Sasuke Uchiha



Alignment : Chaotic Good Race : Human Class : Ninja

1. Fire Style : Fireball Jutsu - Deals 20 damage to all Enemies . Ranged

2. Chidori ! - Deals 30 damage to a single Target , Hits First . Melee

3. Substitution Jutsu - The user switches his own body with a log , Ignore any one attack . Counter

4. Strings Shuriken - Throws two giant Shuriken with Strings attached to a single target , both Shuriken deal 10 damage , if either one of these attacks Misses the target is instead trapped in the Strings , he does not take damage but is Stuned for this Turn . Ranged

5. Sharingan - use a copy of any Jutsu that you have seen another Ninja perform during this Game , even the one he uses during this very same Turn . Shield

6. Curse Mark - Sasuke deals 20 damage to himself , but then activates the Curse Mark , from now on his attacks all deal +20 damage . Mode



Ultimate : Curse Mark Full Power - Can only be used from Round 3 onwards , can only be used if already in Curse Mark mode , Sasuke transforms again into his full Curse Mark State . In this state he deals +30 damage instead of +20 and gains Flying whenever he Attacks for that Turn. Mode



\*Alt 1 : Fire Style Phoenix Fire Jutsu - Fires three shuriken coated in flame , make 3x 10 damage attacks , this ability can not have its damage buffed . Ranged

\* Alt 2 : Explosive Tag - throws an Explosive tag at a target dealing 25 damage to him an 15 damage to all other enemies . If the target is under Strings Shuriken Stun , he can not Ignore this attack and takes 10 more damage . Ranged