MADARA (Version 2.0)



,,*The cocept of hope is nothing more than giving up.A word that holds no true meaning*.,,

Alignment : Chaotic Neutral Race : Human Class : Ninja,Uchiha,Rinnegan User

Developer Note-Version 1.0 was scrapped due to unbalance,Version 2.0 represents Madara and Susanoo Madara,Ten-Tails Madara is handled as a separate Hero under the Boss Heroes.

Series-Naruto Shipuden,Theme-A God Awakened (<https://www.youtube.com/watch?v=7m0IUJS-LOY> )

Description-A world of dreams,is the only perfect world…

1.Katon Goka Mekkyaku(Fire Style Majestic Destroyer Flame)-Deals 25 damage to all enemies counts as a **ranged attack**.If you use this ability while Advent:Of a World of Flowering Trees is active,its effect emediatelly ends,but all non-flying characters excluding Madara burn for 15 damage at the end of each Action for the remaining duration of Advent:Of a World of Flowering Trees.This burn damage is not a Stack and is not an attack.

2.Advent:Of a world of Flowering Trees-Hits First,all non-Flying opponents are effected before they take an action until 3 Actions counting this one,have passed.They roll a 1d6 on a 1 or 2 result they must skip their Action.Can only be used once per game.**Shield Ability**.

3.Gedo Mazo Statue-Summons a 50/50 Servant to fight for Madara.Can only be used once per game.**Summoning**

4.Rinegan-Prevent one of your opponents abilities entirely,the Ringegan can not be used until at least 3 of your Actions have passed(not counting this one).You can passivelly attack Stealthed characters.**Shield Ability,Passive**

5.Gunbai-Deal 30 damage to a single target(counts as a melee attack) or negate up to two melee attack directed specifically at Madara,and if it would deal damage,deal the same amount of damage to the attacker.**Melee attack,Counter**

6.Susaano-Deal 30 damage to Madara,Madara enters Susanoo Mode,he absorbs 20 damage from all sources and uses a different set of abilities in his Susanoo mode.He takes 20 damage that can not be absorbed each time he uses an ability in that stance.He can release that stance at the beginning of any of his Actions,this does not count as an Action,he then reverts to his regular set of abilities.In this Stance Madara only has 4 abilities and 2 Actions per Round.**Mode**

**\*Madara may replace one of his abilities with Hashiramas Cells-Heal 30HP.Shield**

**\*Alternate Ability Susanoo Ribcage- Madara absorbs 20 damage from a up to 3 sources and deals 30 damage(melee) this action.Melee Attack,Shield**

**\*Alternate Ability Mangekyou Sharingan- Choose a target it is stunned during its next Action.Shield**

**\*Alternate Ability :Fire Style - Hidding Ash Jutsu - Madara breathes out a large cloud of smoke , everyone is Stealthed to all other characters but themselves untill this Round ends. Only once per Game . Shield**

**\*Alternate :** Chakra Reciever - Deals 20 damage to a single target , then it Seals one of its own abilities of its choice . **Melee**

**\*Alt : Rinne Rebirth Release - Madaras player may use this even if he is controled by another character , if Madara is ressurected by Rine Rebirth he instantly ends its effects on him , and returns to life as a non-undead with 100HP and no Stacks on his body. Shield**

**Alternate Ultimate : Izanagi - put an Izanagi Stack on Madara,if he would die he does not,however he must Seal his Susaano,Gedo Mazo and Mangekyou Sharingan Abilities.Remove the Stack when used.This is treated as a 7th ability and can be used from Round 2 without a combo. (Can be cast only out of Susanoo).**

Creator-RADONJA(13.9.2015. latest Version)

SUSANOO STANCE



1.Yasaka Magatama-Deals 40 damage to all enemies,counts as a **ranged attack**.

2.Totsuka Blade-Deals 50 damage to a single target,counts as a **melee attack**.

3.Wood Clone Susaanoo-Summons two 30/30 Servants to fight for Madara.This ability can not Exaust.**Summoning**

4.ULTIMATE :Planetary Devastation- Only from Round 2 Turns 3 as a regular ability , Deals 40 damage 2x times to all characters (friend and foe by summoning 2 giant meteors from the sky) , including Madara . **Ranged**

Full Body Susanoo -Ultimate-1.+2.:Madara ends Susaanoo Mode(Does not receive damage from using an ability in Susanoo),then and enters Full Body Susanoo Mode.In this mode he absorbs 40 damage from all sources and uses the Susanoo Stance Ability set .In this Mode Madara does not lose HP when using Susanoos abilities. In this Mode Madara only has 4 abilities and 2 Actions per Round.Madaras Ultimate can only be used from Susanoo Stance.**Mode**

**\*The basic Susanoo can not stop attacks that originate from the Ground such as Kakashis Burrowing underneath tecnhique , the Full Body Susanoo stops these as well.**

