Killa B



Alignment : Neutral Good Race : Human , Jinchuriki Class : Ninja , Swordsman

\*As a Jinchuriki B can not loose control of his Character the first time he would be effected in a Turn since he has two minds , both must be controlled in the same Turn in order to be effected .

1.Distracting Style - Enters this Stance while in it Killer may may not use other attacks he can only use 1a and 1b . Predictions do not work against B in this Mode . **Stance**

1.A. - Swords sting , only in AB 1 Style ,deals 8x3 damage with 8x attacks you may choose to gain Flying while attacking this way. Melee

1.B. -Finishing Sting - Throws all swords at once dealing 8x 5 damage but then Seal this ability and AB 1. Ranged

\*The above attacks can not be buffed



2. Lariat ! - in any Mode hits up to two targets dealing 30 damage to them . If two friendly Lariat abilities are used at the same time on the same target(s) they can not Dodge/Ignore the attacks . Melee

3. Ink Clone - Creates a 0/10 Ink Clone . During the turn it is Summoned it must be targeted instead of B with Melee attacks. Summoning

4. Ink Trap Seal - Can only be used on a target who destroyed your Ink Clone with a Melee attack last Turn ,he is enveloped in solidifying ink and Stuned for this Turn . He remains Stuned for this and the next Turn untill he takes damage. Shield

5. Chakra Mode - coats himself in the 8 Tails chakra gaining a +10 damage he deals . Then replace this with ability 5.b and you may switch one attack with Tentacle Arm. **Stance**

Tentacle Arm -Deals 20 damage to a target then you may choose to Grapple them . Melee 

5.b. Jinchuriki Mode - End any Stances you are in , Turns into a semi-tailed beast gaining +20 to the damage it deals and gains Hits First if the opponent does not . You may replace one of your abilities with Tailed Beast bomb. End Chakra Mode upon casting . **Mode**

Bijuudama - Deals 40 damage to all enemies . Ranged



6. Perfect Tailed Beast Symbiosis - being in perfect unison with his Jinchuriki B can never loose control of his character , B Stuned or be effected by Illusions . Can not be Replaced. Passive

\*Alt : Samehada - deals 35 damage to all enemies , then all targets hit by this ability get a Drained stack and B gets one Empower stack per enemy damaged .Per 3 Empower stack B deals +10 dmg and per 3 drain on them the targets deal -10 damage. Melee

Ulti :Tailed Beast Mode -only in Jinchuriki Mode , from Round 2 Turn 3 end Jinchuriki Mode and enter Tailed beast mode. In this Mode you only use abilities from the below

Tailed Beast Mode



Alignment : LN Race : Tailed Beast Class : Beast

1. Tentacle Slam - Deals 30 damage to all enemies , all enemies damaged are Grappled. Melee

2. Hyper Regeneration -Heals B for 40HP . Shield

3. Tailed Beast Bomb - Deals 80 damage to all enemies . Ranged

4. Slam -deals 40 damage to a single target. Melee

5. Perfect Jinchuriki Symbiosis - being in perfect unison with his Jinchuriki B can never loose control of his character , B Stuned or be effected by Illusions . Passive

6. Tail Guard - Absorbs 40 damage from all Sources this Turn . Shield

7. Ink Release - can only be used in an underwater enviroment (not base Battlefield ex. Kisames Water Sphere) all characters in it except you are Blinded untill the underwater effect ends (can not target anyone but themselves) . Shield