**Yotsuki Clan**-

The Yotsuki clan is known for their mastery over Raiton and naturally powerful bodies, which is used in their “Sokujou Hakai” Taijutsu Style. They are known to be naturally large people with muscular forms.

**Note**: Gains Raiton tree for free. This character’s height Is capped at 6’5 instead of 5’11.

**Imposing**-

The Yotsuki’s naturally large stature makes them quite intimidating to others, even the females in their clan are much larger than males of other clans.

*“I wouldn’t be so scared if she wasn’t so big…”* *Mercenary on Yotsuki Female*

**Note**: This characters gain +1 Strength. This character can take an additional Heavy Damage before being put in Critical Condition.

(D- Strength, D- Endurance)

**Sokujou Hakai** –

The Yotsuki’s own special Taijutsu style, Sokujou Hakai is known for its ability to manipulate the body while in close range and allow a character to reserve most grapples. Due to this fighting style and their naturally powerful bodies the Yotsuki are extremely powerful while in close range with an enemy.

**Note**: Physical bindings have -1 power on this character. When grappled this character can pay a stamina cost equal to the power of the grapple to escape it. If they have more strength then the power or strength of the grappler, they can reverse it with the cost instead. This reversal cannot be avoided with agility to speed. 7 turn cooldown. This character can create *Sokujou Hakai* Techniques equal to their Taijutsu Proficiency.

(Taijutsu III)

**Power Stance** –

Concentration, focus, or determination, whatever the Yotsuki call upon to fight through any obstacle. Unlike normal shinobi the Yotsuki use their brutish bodies battering ram rather than a refined tool, perfecting the art of indecorous attacks.

**Note**: Takes 1 offensive turn to set up, during this turn and the next this character gains +1 grade to endurance for resisting, but will take damage as normal. After completing the wind-up this characters next unarmed strike or Taijutsu Technique will move at their strength instead of agility. This gains a -1 if it is a technique but does not stack with the technique’s own reduction unless more than -1.

(C- Strength, D+ Endurance)

**Supercharged** –

Lightning that bites the frame and restricts the muscle heavily, it is apparent that the Yotsuki lightning is not normal at all.  
*“Thunder from the heavens, is all I ask for to smite my enemies” Yotsuki Raider*

**Note**: This perk causes Raiton Techniques debuffs to take effect regardless of damage delt or endurance. Cannot be used to cause *Shock* or *Stun*. This character can add *Supercharged* clauses to their Raiton Techniques. 6 turn cooldown.

(Raiton II, C- Control)

**Essence Flow** –

The Yotsuki’s bodies aren’t simply large hulking forces of muscle, they are engrained with a fiber that allows them to flow chakra through their skin. Unlike any other person they are able to weaponize their bodies as chakra-based tools.

**Note**: This character can use chakra flow techniques on their body. Their strength acts as a base damage and is increased by the chakra flow technique.

(Chakra Flow, C Control)

**Equalizer**-

This character is able to freely flow chakra in and out of their form with such a fine control that they can combat Ninjutsu. They are able to overcome the common weakness of any chakra flow technique by using their body as conductor.

**Note**: This character can clash Ninjutsu while using chakra flow on themselves without a disadvantage. This works as normal Ninjutsu vs. Ninjutsu clashing but strikes are always considered single target unless they cause an AOE.

(C Control, Essence Flow)

**Redirection** –

The Yotsuki’s fibers allow the conduction of chakra through their body in a unique manner, it allows them to fuel their own bodies when effected by Raiton Techniques, redirecting the chakra into their own fibers.  
*“The lightning of my enemy is mine as well, all lightning is” Yotsuki Clansman*

**Note**: When damaged by a Raiton Technique this character and convert the damage to Strength or Power for their next strike or technique. Moderate Damage will grant them 1 step and this is increased by each scaling severity. This character can hold this charge for up to 2 turns, but can only use it for 1 offensive action. If this is used on the same turn as they were hit to attack a target back, the debuffs from the Raiton Technique are cleansed from them and placed on the target. Can overcap techniques by 2 steps.

(Essence Flow, C Endurance)

**Essence Burst** –

Yotsuki have learned to flow techniques through their body, without the use of handseals. This makes them extremely dangerous in close quarters as they could at any point cast a technique with no warning.

**Note**: This character can cast techniques from the same element as the chakra they are using without handseals. The speed of the technique will be calculated as a Taijutsu Strike instead of scaling with control. Can only be used to cast techniques a grade under their chakra flow techniques or lower. This can be avoided as a strike while in CQC.

(Essence Flow, C+ Control)

**Amp Line** –

Lightning coursing through the body, the Yotsuki use the remaining chakra from a technique to fuel their own form. Supercharging the muscles and giving them a boost to their natural athleticism.

**Note**: Each time this character casts a Raiton Technique they get a stack of *Amp Line*. At 3 stacks they gain +1 to speed and tile movement, this can stack up to +2. These techniques must be casted 2 rounds within each other or the stacks will return to 0. Chakra flow techniques only gain a stack upon the initial cost, but flowing them will prevent this from returning to 0. This will only prevent it from reaching 0, but if no technique has been casted and the flow is stopped it will automatically return to 0.

(Raiton III, B- Control)

**Thunderous Bellow** –

The Yotsuki’s lightning technique has one specific trademark, its thunderous after effect. Yotsuki are able to channel thunder into their Raiton techniques that, much like thunder, cause an aftershock of sorts to erupt through the area previously effected by the technique.

**Note**: After casting a Raiton Technique, the following round a *Thunder Shock* will take place through the area. This shock will deal -1 grade of the damage and deal Blunt Damage instead. This technique will still apply all effect of Raiton, this will only happen in the exact area as the last Raiton Technique and can be avoided as normal with speed.

(Raiton III, B- Control)

**(Locked) Devils Lightning** –

The Devils Lightning, an ability found in Yotsuki most closely related to Otoyotsuki. Their lightning takes a black coloration and is vastly more intense even when it comes to Yotsuki lightning. They are seemingly called upon by the lightning of gods themselves and are a direct ancestor to Otoyotsuki.

**Note**: This character can utilize *Kuroi Kaminari* tree.

(Approval)

**(Ultimate) The Strongest Shield**-

This Yotsuki has learned to have a constant flow of chakra that hardens the fibers in their body to be even stronger than steel. They are able to withstand the most punishing attacks, using their body like armor to defend against them. Very few attacks can actually pass through their armor like skin and physically damage them, making attacking them head on difficult.

**Note**: +1 To Endurance and Constitution. This character’s Endurance is converted into Durability, requiring damage based on damage type to harm them. Damage equal or below their endurance is ignored, damage 1 step over their endurance is Miniscule Damage, Damage 2 steps over their endurance is Light Damage, Damage 3 steps above is Moderate Damage, and damage 4 steps and above is Heavy Damage. Attacks that ignore endurance still work as normal.

(Essence Flow, B Endurance)