MINATO



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

\*A Mark is considered a Stack.

1. **Flying Raijin** : You teleport onto any one Marked character ingoring all melee and ranged attacks this turn , then you may instantly make any one melee attack you did not exaust during this Round , it is then exausted.Shield,Haste

2. **Flying Thunder God : Guiding Thunder :** You most not have used ability 1. exaust ability 1 as well negate any 1 Ranged attack , even if it can not be negated. Counter

3. **Yellow Flash :** This is a reaction to any attack , not an Action(you may use 1 other action during the same turn) , you gain Hits First on all attacks , if you are Faster than an enemy who is attacking you ignore his attack(this means all enemies). Shield,Reaction

4. **Rasengan :** Hits First , deals 30 damage to any target.You may hit Flying enemies if used with Flying Raijin and they are Flying. Melee Attacks

5. **Raijin Kunai :** Deal 10 damage to a single target , wheter it hits or mises the target of this attack is Marked untill the end of this Round of combat.If your target is Flying you may gain Flying.You may target an ally with this attack but can not deal damage to him. Ranged attack

Once Per game : You may hit any number of targets with this attack.

6. **Mark** : Choose one from the below

a)Raijin Mark : choose any friendly or enemy target ,Mark it permanently. Melee Attack

b) Sealing 8 Trigrams : choose a single enemy target , If this hits a single enemy character,dessumon all Servants and Heroes he currently summoned during this game. He can not summon untill the end of this Round. Melee

7. **Yellow Flash Steel Dance** : You may attack with a 10 damage melee attack x number of times where X is the number of current Marks you have in the game(on all characters) you may choose the same target or any number of several different targets with this attack but each one you target must be marked. Melee

8. **Summoning Jutsu :**

a) Gamabunta - you summon a 40/50 Servant which deals 20 damage when it is summoned to any 1 target. Only 1x per game.Summoning,Ranged atack

b) Reaper Death Seal - you can only use this against an enemy that is on 50 hp or less , this ability always Hits Last after all other attacks. Then both you and your opponent roll a 1d6 your opponent gets -1 to the roll per hp 10 below 50 at the moment of casting this ability. If your opponent rolled higher he ignores this ability, if you rolled higher you instantly kill the target, but must then take 2 Stacks of Tired (take 20 damage more from all sources). Wheter you succed or fail you can only use this ability 1x times per game. Melee Attack

Alternate Abilities :

**Shadow Clone Jutsu** - Summons 2x 10/10 Shadow Clones

**Four Yang Formation** - requires up to 3 allied heroes in order to perform this technique,this is considered to be 1 action for all of them. Choose a single target,it and all of its Servants are stunned permanently unless they can Fly in which case this ability ends instantly for the Flying enemy. Hashirama and the Hero casters must skip their actions to maintain this ability,they decide at the start of each Turn before actions are taken wheter they want to or not. Shield