TSUNADE



Alignment : Neutral Good Race : Human Class : Ninja

1. Heavenly Spear Kick - Deals 35 damage to a single target . Melee

2. Mystical Palm - Heals 25 damage from a single target and removes any 1 Stack on them , this ability can return dead characters to life if it brings them above 0 HP . Shield

3. Summon Katsuyu - Summons a 30/50 Slug servant , at the start of each new Turn while Katsuyu is alive all characters that are Tsunades allies heal for 15hp except Katsuyu herself as minor slugs join together to repair their bodies . Can only be used once.Summoning

4. Strength of a Hundred Seal - Tsunade enters Strength of a Hundred mode , in this mode all of her abilities heal 20 more HP and deal 20 more damage this does not apply to Katsuyu , this ability lasts untill the end of the next Round of combat after the Round it was cast in , then Tsunade looses this ability and gains an Aging Stack ( takes 10 damage more from all sources ). Can only be used once . Mode

\*Alternate : Chakra Scalpel - Tsunade deals 20 damage to a single target , can not be absorbed . Melee



Ultimate : Creation Rebirth - can only be used in Strength of a Hundred Mode , can be used as a regular ability and can be used any number of times . Tsunade heals a chosen target to its full HP , returning it to life if it was dead and removing all negative stacks from it. If Tsunade should die due to taking lethal damage while in Strength of a Hundred Mode she instantly uses this ability on herself before the attack connects , without Expending it . Shield

Whenever Tsunade uses this ability she gains one Aging Stack

( takes 10 damage more from all sources) .