Onoki (3rd Tsuchikage)



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

1. Earth Release : Rock Golem - summons a 20 / 40 Golem that takes all damage instead of the user , the user can not take AoE damage while the Golem is alive nor in the Turn during its death . Only 1x per Game . Summoning

2. Earth Release : Rock Clone - summons a 10/10 always Flying clone , enemies have a 1 in 6 (1d6 roll) chance of targeting the clone instead of the caster , the more clones there are the chance increases by 1 after the 1st clone . If the clone is targeted via Melee attack but Flying the attack is wasted. Summoning

3. Earth Release : Mobile Core - forces a non-Flying target (friendly or enemy) to gain Flying for this and the next Turn . It can loose Flying the next Turn. Shield

If used on an enemy - he can not Dodge attacks that Turn

If used on ally or self - Ignore one attack this Turn that targets you (if cast on an ally other than yourself you choose which attack the target ignores)

4. Earth Style : Light weight Rock technique - touches a target drastically decreesing its weight , it can now Fly untill the end of this Round but if it chooses to(at moment of casting) it Hits Last .

Alternativelly you may weighten the weight of projectile attack that is thrown at you (such as a Meteor) negate its damage completly . Shield

5. Earth Style : Heavy Weight Boulder technique - touches a target increasing its weight drastically , end its Grapples and it Hits Last during its next Turn and the Turn after that.

If used on ones self instead the technique makes the user Hit Last but adds +20 damage to his 6th ability lasts during your next Turn and the Turn after that. Shield

6. Earth Release : Rock Fist - turns the fist into a giant rocky hand dealing 30 damage to a single target . Melee

Ulti : Particle style - Atomic Dismantling Jutsu (Dust Release - Detatchment of the primitive world) : Combo any 3x Earth techniques . Choose one application :

a) Envelops a target in a large cube and dissintegrates it , wipe it from existance if hit . If this version of the Ultimate is used you can use this Ultimate again during this Game if Onoki finishes its Combo , but Ohnoki gains 1 Stack of Tired (takes 20 damage more from everything) Ranged

b) Envelops all allies in a protective sphere which dissintegrates incoming attacks , Negate all attacks used against you or your allies this Turn . Shield

c) Creates a huge area explosion dealing 60 damage to all characters . Ranged

\*Anyone killed by any version of this Ultimate is disintegrated , and can not return to life.