ITACHI



,,*You never have to forgive me.No matter what happens to you from here on out,I will always love you.*,,

Alignment : Neutral Good Race : Human Class : Ninja,Uchiha,

Developer Note-I want that nailpolish.

Series-Naruto,Naruto Shippuden,Music Theme-Itachi Uchiha Theme(https://www.youtube.com/watch?v=AXLfg2ry\_F4 )

Description-Itachi Uchiha has been called many things traitor,hero and child prodigy.But one thing is certain no matter what you think of him he is the best Genjutsu master there is,and he really loves his little brother.

1.Katon:Gakakyu no Jutsu(Fire Style:Great Fireball Jutsu)-Deals 20 damage to all enemies.(**counts as a ranged attack**).

2.Water Dragon Release-Deals 40 damage to a single target(**counts as a ranged attack**)

3.Shadow Clone Explosion-If an enemy would attack you with a melee attack,deal 20 damage to him and ignore his ability completely.**Counter**

4.Crow Swarm-If Itachi would is the single target of a Non-AOE ability,ignore it.**Counter**

5.One Hand Handseals-Itachi uses any two abilities at once(he can not use one ability 2 times in 1 round,but abilities used by this ability are not considered exausted),then he must skip his next action.**Haste**

6.Mangekyou Sharingan-Deal 20 damage to Itachi,then itachi enters Mangekyou Stance.He can only use abilities from his Mangekyou stance while in it.He may end his Mangekyou stance at the beginning of any of his actions,before the action resolves,he then reverts to his basic move set(on this page).Then Itachi may emediately use one ability from his Mangekyou Sharingan List.**Stance**

Creator-RADONJA(11.9.2015. latest Version)

MANGEKYOU STANCE



1.Amaterasu-Acts First(deals damage before other abilities),Deal 20 damage to yourself and 50 damage to a target opponent.This damage can not be prevented by any means,this ability can target even enemies that can not normaly be targeted.(Such as enemies in stealth).The only way to stop this ability is to negate or ignore it with other abilities.(**This ability counts as a ranged attack**.).

2.Tsukuyomi:The target hit looses his next action(after this one).**Freeze/Stun**

3.Programed Illusion:Works only while the target is under the effect of Tsukuyomi,you choose the targets next two actions for him(selecting from the abilities he can use,you choose in which order they will be used,one of them will be used as his next action,and the one after that as his 2nd action). But can not force the target to Skip turns or Attack allies/Heal enemies . **Ranged attack**

4.Crow Swarm- If Itachi would is the single target of a Non-AOE ability,ignore it.**Counter**

5.Katon:Gakakyu no Jutsu(Fire Style:Great Fireball Jutsu)-Deals 20 damage to all enemies.(**counts as a ranged attack**).

6.Susanoo-Itachi takes 20 damage,while in Susanoo Stance Itachi keeps taking 10 damage each time he uses an ability(before the ability is used,if he skips a turn he does not lose hp this way).Itachi Enters Susanoo Stance,he absorbs 20 damage from all enemy sources(he can not absorb damage he deals to himself).He may end Susanoo Stance by skiping an action willingly(he does not take damage from Susanoos effect if he does).While in Susaano Stance Itachi can only use Susanoo Stance Moves.**Mode**

Izanami:Ultimate-(can only be used while Itachi is in Mangekyou Stance)-2.+4.+1.:Choose a single opponent at the beginning of each of his actions roll a 1d6 on a ,6, he can do his chosen action as normal,any other result indicates that he skipped his action.Each use of Izanamis ability renders it easier to brake by 1(on that enemys second try at using an ability he succedds on a ,5, or ,6, roll,then on a ,4,or ,5, or ,6, mode on the action after that).**Freeze/Stun**

SUSANOO MODE



1. and 6.Yasaka Magatama-Deals 40 damage to all enemies(**Counts as a ranged attack**).

2.and 5.Totsuka Blade-Deals 40 damage to a single target,the target hit with Totsuka Blade can not Heal hp,for the next 3 actions after this one.(**Counts as a melee attack**)

3.and 4.Mirror of Yata-If an attack would deal damage to you ignore it and its effects,then deal the same amount of damage to its user(you can not copy that attacks other effects,other than damage,if the attack was AOE it hits the enemy team instead).**Counter**

\*Itachis Susanoo Stance has 3 abilities instead of 6,if an ability he uses in this form is sealed in per say 1. Then ability 6 is also sealed as it is the same ability.