Shikamaru Nara



,, *Ugh... What a dragg*.,,

Alignment : Lawful Good Race : Human Class : Ninja

*\*Whenever Shikamaru uses a Shadow ability add 1 Stack of overdriven to him if he has 3 Stacks he takes 20 more dmg from all sources. If he has 6 or more he can no loger use Shadow abilities.*

1. Shadow Posession Jutsu - Does not effect Flying targets. Up to 3 enemies hit are Grappled and untill the Grapple ends he does not have the freedom to choose its own abilities , each turn it uses the ability with the same number as Shikamaru uses that turn(not counting the Turn hit by Shadow Possession). Ultimates can not be used under S.P. if Shikamaru skips a turn so must the target , if Shikamaru would force a target to use an Exausted/Once a Game already used ability and the target can not it just Skips a Turn instead and Shikamaru acts normally (the same applies to any ability Shikamaru could use but the target couldnt). Changing a Mode/Stance wil end SP instantly. Ranged

2. Shadow Strangulation - Choose a Grappled target deal 40 damage to it. Ranged

3. Shadow Spikes Jutsu - you shadows turn into flailing sharp tentacles deals 20 damage to all enemies. Ranged

4. Supreme Intellect - Predict 3 on all enemies, the effectivness of this reduced by 1 each time it is used this way(Predict 2 2nd time , Predict 1 3rd time) or select a single enemy and declare a Round and Turn number(Round 2 Turn 3) the opponent must tell you exactly what it will do that Turn this is a Prediction. Shield

\* Alt : Anchor - Choose a friendly target , from now on when you cast Shadow possession jutsu you can cast it from your ally targets body , the first time an enemy would be hit by it in this way he can not Ignore/Dodge the attack as he is taken completly bu surprise . Shield

Ultimate : Paper Bomb Field Trap - massive field of over 100 paper bombs is laid out for the enemy , activate without a combo as a Reaction from Round 2 Turn 3 say ,,Detonate,, after 2 Turns have passed after the one delcared , any opponent that can not ignore attacks(is Grappled) or Stuned or forced to skip a Turn is Hit by 100 unstopable damage as a ranged attack . Immortal charactets hit by this(Guts in Berserk form, Hidan...) have all their abilities Sealed. This happens at the same time as your Action that Turn , but is not an Action. Ranged