OROCHIMARU

  
,,*Real power is forged from the desire smoldering in the heart. It fans into a flame and begins to burn with an intensity scarcely imagined to be possible*,,

Alignment : Chaotic Neutral Race : Human,Demon(?),Mutant Class : Ninja,Shapeshifter

1. Kusanagi sword - deal 30 damage melee or ranged to a single target. This ability can not be Sealed. **Melee or Ranged**

2.Snake-Formation - Choose one from the below

a) Snake Arms - Orochimaru bites dealing 20 damage to up to two targets and putting a permanent 5 damage poison Stack on the target(s).They take 5 damage at the start of each of their turns.This ability stacks with itself.**Melee attack**

b) Gathering of the Snakes - heal for all the damage the last attack that hit Orochimaru did. **Shield**

c) Slither - Orochimaru turns into a giant snake leaving his old body behind and reapering in a new body. Remove all stacks from him,he ignores all attacks during this action.Strikes first.**Shield**

3. Curse Mark - Orochimaru can not place a Curse Mark on himself but can place it on either an ally or an enemy. There can only be 1 curse mark on a single person. It instantly takes 20 damage but deals 20 damage more with all Melee attacks. **Shield,Melee Attack**

4. Summon Manda - Orochimaru summons a giant 20/60 Manda Servant. If Manda successfully attacks a character it leaves a Poison 10 stack dealing damage and stacking with poison from ability 2. Only one Manda can be summoned per game . **Summoning**

5.Rashomon - You have three Rashomons per game.You can use one or all of them when you use this ability.Per Rashomon used in a single turn Orochimaru and all of his allies absorb 100 damage from all sources during this turn,negating all attacks that do not break their total Absorbtion. **Shield**

6. Wind Style : Great Breaktrough - Orochimaru deals 20 damage to all enemies. **Ranged**

Ultimate : 2. + 1. +4. IMPURE WORLD : REINCARNATION - Orochimaru either summons two 40/40 Hokage servants who can not die in combat and have ranged attacks or summons any Servant or Hero that died this game as his own puppet at full hp.Servants and heroes summoned by Impure World Reincarnation can not die unless Orochimaru is killed , in which case they die instantly. **Summoning**

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2.+4.+1. POWER OF THE WHITE SNAKE - Orochimaru turns himself into a Giant snake he can do nothing this turn,during all other turns in this form he can only attack and regenerate each turn and can not use any of his other abilities.. If he regenerates heal 30HP if he attacks deal 40 damage to a single target (melee). If Orochimaru brings a target down to 0HP he can take his body and become him exiting White Snake Mode and healing to 100HP he also takes all Stacks that were on the targets body and looses all stacks on his previous body.Once out of the White Snake Mode orochimaru can only use his regular abilities and can not enter snake Mode again. **Mode,Shield,Melee Attack**

