Sarutobi



Alignment : Neutral Good Race : Human Class : Ninja (Kage)

1. Fire Style : Dragon Breath Jutsu - deals 25 damage to all enemies. Ranged

2. Wukong Staff - 30 damage hits first against melee atracks and hits flying. Melee

If sealed replace with Taijutsu - deals 20 dmaage to a single target. Melee

3. Bamboo Prison - Seal your own ability then stun a single target for this turn , and summon a 0/40 Prison Servant which cant attack. While alive the prisoner cant ignore attacks, fly or use melee attacks except against the Prison. If the prison is destroyed unseal your own Wukong Staff. Can only be used once. Summoning

4. Earth Style Mud Wall - absorb up to 80 damage from any number of sources this turn. Shield

5. Earth Style giant Landslide - all enemies that are not Flying are stunned if hit cant be ignored.Shield

6. 4 Kage Sealing 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**

Ulti : Reaper Deathseal -Requires no combo . Hits Last a target is stunned for this turn, at the start of the next turn Seal up to 3 of the targets attack abilities then the Third Hokage drops to 0hp and dies, the second part of this ability can not be ignored,negated or immuned. Melee



Alt Ulti : Goton Dairendan - can only be used if you have 3 or more Shadowclones alive , requires no combo . You make 4x 20 damage attacks that hit all enemies. Ranged

Alt : Shuriken Shadow Clone Jutsu - deals 20 damage to a single target then summon 2x 10/10 Shadow Clones. Ranged,Summoning

Alt : Quick Bolt - deals 15 damage hits first. Ranged