Kabuto



Alignment : Neutral Evil Race : Human Mutant Class : Ninja , Sage

1. Chakra Scalpel - deals 20 damage to a chosen target , this damage can not be absorbed. Melee

2. Water Style : Water Dragon Jutsu - deals 40 damage to a chosen target. Ranged

3. Earth Style : Upend Earth - deals 15 damage to a chosen target and stuns it during the next Turn . Ranged

4. Body Modification Technique

\* In sage Mode this ability always has a passive ability , whenever kabuto attacks in melee or is attacked in melee the snake makes a 20 damage melee attack against the target/attacker(this damage isnt buffed by Sage mode) this is a Reaction that can be done once per Round . Passive

Choose one :

Tayuya - all enemies who can hear are Stunned during their next turn . Ranged

Orochimaru - glides forward as a snake ignoring all attacks this turn. Shield

Kimimaro - deals 25 damage to all enemies. Melee

Spider Guy - all enemies Hit Last untill the end of this Round . Ranged

\*If you use any variation of this ability you can not use it activelly untill at least 3 Turns after the Turn it was used in have passed , but you can still use the snake passivelly.

5. Sage Mode - + 10 damage , sees invisible targets , allows the use of ability 5.B.Mode



5.B. Sage Art : White Rage - deals 20 damage to all characters and they are stunned this Turn, regardless if they took the damage or not as a bomb of pure light explodes in front of them.Does not effect Blind enemies. Ranged

6. Mystical Palm - heals a chosen character for 20HP and expells all negative Stacks from them , can not bring dead back to life. Shield

Ultimate : Impure World Reincarnation - 5./5b. + 4. + 6. Kabuto either summons two Undead versions of any Naruto character that are not in the current Game and exist in Beatdown , who can not die in combat or summons any Servants or Heros that died this game as his own puppet at full hp (Kabuto may target any Corpses with this ability) .Servants and heroes summoned by Impure World Reincarnation can not die unless Kabuto is killed , in which case they die instantly. **Summoning**

Alt :

Liquification - ignore all attacks that would target you or any fire damage this turn . Shield

Temple of Nirvana - all Servants with an attack on 30 or less are permanently Stuned untill they take damage. Ranged

Chakra Point Inversion Technique - if a target is hit by this melee attack untill the end of the Round , whenever it attacks with a melee attack he determines randomly by drawing papers which of his melee attack he will use . Melee