http://www.naruto-arena.com/images/pres/pre3.gif

**Orochimaru**

Orochimaru is one of the Legendary Sannin. He can increase his teams chakra for a price and summon powerful snakes to beat his enemies.

**Requirement to unlock:** Mission: Disciples of the Snake

 Skill:

**Kusanagi**

[Orochimaru](http://www.naruto-arena.com/orochimaru/) pulls the legendary sword from his stomach and swiftly stabs one enemy who takes 35 damage and loses 1 bloodline or genjutsu chakra from their pool.

 Cooldown: None

Chakra required: http://www.naruto-arena.com/images/energy/energy_0.gif http://www.naruto-arena.com/images/energy/energy_1.gif

 Classes: Physical, Instant, Melee, Unique

 Skill:

**Cursed Seal Technique**

[Orochimaru](http://www.naruto-arena.com/orochimaru/) places a cursed seal on any character who takes 15 affliction damage and gains 1 chakra. This skill is considered offensive even if used on allies.

 Cooldown: 3

Chakra required: *No Costs*

 Classes: Chakra, Melee, Instant, Unique, Affliction

 Skill:

**Major Summoning Manda**

By summoning Manda, [Orochimaru](http://www.naruto-arena.com/orochimaru/" \o "Orochimaru)will do 45 piercing damage to one enemy and that enemy will lose 1 bloodline, ninjutsu, and genjutsu chakra.

 Cooldown: 5

Chakra required: http://www.naruto-arena.com/images/energy/energy_0.gif http://www.naruto-arena.com/images/energy/energy_1.gif http://www.naruto-arena.com/images/energy/energy_2.gif

 Classes: Physical, Instant, Ranged, Unique

 Skill:

**Earth Clone Technique**

This skill makes [Orochimaru](http://www.naruto-arena.com/orochimaru/" \o "Orochimaru)invulnerable for 1 turn.

 Cooldown: 4

Chakra required: http://www.naruto-arena.com/images/energy/energy_random.gif

 Classes: Chakra, Instant