Danzo



\* Danzo starts the game with 25HP instead of 100HP.

Alignment : Lawful Evil Race : Human Class : Ninja,Uchiha

1. Wind Style : Air Bullet - Deals 15 damage to a single target . Can not Exaust. Ranged

2. Wind Blade : Deal 30 damage , then absorb 30 damage from all Melee attacks that would hit Danzo this turn. Melee, Shield

3. Explosive Marks : Can only be used if all Izanagi are Sealed . Danzo dies instantly and can not return to life , but he explodes dealing 50 damage to all non-Flying characters . Ranged

4. Izanagi I : If Danzo dies as a reaction , you may bring him to life with 25HP and remove all Stacks from him , then Seal this ability (it can not be used during this Game , but other Izanagis can). Passive

5. Izanagi II : Same as Izanagi I

6. Izanagi III : Same as Izanagi I

7. Izanagi IV : Same as Izanagi I

8. Shisuis Eye : Counts as Izanagi V and has the passive ability of Izanagi I

If used Activelly select an opponent and make a Ranged attack against him , Hits First , if it hits roll a 1d6 on a 4,5 or 6 the target is stunned during this and his next Turn . If this ability is used , regardless if it works , it can not be used again untill at least 3 Turns after it was used have passed. Ranged attack



\* Alternate : Wood Wall - Danzo absorbs up to a total 50 damage from all sources this Turn , at least one Izanagi must be Unsealed when you use this ability . Shield

\*Alternate : Wind Style - Great Vacum Wave - Danzo makes 5x 5 damage attacks that hit all enemies . Ranged

\*Alternate : Self Cursing Seal - places a hidden curse mark via touch , if an enemy is hit , place a Curse Marked Stack on him . Danzo may at any time after this Turn (even while Stuned/Frozen) remove the Curse Marked Stack and Stun the target for that Turn . Only 1x per Game . Melee

\*\* Alternate : Summon Baku - Can only be used once per game , summon a 40/40 Baku Servant. Summoning