Gaara of the Sand



“*Gaara: Can Sasuke come out to Die?   
Kakashi: Not Now.  
Gaara:.............  
Gaara: How 'bout now*?”

Alignment : Chaotic Evil Race : Human,Jinchuriki,Tailed Beast(as Shukaku) Class : Ninja,Jinchuriki,Beast(as Shukaku)

\*Gara uses Sand stacks from himself whenever he uses an ability,he starts with 5 Sand.He only has 4 abilities at the start of the game,and no Ultimate.

1.Minor Sand Manipulation - these abilities may be used any number of times per round once each,but only one per turn.

Sand Clone - spend x sand make that many x Sand 0/10 Sand clones.You may make a clone take an Attack type ability instead of you but only if it targets Gaara. Clones only last untill the end of the Round they are summoned it. Summoning

Hand of Sand - deals 30 damage to a single enemy target for 3 Sand hits first. Ranged

Sand Shot - as long as he has at least 1 Sand Gaara deals 5 damage to any 1 enemy target at the start of each of Gaaras turnr passivelly this is not an attack.Gaara may spend 3 Sand activelly to deal 25 damage to all enemies. Passive or Ranged

Quicksand - Gaara sets a Sand trap the next opponent who tries to use a Melee attack against Gaara is stunned for that turn if he is not Flying. The Quicksand lasts untill the end of the Round. Counter,Trigger

Desert Suspension - Gaara and any number of allies he chooses gain Flying for this and the next Turn. Shield

Third Eye - Gaara summons a 0/5 permanently invisible flying servant who can not attack.The third eye allows Gaara to see invisible enemies however Gaara hits last as long as the Eye is alive,as he must concentrate on it.He may dispell the eye at the start of any new turn. Summoning



2. Major Sand Manipulation - only one of the abilities below may be used per Round Choose one at the start of each Round of combat.

Giant Sand Tsunami - Spend x number of Sand then deal x sand times 10 damage to all enemies. Ranged Attack

Desert Wave - Gaara creates a humongous shield spend x Sand then all allies and Gaara absorb 10 damage from all sources per x Sand spent. Shield

Sand Burial - Spend 5 Sand , choose a single enemy target,you must skip this turn and channel.If you are not stunned this or next turn,your opponent takes 60 unstopable damage the turn after this ability was used in.This ability can not be ignored. Ranged

Armor of Sand - Gaara spends 2 Sand , and must maintain the Armor of Sand with 1 Sand at the start of each new Turn.With the armor Gaara absorbs 20 damage from all sources,this stacks with other simmilar abilities. Stance

Sand Recycling - Gaara regains the all of the Sand he spent during this GAME.Shield

(example Gaara spends 5 Sand in Round one and uses this ability to restore 5 Sand , then in Round 2 he uses 10 Sand, when he uses this ability in Round 2 he will restore 5+10=15 Sand in total).



3. Ultimate Sand Manipulation - each one of the abilities below may only be used once per game and only once per Round.Choose one at the start of each Round of combat.

Sand Puppet - choose a single enemy Hero that Gaara has dealt at least 80 damage to an enemy Hero personally or an enemy Servant. Gaara uses the sand in their bloodstream to control their bodies like a puppet.For the next 3 turns after this one the target is under Gaaras control,Gaara must skip his actions and cant use passive abilities while controling a target this way.He may force him to use a Melee attack on either itself or its allies or skip his turn.This ability Hits Last. Shield

Absolute Defense Shield of Shukaku spend 10 Sand, Gaara stuns himself,for this turn and all subsequent turns Gaara absorbs 200 damage from all sources,effects other than pure damage do not effect it unless they can bypass his defense with damage.Gaara must skip his actions each turn after the intial one to maintain this effect,if he takes an action the effect of Absolute Defense is negated. Shield

Absolute Attack Spear of Shukaku spend 10 Sand, Gaara stops an unstopable spear that deals 80 pure damage the damage can not be absorbed or negated by any means but the ability can. Ranged Attack



4. Sand Shield - this is a passive ability whenever Gaara should take damage he takes 5 damage less from all sources,this is absorbtion.If Gaara is at 50 or less HP you may use this ability activelly to transform into Possesed Shukaku Mode at the start of his next Turn , in this mode Gaara uses the abilities below. Passive,Mode



Possesed Shukaku Abilities



1. Claw - Gaara deals 40 damage to a single target. Melee attack

2. Sand Body - Gaara passivelly absorbs 20 damage from all sources at the start of the 2nd turn after the turn of initial trasnformation Gaara transforms completly into Shukaku and uses the Shukaku Abilities list from below.Passive

3. Wind Release Infinite Sand Cloud Bullets - deals 35 damage to all enemies hits first. Ranged Attack

Shukaku Abilities



1. Obliterate - Gaara deals 60 damage to a single target. Melee attack

2. Pridefull Ultimate Defense- Gaara passivelly absorbs 40 damage from all sources.Pass

3. Wind Release Infinite Sand Cloud Bullets - deals 35 damage to all enemies hits first. Ranged Attack

4. Wind Release Sand Buckshot - deals 20 damage to a single enemy and negates all attacks they made during that turn,Hits First. Ranged Attack

5. Tailed Beast Bomb - deals 50 damage to all enemies. Ranged attack

6.Desert Layer Imperial Funeral Tomb - choose a single enemy target,Shukaku seals it inside a giant pyramid of sand.All of the targets abilities are sealed and it is considered dead untill the 0/100 Pyramid servant under shukakus control is destroyed.The Pyramid may not attack,if it is destroyed its prisonder is released just as the moment before imprisonment.While inside the Pyramid effects dont effect him at all.The Servants and summoned heroes of the entraped target may still act normally and are under his control. Ranged Attack,Seal

This ability may only be used once per game.