(5pp) **Mokuton Proficiency I** –

The power to mix Suiton and Doton to create life, this character can utilize the basics of Mokuton. They are able to create large trees as well as constructs of wood.

**Note**: This character is able to learn and create B-rank and lower Mokuton Techniques. Mokuton techniques have their Power increase by 1 step. Mokuton Techniques can use both Suiton and Doton perks freely.

(Suiton III, Doton III)

(5pp) **Life Giver** –

By producing the correct environment for plant life to grow, this character can drastically reduce the amount of chakra needed to create it. By using both Suiton and Doton the casting of Mokuton becomes much easier.

**Note**: When casting Doton and Suiton Techniques, the next Mokuton Technique will have its cost reduced by 1 grade. All 3 must be within 1 rank of each other, as long as both are still affecting the field the time between the casting is not limited. A source of water already present does not count, but a created one does.

(Mokuton I)

(5pp) **Natures Grasp** –

Tightly grasping roots are much harder to escape that normal binding techniques. Mokuton creates thick trunks of tree that extremely hard to escape and with the constant flow of life in them seemingly never budge when fought against.

**Passive**: Mokuton Techniques that bind lose power every 2 turns instead of every turn. Perks and abilities that allow binds to be resisted or depleted in any fashion do not work against Mokuton Techniques.

(Mokuton I)

(7pp) **Mokuton Proficiency II** –

This characters Mokuton has advanced into a higher state, they are to create incredibly complex structures and their Mokuton naturally grows thicker with use.

**Note**: This character can create A-rank Mokuton Techniques. Mokuton Techniques have their Power increased by 2 steps. This character can reform their Mokuton Techniques after they take damage by paying the normal cost -1 grade.

(Suiton IV, Doton IV)

(7pp) **Pure State** –

Mokuton can be made to take the properties of Doton or Suiton at will, making it versatile for combat as a user can simply shift the amount of water inside of the branches to smother fires, or the thickness of the bark to impede waves.

**Passive**: Mokuton techniques can gain the elemental advantage of either Doton or Suiton, this must be stated while using the technique and if not stated will take neither elements advantage. This does not give Mokuton Techniques it’s weakness. Goes on a 3 turn cooldown from being changed from one to another.

(Mokuton II)

(7pp) **Cycle of Life** –

The cycle of life, for something to live and then die naturally. This characters Mokuton techniques return to the soil from which they were sprung, and if the chakra fades from them they return to the user instead of being disbursed.

**Passive**: If a Mokuton Technique lasts until its duration is up, it will return the chakra used back to the user at -1 grade. This can only be used on a technique with a turn duration of more than 2 turns, or has been sustained for 2 turns.

(Mokuton II)

(10pp) **Mokuton III** –

A master of nature, this character can create vivid constructs of bark and greenery. Their creatures are absolute in both their offensive and defensive applications.

**Note**: This character can learn and create S-rank Mokuton Techniques. They have their Mokuton Techniques Power increased by 1 grade.

(Suiton V, Doton V)

(10pp) **Suppression** –

This characters Mokuton Techniques have the natural ability to suppress higher entities such as Tailed Beast and other creatures made purely of chakra. They reduce the overall power of any beast of this nature that the Mokuton Technique makes contact with, allowing them to restrain and ultimately defeat beasts of great of power with ease as well as their hosts.

**Passive**: Mokuton Techniques reduce the power of Bijuu or Jinchuriki, and other entity hosts. This reduces it by 1 grade each time a Mokuton Technique makes contact with them. If this character has more control then the entity has power, they can fully suppress it making the user unable to use any of it’s abilities.

(Mokuton III)