KAKASHI HATAKE



*,,A man who betrays his word is scum,but a man who betrayes his commrades is even worse than scum.,,*

Alignment : Neutral Good Race : Human Class : Ninja,Uchiha

1.Chidori : Deals 30 damage,Hits First. If used while at least one Clone is Alive forms a Lightning Chain,that Hits First and deals 30 damage but the ability and the damage can not be prevented by any means. Melee Attack

2. Burrowing Underground Technique : Kakashi is immune to all abilities during this Action,as his next Action he must target one enemy and deal 30 damage Melee to it,if it can not target anybody he must skip that Action. Shield,Melee Attack

3. Thunder Clone Tehnique - Summons a 20/10 Clone of Kakashi,if an attack would target Kakashi roll a 1d6 on a 4,5 or 6 you may choose that the clone takes the attack instead.If the Clone is dealt damage by a Melee attack the user of the attack takes 15 damage instantly.Summoning

4. Summon Hounds : Kakashi Summons four 10/10 Hounds or two 10/10 Hounds and one 20/30 Hound. Summoning

5. Earth Style: Mud Wall : Kakashi ignores all attacks during this Action,except if the attack would deal more than 80 damage. Shield

6. Sharingan :Whenever you use Sharingan,put one Blindness Stack on Kakashi,if you acumullate 4 Blindness Stacks Kakashis Sharingan can not activate any longer. Choose One -



a) Copy an opponent Ninja ability used during this Action and replace the Sharingan with it,Use it instantly.At the start of each next Round of combat you may choose to replace it with Sharingan. Can not copy Ultimates or Mode type abilities.Shield

b) Choose from one of the abilities below and replace this ability with it,and instantly use it(you may choose to use,abilities youve previously copied during this combat instead).

Great Fireball Tehnique : Deal 20 damage to all enemies.Ranged Attack

Water Dragon Jutsu : Deal 40 damage to a single Target.Ranged Attack

Kamui : Choose one -

a) **Kamui Shuriken** deal 20 unstopable damage to up to three targets with . Ranged

b) **Self Teleport** or Kakashi Teleports himself and/ or a friendly target in his current Dimension to the Kamui Dimension , or if in it to the Original Dimension . Shield

c) **Forced Transport** Kakashi teleports an enemy in his current Dimension to the Kamui Dimension , or if in it to the Real Dimension . Teleporting characters this way Negates their attacks on others , and others on them as normall (same as Friendly characters) this Turn . Shield

d) **Teleport Crush** or choose a target,at the start of the third Action after this one it takes 40 damage if Kakashi had not been stuned in the meantime or if he is alive. Shield

e) **Negate Attack** negate any one Ranged attack that targets a single target , Hits First . Counter

**Put one more Blindness Stack on Kakashi in any case** .Ranged Attack/Shield

Ultimate : Full Body Susanoo: To use Full Body Susanoo Kakashi must use the Sharingan ability at least three times,then he may use this Ultimate Ability as a Regular ability. He gains full body Susanoo in which he absorbs 40 damage from all sources,remove all blindness Stacks from him and he may only use abilities from the list below and from the list above but he may not use Base Form Melee attacks . At the end of each Turn in this Mode he takes 20 unstopable damage after the abilities are used.Kakashi may end this Mode willignly at the start of any of his Actions,before the Action commences. If he ends this Mode by any Means , Kakashi goes Blind instantly . Mode



1. Totsuka Blade - Deal 50 damge to a single Target. Melee

2. Giant Kamui Shuriken - Deal 40 damage to up to three targets,this damage can not be prevented in any way.Ranged Attack

3.Flight - Kakashi and all chosen allies gain Flying for this and the next Action. Shield

4. Body Shield - Susanoo abosrbs up to 40 damage that would be dealt from all sources from all allies(but not Kakashi).Shield