Deidara



Alignment : Neutral Evil Race : Human Class : Ninja

1. Clay Clone - ignore a single enemy attack that targets you , then if it was a melee attack the target is grappled untill the end of the Round. Counter

2. C1 - Choose one :

a) Summon 5x 1/1 Clones that Grapple the enemy on a Hit.

b) Summon a 0/10 Flying clone , Deidara may choose to gain Flying for this and the next Turn.

c) Summons a 1/1 Centipede , then choose a single target it is Stuned during this Turn. Summoning



3. C2 - must have used C1 at least 2 times during this game

From this moment on everyone who makes a Melee attack takes 20 damage passivelly as Landmines hit him unless they are Flying.

Deidara summons a 20/40 Flying servant , and gains Flying permanently while the servant is alive. Can only be used once per game. Summoning , Field



4. C3 - Summons a giant 0/60 monster Clone of Clay , if it is not destroyed at the end of the next Turn all non-Flying targets take 50 damage but it is also destroyed. Can only be used once(this is a Ranged attack). Summoning



5. Swallow Clay - a suicide move , makes ones self into a Bomb, must use detonate to activate it. Shield



6. Explode - Choose one :

A) Throw miniature clay bombs deal 5 damage 3x times to all enemies. Ranged attack

B)Choose any number of Clay servants you control and another target , they explode dealing 10 damage to the chosen target (these are all melee attacks). This does not trigger C3s effect. Melee

C) Detonate Self - only if swallowed Clay , Deidara deals 100 damage to all characters. Ranged attack

D) Detonate C4 - only if C4 is still alive, any target that is not Flying and that could be hit with a Melee attack evaporates into nothingness dying instantly and unable to return to life. Melee

Ultimate : C4 C1+C2+C3 used during the same game at any time unlocks the use of this ability as a regular ability , summons a Giant 0/100 Servant , that can be detonated via Explode ability. Summoning



GMs note - Dont eat at MC Donalds kids