Inner Sakura

Sakura's inner self surfaces and urges her on. KO Punch is improved and will deal double damage the following 4 turns. During this time Sakura gains 25% damage reduction.

Cooldown: 5

Chakra required: 2

KO Punch

Sakura punches one enemy with all her strength dealing 20 damage to them. During Inner Sakura KO Punch is improved and deals double damage.

Cooldown: None

Chakra required: 2

Cure

Using basic healing techniques Sakura heals herself for 25 health.

Cooldown: None

Chakra required: 2

Sakura Replacement Technique

This skill makes Sakura invulnerable for 1 turn.

Cooldown: 4

Chakra required: 2