(0 PP) **Uchiha Clan** -   
  
A clan noted to be powerful because of their Katon and Sharingan, they have a natural battle prowess. They have an especially potent chakra quality and exceptional skill with combat-oriented.

**Note**: This character gains Katon Proficiency I for free. This character gains an enhanced chakra pool.  
(Nothing)  
  
  
  
(4pp) **Uchiha Katon Mastery** -  
  
The Uchiha, known for their mastery over Katon. Their ability to control flames derived from the Purgatory Flame. This character has enhanced mastery over the element of fire and performs feats only capable to his bloodline.  
  
**Note**: This character Uchiha Katon Techniques or clauses gain +1 to damage. This character can create and utilize the *Uchiha Katon* clause on Katon Techniques making that exclusive to Uchiha. This character can create 1 free Katon Technique at each letter grade in rank. (D/C/B/A/S)  
  
(Fire Proficiency I, D+ Control)  
  
  
  
(4pp) **Equalizing Flames** -  
  
Bustling and bright are the Uchiha clan, florid and sweltering. These flames burn at such an intensity law of nature. These flames eat away at waves of water before they even have the opportunity to extinguish them.  
  
**Note**: If this characters Katon Technique is larger then a Suiton Technique in dimensions or description, they no longer suffer an Elemental Debuff. 6 Turn Cooldown. Can only be used with Uchiha Katon Techniques or clauses.  
  
(Uchiha Katon Mastery, D+ Control)  
  
  
  
(6pp) **Flames of Hatred** -  
  
It is said that the Uchiha pour their emotion into the flames, and that is why they burn red with fury. This character has tapped into the deep-rooted power of emotion his linage is said to use, able to bolster his flames using their heart as a kindling.  
*“Walk in the light of the Purgatory Flame, and the shadows will never take you” Uchiha Elder*  
  
**Note**: Each time this character deals damage with a Katon Technique they gain a stack of *Flames of Hatred*. 3 stacks can be used to empower an Uchiha Katon technique or clause to increase the damage and speed by 1 step, this can overcap. This is reset if the user does not use a Katon Technique or it does not damage for at least 1 round. A sustained technique will not increase the stacks but will not cause the perk to reset as long as it deals damage.  
  
(Uchiha Katon Mastery, C Control)  
  
  
(5pp) **Rapid Fire** -  
  
To cast flame techniques back-to-back without themselves overheating is an testament and seemingly truth to their delivery from the Purgatory Flames. This character is able to cast techniques at a quickened rate, their body able to handle the constant heat far better than most.   
  
  
**Note**: All Uchiha Katon Techniques and clauses have their cooldown lowered by 1 turn, and 2 turns at Katon Proficiency V. This character can repeat the technique they have casted the following turn, lowering it’s damage by 2 steps however. The character must pay the full cost again and this cannot be used on sustained techniques. Only applicable with Katon Techniques. 9 Turn Cooldown.  
  
(Flames of Hatred, C+ Control)  
  
  
(10pp) **Uchiha Gunbai Mastery** -  
  
The Uchiha, known for their great flames, but what are flames without a tool to fan them? This Uchiha has a trained handling of the Gunbai and can even create and incorporate it in their techniques, being able to give them flames properties similar to Fuuton techniques.  
  
**Note**: This perk functions as *Gunbai Fighter*. This character is able to use *Great Fanned Wind* Technique and incorporate wind chakra into their Uchiha Katon Techniques. They can create techniques such as flame tornados and burning spirals of wind. These techniques have the *Fanned Flame* clause and can use both Fuuton and Katon perks.  
  
  
(Same as Gunbai Fighter)  
  
(10pp) **Inner Essence** -  
  
This Uchiha has unlocked the innate ability to utilize their Sharingan with no drawbacks, one of the abilities that cannot be imitated by even those who steal this clans Kekki Genki.  
*“The Sharingan is a blessing from the Purgatory Fires, and only those spawned from it truly can wield it to its utmost protentional” Uchiha Leader, Yunjin***Note**: This character no longer has the pay for sustaining their Sharingan and only must pay for the activation of it. This perk can only be used by those with Uchiha DNA, Transplanted Sharingan being ineffective with this perk.  
  
(Sharingan III, B- Control)  
  
  
(0 PP) **Eye Of Insight I** -  
This character has awakened their Kekki Genki, the Sharingan, and with it the innate ability to see chakra and the chakra network. This character can make out movements with unequaled clarity as well as see chakra in color.  
  
Note: This character gains Precognition equal to their Tomoe. This character is able to see chakra in color and tell if another person is trapped in a Genjutsu. This character can only gain Precognition for 1 threat at a time.  
  
(Sharingan I)  
  
(4pp) **Copy** -  
  
This character is able to perceive, breakdown, and copy Ninjutsu Techniques that are used against them, one of the various abilities that gave the Sharingan it’s moniker of *“Eyes Of The Devil”*. This is a rudimentary variant of this ability as the user still cannot commit the techniques to memory.   
  
**Note**: When this character sees a Technique with Sharingan activated, they can copy the technique without needing the element. They may only use the technique for this battle and can only copy up to 1 Technique. This cannot copy unique techniques, abilities, or exclusives and can only be used once per battle.  
   
(Sharingan I, C Control)  
  
  
  
  
  
  
(4pp) **Eye Of Insight II** -  
  
This character has trained and developed their use of their Kekki Genki, gaining the ability to discern in the smallest movements. They can mimic the slightly twitch in the body, or intensive movements. They can even read lips, giving them insight to an opponent’s plan.  
  
**Note**: This character gains Tier I Sight when the Sharingan is activated. This character is granted Precognition to 2 threats as long as they are in their vision. This Precognition is voided if the character is attacked from two different directions or suffers the *Unaware* clause.  
  
(Sharingan I, C+ Control)  
  
  
  
(5pp) **Copy Wheel** -  
  
This character has advanced their eyes, and with it their ability to perceive techniques. They can commit a technique to memory and utilize it throughout their battles, another reason the Uchiha are looked upon as demons.*.***Note**: This character is able to copy techniques displayed by other characters. They may utilize this technique in combat and keep 1 Technique memorized at a time.This cannot copy unique techniques, abilities, or exclusives and goes on a 5 turn cooldown after copying a technique. These techniques only last 1 OOC Week if they are not learned.  
  
(Sharingan II, Copy)  
  
(6pp) **Eye Of Insight III** -  
  
This characters vision is all rivaled, every detail no matter how minute it may seem is readily studied with their eyes. The feintest jerk in the leg of a dead rat is seized in their sight with impunity. They are seemingly able to perceive things before they happen at times.  
  
**Note**: This character has Tier II Sight while Sharingan is activated. This character is granted Precognition for up to 2 threats in a single turn even if the attacks come from separate directions. This character is able to see a character Chakra stat when using their Sharingan as well as make out details about irregularities in their body.  
  
(Sharingan II, B- Control)

(6pp) **Advanced Copy Wheel** –

This character has greatly developed their Sharingan’s ability to perceive and copy techniques, they are able to capture and replay the technique with perfect clarity to the point where they can create techniques similar to it, keeping the more prominent techniques in their arsenal.  
  
  
**Note**: This character can have up to 3 Techniques stored from copying. They are able to create techniques similar to the techniques they have remembered and even alert them so they are capable of performing it. This character can use the *Sharingan: Mimic* Technique. This cannot copy unique techniques, abilities, or exclusives and goes on a 4 turn cooldown after copying a technique. These techniques last 1 OOC Week if not learned.  
  
(Sharingan III, Copy Wheel)  
  
  
(6pp) **Clarity** -  
  
“Eyes that see all” A phase used for a Sharingan that has matured, and this character’s eyes have reached the pinnacle of sight. They are able to make out the finest details about another, even details that a normal Sharingan user wouldn’t be able to due to their mastery over their Kekki Genki. It seems nothing escapes their notice.  
  
  
**Note**: This character can see another’s current chakra, their element, and with adequate knowledge, their Kekki Genki. They are able to see through structures such as walls or even the ground when their Sharingan is activated. They gain +1 step of offensive agility when using the Sharingan.  
  
(Sharingan III, Eye of Insight III)  
  
  
  
**(Locked)** (10pp) **Copycat** -  
  
A character who specializes in using the Sharingan to copy and study other techniques, it is said to always keep techniques hidden from those who have mastered the Copy Wheel of the Sharingan, as if a powerful technique enters their vision, they can memorize it without struggle. This character no longer has enemies, only teachers.  
  
  
**Note**: This character is able to copy and store up to 5 techniques at a time. This character is able learn techniques they have copied and gain access to them as their own Technique. This character can only mimic Unique’s but cannot commit them to memory. Copying a unique requires All perquisites. This goes on a 3 turn cooldown after copying a technique. These techniques last 1 OOC week if not learned.

(Clarity, Advanced Copy Wheel, Approval)

(0pp) **Eye Of Hypnotism I** -  
  
This character has awakened their Kekki Genki, the Sharingan, and with it the ability to trap targets that look into their eyes into Genjutsu. If this ability slips a targets mind, they will likely fall victim to this.  
  
**Note:** If this character has control 2 steps over the power of a Genjutsu, they will break free of it as a free-action. This character will notice they are in a Genjutsu with control equal to it. This only applies to C-rank and below Genjutsu. This character can use *Genjutsu: Sharingan*.  
  
(Sharingan I)

(4pp) **Eye Of Hypnotism II** -  
  
The danger of fighting this characters spawn even further than their intense fire or precognitive abilities, those who gaze into their eyes can easily be trapped within the Genjutsu, This character is well versed to casting Genjutsu with their eyes alone.

**Note**: If this character has 1 step of control over the power of a Genjutsu, they will break free of it as a free-action. This character can tell they are in a Genjutsu with control 1 step under the power of the Genjutsu. This applies to C-rank and lower Genjutsu, but not to Sharingan Genjutsu. This character can create D-rank Sharingan Genjutsu, but cannot apply Genjutsu perks to them.  
  
(Sharingan I, C+ Control)  
  
  
(4pp) **Eye of Illusions** -  
  
This character has primed their latent ability into an art, proficient enough to break the mold of simple Genjutsu techniques and delve into more powerful phantasms. Though not directly related to the craft of Genjutsu, this character has become proficient enough invoke more advanced techniques with their eyes.  
*“Hide your babes, those red-eyes can steal your soul if you look to closely”* *Farmer Toshiro Todo on Uchiha raiders***Note**: This character is able to cast their own Genjutsu through their Sharingan, and apply Genjutsu perks to them. This character can create C-rank Sharingan Genjutsu but cannot apply Genjutsu perks to them. If this character has Genjutsu Proficiency equal to the rank of the Sharingan Genjutsu they are using they may apply Genjutsu Perks to it.  
  
(Sharingan II, B- Control)  
  
  
(5pp) **Eye of Hypnotism III** -  
  
A person who has taken the illusionary ability of the Sharingan to the next stage. They are able to produce vivid hallucinations with so much as a glance. This makes fighting those sporting this Kekki Genki extremely difficult in close range.  
  
**Note**: If this character has control equal to the power of a Genjutsu, they will break free as a free-action. This character will always notice they are in a Genjutsu of C-rank and below and require control 1 step under the power of an B-rank, unless it is casted by a Sharingan of equal maturity. This character can use their Sharingan outside of battle to interrogate targets even if they are resistant to torture. Can learn and create B-ran Sharingan Genjutsu, follows *Eye Of Illusions* rules.  
  
(Sharingan II, B- Control  
  
(6pp) **Decipher** -  
  
This characters eyes are not only trained to invoke genjutsu but work well at decrypting it as well. They are able to notice they are trapped inside of common genjutsu and can use their Sharingan to decode fiction from reality.  
  
  
**Note**: This character is able to use Sharingan to break out of a Genjutsu as a free action by paying D Cost. The cost is increased by every 2 steps above the users control the Genjutsu’s power is. This can only be applied to Genjutsu that their *Eye of Hypnotism* can be applied to.  
  
(Sharingan III, Eye of Hypnotism III)  
  
**(Locked)** (10pp) **Illuminating Eyes** -  
  
Some believe the Sharingan to be the eye of the devil himself, casting wicked illusions and trickery upon mankind. This character’s eyes serve no proper rebuttal to these wild accusations, the mere imagery of their eyes causing a person’s reality to twist and warp around them.  
  
  
**Note**: *Eye of Hypnotism* applies to A-rank Genjutsu Techniques. This character will always notice they are inside of a Genjutsu unless it is an S-rank. If this character prolongs eye contact their Genjutsu no longer lose power, but began to lose power once eye contact breaks. This effect cannot be restored once broken. This character can use their Sharingan outside of battle to access a targets memory.  
  
(Decipher, Approval)  
  
 **(Ultimate)** (10pp) **Sharingan Mastery** -  
  
This character has mastered as aspects of the Sharingan, they are able to differentiate even Shadow Clones from their originals and control impossibly powerful creatures with their Sharingan alone. This character has obtained the true power of the Sharingan, and the sole reason for it’s name “Devil’s Eyes”.  
  
**Note**: While Sharingan is active this character gains Tier III Sight. This character is capable of telling the difference between any clone and their original. This character is able to access a Jinchuriki’s subconscious to control a tailed beast sealed inside of them. This locks the character from using their chakra or any other abilities gained from them. This character can control tailed beast with their eyes. This character will always notice they are inside of a Genjutsu.  
  
  
(Clarity, Hypnosis III, B Control)  
 **(Hidden)** (0PP) **Curse of Love** -  
  
Devils, witches, demons, all words used against the dreaded Uchiha clan for their various abilities. No matter how much others loathe and abhor the clansmen they are cursed with one of the most robust malisons. They are cursed to always find love. Love in a significant other, family, or friends, love is simply love for the Uchiha.  
*“The curse of love, will always breed hatred” Elder Uchiha***Note**: This character has someone they truly love, and would do anything to protect them. This character gains the *Guardian* will perk towards this person. If this person is killed before them, they have a chance of their Sharingan automatically maturing to *Sharingan III*. If they already have *Sharingan III* their eyes have a chance to evolve into Mangekyo Sharingan. Each stack of *Curse Of Love* increases this characters chance by 10%.  
  
(Nothing)  
  
**(Hidden)** (0PP) **Curse of Hatred** -  
  
Those that are gripped tightly by the clutches of love have no choice but to experience hate. This character bares an undivided hate towards someone in the world, weather they took someone they love or simply used to be someone they loved. This character will stop at nothing to have their revenge.  
*“Love can only breed hatred, and with hatred comes power” Elder Uchiha****Note****: If the character they love dies or betrays them in some way this character gains this perk. Whatever caused this perk has a 100% chance to awaken this characters Mangekyo Sharingan if this character gets their revenge. This character cannot change who is marked with this perk as their hatred is far too great.* Once revenge has been achieved this perk fades away.