Mifune



Alignment : Lawful Neutral Race : Human Class : Samurai,Swordsman

1. Kurosawa (Katana ) - deals 25 damage to a single target . Melee

2. Iai Jutsu - Only in Hidden Stance end hidden Stance to activate this ability ,

Deals 40 Hits First or 20 Hits First before all others damage to a single target , if the target is a Ninja and is hit by this ability (regardless of damage) Negate all of its Ninjutsu abilities this Turn (Taijutsu and Genjutsu effects pass of) . Melee

3. Chakra Saber - coats his own blade in pure Chakra , giving himself a +15 Melee damage buff untill the end of this Round. Shield

4. Hidden Stance - In this Stance Mifune can not be predicted . Stance

Ulti : Dancing Blade Risk 4.+2. - Use Iai Jutsu (it must not be Exausted, it is then Exausted) , this Turn your attack can not be ignored/dodged , both you and the target of the attack take 2x damage from each other this Turn . Melee

\*Alt : Sepoku - can be used as a Reaction to any ability , Mifune deals 100 damage to himself . Shield

\*Alt : Flash - fires a long range slash of pure chakra by swinging his sword , deals 20 damage to all enemies . Ranged