Yagura Karatachi



Alignment : Chaotic Evil Race : Human , Jinchuriki Class : Ninja , Beast (transform)

"*I can trust you because of who you are, Kisame. For the sake of our nation and village, you've done our dirty work. And additionally, you've followed through on traitorous assignments. You're well aware this world is full of lies, and deceit.*"

\*As a Jinchuriki Yagura can not loose control of his Character the first time he would be effected in a Turn since he has two minds , both must be controlled in the same Turn in order to be effected .

1. Water Style : Water Mirror - you create an exact copy of a Ranged attack Ability that is used during this Turn , if it could be Negated , negate them both . If it can not , they both take effect , you choose targets for your version of the Ranged attack but you must target the original caster of the Ability before all others . Hits First . Counter

2. Bojutsu (Staff) - Deals 20 damage or absorb 30 damage from a single Source that would hit you . Melee , Shield

3. Wind Style : Passing Typhoon - Deals 20 damage to all enemies , end all current Field effects , and all mist/fog/smoke cloud like abilities in effect . Ranged

4. Tailed Beast Cloack - you enter Tailed Beast Cloack Mode , in this Mode you deal +20 damage more with all attacks , you use the Abilities below . Only from Round 1 Turn 3 . Mode

Tailed Beast Cloack Mode



1. Slamm - Dealls 20 damage to up to 4 targets . Melee

2. Tailed Beast Bomb - Deals 40 damage to all enemies . Ranged

3. Coral Palm - Deals 10 damage to a target , then place a Coral Stack on it . For each Corral Stack on a Character it gets one Hits Last on all Abilities (-1 Speed Rating) , if a target has 3 or more Coral Stacks it is also permanently Stuned as long as it does . Melee

4. Tailed Beast Mode - Only from Round 2 Turn 3 , end Tailed Beast Cloack Mode , enter Tailed Beast Mode , you use only the Abilities below (you loose the +20 damage bonus of the Tailed Beast Cloack Mode ) . Mode

Tailed Beast Mode



1. Coral Palm - Deals 50 damage to a target , then place a Coral Stack on it . For each Corral Stack on a Character it gets one Hits Last on all Abilities (-1 Speed Rating) , if a target has 3 or more Coral Stacks it is also permanently Stuned as long as it does . Melee

2. Leaping Bullet Shell Tower - you gain Flying this Turn , as your Action the next Turn you fall dealing 80 damage to a single target . Hits First . Melee

3. Shadow Stroke - Deals 60 damage to a single target or Ignore any one Attack . Melee , Shield

4. Tailed Beast Bomb - Deals 80 damage to all enemies . Ranged