]**

1 Handseal. The user first creates flowers anywhere their Mokuton Techniques are at. The second turn the follows release pollen. If a character inhales this pollen, they immediately fall unconscious dependent on their stamina vs. the user’s control. This has a minimum effect of 1 turn, and is increased by 1 turn with each step of control this character has over their stamina. Characters can choose to hold their breath up to 3 turns losing C stamina and 1 combat stamina for each turn they hold their breath. After 3 turns the character must breathe in or they began to suffer +1 grade of drain and combat stamina each turn. They regain C stamina back passively each turn after being away from the pollen, or can spend 1 offensive turn to recover it all at once. If a character can distance themselves at least 2 tiles away from the Mokuton Technique they are safe from breathing in the pollen. This character has immense control over the pollen and can use it without effects allies.

(Mokuton II, B- Control)

**Wood Release: Great Forest Technique**

*B-rank (Mokuton Technique)*

**Jutsu Information**

A technique that changes one’s own arm into big trees. Using chakra, the tissues are transformed into trees at the cellular level. Then, by activating the trees, stimulating them to grow rapidly, they lengthen at high speed and fork into many branches. It is possible capture the enemy with these branches and at the same time, if one changes the ends into sharp stakes, they can turn them into spear-like piercing weapons.

**[Damage: User’s control (Caps at B)] Durability: User’s control (Caps at B)] [Chakra/Stamina Cost: B; C sustain ] [Speed: User’s control (Caps at A)] [Turn Duration: Sustained]**

4 Handseals. Blunt Damage or Piercing Damage. This technique stretches out up to 7 tiles away from the user. If attempting to bind this is avoided with speed equal to the speed, but can only be avoided with speed. If attempting to attack this is avoided as a normal technique, and avoiding with agility avoids it as a strike but limits the target to walking tiles. While in CQC this will always be avoided as a strike instead and cannot use the *Homing* clause when being avoided as a strike. With *Mokuton Proficiency II* this can be performed with 1 half-seal, following *One-Handed Handseal* rules.

**Homing**: A character must have the tile movement to avoid this technique or lose 2 steps of speed.

(Mokuton I, C+ Control)

**Wood Release: Hobi Technique**

*B-rank (Mokuton Technique)*

**Jutsu Information**

Quickly creating a dome-like structure in the form of a dragon’s face, the user is complete surrounded. Taking advantage of the nature of Mokuton, this defense substantially weakens incoming attacks whilst protecting the user inside.

**[Damage: N/A] Defense: User’s control +1 (Caps at B)] [Chakra/Stamina Cost: B] [Speed: User’s control +1 (Caps at A)] [Turn Duration: 4]**

7 Handseals. This creates a 5x5 dragon-faced dome around the user. If a technique is purely chakra-based with no solid force this technique has it’s defense increased by 1 grade. This done can be opened but will remain open until the turn after the next, this allows characters to attack from inside the dome. With *Mokuton Proficiency III* purely chakra based attacks can be bounced away from the user if the defense of this technique is equal to the power of it, causing no damage to the technique.

(Mokuton I, C+ Control)

**Wood Release: Hotei Technique**

*B-rank (Mokuton Technique)*

**Jutsu Information**

The user creates a number of gigantic wooden hands that erupt upwards from beneath the ground, which then encircle and attempt to restrain a chosen enemy. The size of each of these hands differs for the user’s preference from the large enough to grab a human body to large enough to restrain a tailed beast.

**[Power: User’s control +1 (Caps at B)] Durability: User’s Control (Caps at B)] [Chakra/Stamina Cost: B] [Speed: User’s control (Caps at B)] [Turn Duration: 2]**

4 Handseals. User can spawn them from a 10 tile range away from themselves. These require equal speed to avoid. Once these hands grab an object, they will hold onto them for the duration of the technique without this character needing to assist. This technique spawns’ hands dependent on the *Mokuton Proficiency* the user has. Only 1 hand can be used against a character of normal size, but a character that is 3x3 or larger multiple hands can be used against. Each additional hand increases the power of the technique by 1 step, capping at A. The duration of the bind starts after the technique binds a target.

*Mokuton Proficiency I:* 2 Hands. *Mokuton Proficiency II:* 4 Hands. *Mokuton Proficiency III:* 6 Hands.

(Mokuton I, C+ Control)

**Wood Release: Wood Dragon Technique**

*A-rank (Mokuton Technique)*

**Jutsu Information**

The user creates a gigantic wooden dragon, which they can use for a multitude of purposes including restraining a target, or for offensive purposes. The dragon that the user creates can vary in terms of appearance. It also has the ability to absorb chakra from its target, slowly rendering them unable to use techniques by biting into the target and draining them almost in a vampiric fashion.

**[Damage: User’s control +2 (Caps at A)] Durability: User’s control] [Chakra/Stamina Cost: A] [Speed: User’s control +1 (Caps at A-)] [Turn Duration: 5]**

10 Handseals. The user creates a dragon that is 6x1 in length. This character is able to create additional dragons for B drain, only 1 additional dragon can be made per *Mokuton Proficiency* above I. This dragon is able to absorb chakra by biting into the target for the damage dealt -1 grade. These dragons can also bind a target, losing the +1 to speed when attempting this however. If the dragons head is destroyed or damaged by a technique that has equal power to its durability this technique can no longer drain chakra and loses 1 grade to its damage, removing the +2 scaling. These dragons can move 15 tiles away from the user before being reduced to nothing. This technique does not require additional seals or focus to control, but it cannot dodge techniques and must clash them. It cannot absorb chakra in a molded form, only through the body. If this technique absorbs chakra the character regains the amount they drained when using the perk *Cycle of Life*.

(Mokuton II, B Control)

**Wood Release: Wood Human Technique**

*S-rank (Mokuton Technique)*

**Jutsu Information**

The user creates an enormous statue-like creature out of wood. This humanoid creature with a full body and an oni-like face is usually created with a wood dragon wrapped around its torso, and is generally used in battle as an avatar. The wooden dragon can be multiplied and use to attack its enemies directly as well. This creature is extremely power, rivaling that of a Bijuu, If the user doesn’t have enough time to manifest the entire body, they can manifest a limb or two first to buy enough time to for the full body to form.

**[Power: User’s control +1 grade (Caps at S)] Durability: User’s control +2 steps (Caps at S) N/A] [Chakra/Stamina Cost: S] [Speed: Forms at user’s control +1 steps (Caps at S)] [Turn Duration: 10]**

13 Handseals. This spawns a 9x9 idol that the user is capable of riding on top of. By paying B cost as well this technique can spawn with a Wooden Dragon wrapped around it, the wooden dragon a separate technique and capable of taking actions on its own. This wooden dragon follows the normal skill card rules but lasts as long as this technique does. When spawning only the arm this technique gains +1 grade of forming speed, and +2 when forming 2 arms. This techniques attacks can be avoided with agility or speed, only needing 1 step above to avoid the attacks. If using Agility this character is reduced to walking tiles for movement. This techniques attacks deal damage in a 5x5. If fighting a target of the size 5x5 or larger this technique follows CQC rules for attacking. This technique can spawn multiple dragons if need be based on the skill card and an additional drain for each of them. This technique has a 5 tile attack range away from its form.

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

(Mokuton III, B+ Control)

**Wood Release: Wood Locking Wall**

*B-rank (Mokuton Technique)*

**Jutsu Information**

An extremely versatile technique, the user activates the roots in the ground and, using the user of the technique as a reference point, makes wooden pillars appearing from left and right. The wooden pillars join together in a dome-shape with the user at the center. In the case that the user confronts the enemy at a short distance, the enemy can be locked up inside the dome, catching the enemy in a double-sided technique. Furthermore, it can function as an easy shelter against an enemy’s attack.

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

7 Handseals. This can be spawned up to 5 tiles away from the user. 1x5 cone that comes to a 5x1 at the end. This technique can be used to lock in another character, requiring speed higher than this technique to avoid it. When locked in, this character is considered *Grounded* unless they can move downwards or break through this techniques defense. This technique can also be spawned as a shelter for the user or others. At *Mokuton Proficiency III* this technique only requires 1 handseal. Those caught in this technique can be engaged in CQC if the character is able to reach them at all rather then at the end of movement.

*(Mokuton I, C+ Control)*

**Regeneration Ability**

*Hiden (Senju Technique)*

**Jutsu Information**

The Regeneration Ability is a power lying inside the cells of (insert name), which is able to heal the injuries of anyone imbued with them in mere moments. Since the healing power is an inherent component of (insert name)’s cells, someone who obtains the cells also obtains their healing factor. This ability has the advantage of healing most damage that the user sustains without the need for handseals.

**[Power: User’s Stamina -2 grades] Defense: N/A] [Chakra/Stamina Cost: None] [Speed: Instant] [Turn Duration: N/A]**

This ability passively heals this character for the power amount of this technique each turn. This ability cannot be removed, or sealed away from this character and requires no focus. By paying C cost this character can instead turn the scaling to -1 grade, and by paying B chakra they can make it scale directly with stamina instead. The maximum amount this can heal per turn with no chakra cost is Moderate Damage, with C cost the maximum is Heavy Damage, and this can freely heal a character at B cost. This can be used to heal any damage back to normal.