**Natures Path** –

This character is one with nature, they are able to utilize both Doton and Suiton at a higher state then most others. Their mastery over these nature transformations is a testament to their lineage as a Senju.

**Note**: This character gains Suiton and Doton tree for free and gain *Hardworker* trait towards them both.

(Senju Clan)

(7pp) **Primordial Elements** –

When Asahi first stepped from the Purgatory Fire, it is said the first two elements he had an acute mastery over were Suiton and Doton. These elements share the power of nature and thus, their attributes can be interchangeable.

**Note**: Certain perks from Suiton and Doton can be interchangeable, allowing this character to use Suiton perks for Doton Techniques and vice-versa. *Ebb and Flow, Violent Waves, Pressurize, Earthen Architect, Heart of Earth, Makers Mold,* can all be used for either Doton or Suiton Techniques.

(Natures Path)

(7pp) **Natures Flow** –

The intertwining flow of earth and water, this character has learned how to use both. They are able to create tearing waves and solid earthen structures one after another.

**Note**: This character gains *Dual Caster* but only when using a Doton or Suiton directly behind one another. Cannot be used to cast 2 techniques of the same element.

(C Rank)

(7pp) **Natures Idol** –

Earth and water, mixing and brewing something truly amazing. The power to create life from chakra, this character has gained profound knowledge and a skill that only Asahi of the First Flame was able to achieve. Wood Release.

**Note**: This character is able to use Mokuton.

(Suiton Proficiency III, Doton Proficiency III, Rank B))

**(Locked)** (10pp) **Direct Descendant** –

This character is a direct descendant of Asahi of the First Flame, gaining a striking likeness to him. Their body is extremely powerful and so is their chakra, they have a fragment of the flames coursing inside of their being and can perform and withstand inordinate feats.

**Note**: This character gains +1 to chakra. This character will not fall unconscious if they use all of their chakra or if they are reduced to Critical Condition. They will still be killed if they suffer damage while in Critical Condition however. This character releases their chakra pressure to intimidate others, causing no one to be able to take offensive actions against this character. If this character makes an offensive action this is voided towards their target, but no one else. This lasts for 1 turn +1 for each step of rank they have over others.

(Senju Clan, Rank B)

**(Locked)** (10pp) **Born of Nature** –

This character’s body has a natural regenerative ability, healing most damage that the user sustained without the need for handseals. The enhanced regeneration granted by the persons body is so rapid even multiple wounds can be repaired at once within mere moments. This character’s body is able to sustain itself much like a part of nature, this person no longer requiring food or water to survive.

**Note**: This character unlocks the use of *Regeneration* skill card.

(Mokuton II)

**(Ultimate)** (10pp) **Impetus** –

Energy is ever flowing, and through their mastery of nature itself this character has discovered natural energy. They are able to both absorb and utilize it in their Ninjutsu. They have unlocked the ability to enter a Sage Mode of sorts.

**Note**: This character can utilize Natural Energy and create Senjutsu Chakra. This character has the ability to go into Sage Mode.

(Mokuton III)