PAIN



Alignment : True Neutral Race : Human,Undead(Puppets) Class : Ninjas,Rinnegan Users

,,*The world will know true pain,and the fear of that pain will put an end to war…It will lead the world to stability and peace*.,,

Series-Naruto Shippuden,Music Theme- Girei (<https://www.youtube.com/watch?v=9A-amHipYmg> )

1.Shinra Tensei(Almighty Push)-If your opponents just used melee attacks negate any such attacks.Then if you used Bansho Tenin as your previous action deal 40 damage to him.**Counter Ability**

2.Bansho Tenin(Almighty Pull)-If your opponents just used ranged attacks negate them,if your opponents are flying they lose flying,if your opponent are Stealthed they loose stealth(you can target him through stealth with this ability).You can passivelly attack Stealthed characters.**Counter Ability,Passive**

3.Rinegan-Negate an opponents ability completely no matter its effect,you can not use rinegan again for the next 3 actions,not counting this one,you can only use it on the 4th round after its activation(not counting the round it was used). Can passivelly see Invisible enemies. **Shield Ability , Passive**

4.Impale-Deal 30 damage to a single target(**Counts as a melee attack**) or alternatively you may deal 20 damage to a single target(**Counts as a ranged attack**).Then if you hit an opponent roll a 1d6 on a ,5, or ,6, Seal any one chosen ability from the target.A character may skip an Action to remove all Seals placed this way on him.You can not Seal ultimates.

5.Regenerate-Heals 25hp.**Shield Ability**

6.The Six Paths of Pain-Hits last,Pain enters the Six Paths of Pain Mode,to use this ability it must be at least round 2 of combat.Acts last.Pain ignores all effects that would effect him during this Action,all effects that were on him(Stacks,damage over time) positive or negative dissapear when he enters this mode.While in this mode Pain can only use abilities from that mode.**Mode**

Chibaku Tensei(Can only be activated in Pains basic form) -Ultimate 1+3+2:Instead of using the last ability in line,Pain deals 40 damage to all enemies,this damage can not be prevented or absorbed by any means,this Ability can not be negated(but can be ignored)if the ability hits the opponents they must also skip their current action .This ability Strikes First.(**This ability counts as a ranged attack**).

\*Alternate Ultimate: Rinne Revival,treat this as a regular ability.Pain instantly dies dropping to 0HP but then any number of heroes and servants of Pains choosing are returned to life with full HP(he can not reviwe himself or characters that are permanently dead).**Shield**

**\***Alternate : Summoning Jutsu Gedo Mazo - Summons a giant 50/50 Statue , this however causes extreme pain to Nagatos true body he takes 40 damage upon casting **. Summoning**

Creator-PROTA(14.9.2015. latest Version),second form by radonja

THE SIX PATHS OF PAIN MODE



\*Pain as a character Dissapears,he is replaced by 6 smaller Pains,each of which has 20hp and a single ability sociated with him.If a Pain dies the ability associated with him also disappears.If a Pain is selected as a target you may change the target to another one of your Pains.Only if all the Pains die is the ,,Pain,, character considered dead.

1.Asura Path-All Pains gain 15hp(This can go over their maximum of 20) or deal 30 damage.**Stack Ability,Ranged Attack**

2.Deva Path-Negate a single Melee or Ranged attack.**Counter Ability**

3.Preta Path-Absorb any amount of damage dealt to you and all your pains,effects other than pure damage can not be absorbed.This ability can absorb a maximum of 200 damage per game. **Shield Ability**

4.Naraka Path-Restore a target Pain to maximum hp(that is 20hp),this works on a dead pain as well and will bring it back to life. **Shield Ability**

5.Human Path-Deal 20 damage to a target,this damage can not be prevented by any means.If the ability hits you choose your opponents next action for him,choosing from the list of abilities he has available.**Counts as a melee attack**.

6.Animal Path-Summon a 40 hp,30 damage Servant.(You may skip one of your actions to attack once with all of your Servants.If the Animal Path pain dies,all Servants disappear,if Animal Path pain reviews the Servants do not return).**Summoning**

**Six Paths Ultimate(Six Paths Impalement)- Can only be used in round 3 or later,by using any combination of 3 abilities in this mode.Instead of using the last ability in Line,Pain deals x25 damage where x is the number of current pains alive.This damage can not be absorbed,but can be prevented by other means. Hits first.Melee attack.**