Kimimaro



Alignment : Lawful Evil Race : Human , Mutant Class : Ninja

1. Dance of the Camellia - the user rips out his own shoulder bones , using his arm bone as a sword , deals 30 damage , Hits First . Melee

2. Dance of the Larch - All Melee attackers against you take 35 damage before their attack hits (this is always faster , if it kills a Character his attack is not used) . Counter

3. Dance of the Willow - Deals 20 damage to all enemies . Melee

4. Ten Finger Drilling Bullet - The user fire his own finger bones , dealing 20 damage . Ranged

5. Bone Reconstruction - all Attacks that dealt 30 or less damage to you in this Game , have their damage Healed by this (only Pure damage) , only works on each Attack once . Once used needs 6 Turns to recharge not counting the one it was used in (ex. used Round 1 Turn 2 , can only be used again in Round 3 Turn 3 earlies) . Shield

6. Kaguya Clan Blood - your bones protect you from damage , you absorb 10 damage from all sources , but take 20 unstopable damage at the end of each Round of combat . Can not be Replaced . Passive

\*Alt : Untouchable - If Kimimaro uses a Dance ability this ability is automatically Triggered at the start of that Turn , Kimimaro Ignores any one attack this Hits First before all others , only usable once per Round . Trigger



Ulti : Curse Mark of the Earth - Used from Round 2 onwards as a Regular ability, Kimimaro takes 20 unstopable damage , the damage he deals is increased by 20 in this Stance . At the end of this Round if this is not the 1st Turn in this Stance , Kimimaro leaves this Stance and enters Curse Mark Phase 2 Mode (Kimimaro takes 20 instead of 40 damage due to Kaguyas Blood if he transforms this way) . Stance

Curse Mark Phase 2 (Mode)



\*In this Mode Kimimaro uses the abilities below, his damage output is increased by 20 .

1. Dance of the Clematis Vine - Kimimaro rips out his own spine and uses it as a Grappling whip , a chosen target is Grappled permanently untill Kimimaro dies this ability may not be used again untill either the Target or Kimimaro dies . Ranged

2. Dance of the Clematis Flower - transforms Kimimaros hand into a giant bone , deals 25 damage to a single target . From the first time this is used , Kimimaro Hits Last with all abilities including this Ability because of the weight of the Bone . Melee

3. Dance of the Seeding Fern - Kimimaros bones sprout everywhere from his body , covering a large area in a field of death , deals 20 damage to all enemies ,only usable once epr Game , can not effect Flying enemies . Ranged , Field

4. Bone Travel - Only usable if Dance of the Seeding Fern was used during this Game , Kimimaro may enter his own bones and travel through them at great speed , instantly use another ability that is not Exausted (it is then Exausted) and it Hits First . The first time you use this the enemy is so surprised he can not use abilities to Ignore or Negate this or the ability it casts . Shield,Haste



5. Bone Reconstruction - all Attacks that dealt 30 or less damage to you in this Game , have their damage Healed by this (only Pure damage) , only works on each Attack once . Once used needs 6 Turns to recharge not counting the one it was used in (ex. used Round 1 Turn 2 , can only be used again in Round 3 Turn 3 earlies) . Shield  
\*This ability shares the Cooldown with the ability of the same Name in Base Mode .

6. Kaguya Clan Curse - your bones protect you from damage , you absorb 10 damage from all sources , but take 20 unstopable damage at the end of each Round of combat . Can not be Replaced . Passive