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100% injury) 7. Golemin (Heal & amp; Purify) 8. Golem Protection (-40% damage) 9. Hidden between the rocks (-100% damage) 4. Silhouette silhouette (-10% evasive speed) 4. Silhouette choke (3 turn stunning) 5. Silhouette Turn off (2 turn limit)
6. Fire power (+40% damage) 7. Hidden Among Rocks (+75% damage) 8. Yama's rage (+20% damage) 9. Ground damage: @lvl 60: 100% (bottom) *108% (angry tiger sword) total = 178% @lvl100 100% (bottom) *200% (country feature) *103% (carnival fan) *108% (angry tiger sword) total
= 222.5% FOR ID users with land & amp: fire elements. The best gifts for you are Eye of Mirror and Hidden Silhouette. As you can revive with 1704 HP, except that you have some resistance to genjutsu, such as falling leaf and feather bias, which is your weakness (if
you throw EOG, HAR, FP, etc., your enemy can throw a falling leaf and poff, all buff is gone), but now you are free to use them without fear of calm. You lack the use of jutsu because you only have a ground choke (lol), that's why mirror of grace is there to help you, and if combined the silhouette chokes and turns off, you're untouchable
(lol). EOM and HS don't offer you a damage hobby, but you don't need them anymore because you already have FP, HAR and ROY on your sleeves to add to the damage. Try this combination: Mirror of Grace + Fire Power + Hidden Among Rocks + Earth Nail Wall = 2660 damages (replace Mirror of Grace Embrace of Golem + Silhouette
with Strangle if it's already another lol of your life). Skills building:1. Embrace Of Golem 2. Hidden between the rocks 3. Fire power 4. Feather bias / The illusion of falling leaf 5. Damage /Fury of the Yama 6 6. Damage 7. Optional 8. Optional 
elements are earth and thunder, I strongly recommend you go for a clean thunderstorm instead of clean ground. The primary reason is that thundery spells do not benefit or work much with pure thunder. Earth +
WaterExtreme: * Lethal Performance * MirrorSecret Eye: * Enraged Forest * Hidden silhouetteEARTH + WATER + LETHAL PERFORMANCE + OUTRAGED METSÄDefense: 1. Damage reduction: 5% (Soul of Onmyouji) 5% (golem guard) 5% (mini bad wings) total = 15% (total) 2. 20% chance of resisting stunning 3. Chance of
recovering 30% damages: @lvl 60:24% @lvl100: 40% 4. A 10% chance of regaining 50% damage took 5. Health score: @lvl60: 4260 @lvl100: 7060 6. Miraculous doors (convert 100% damage to HP) 7. Suiton cover (take CP as damage instead of HP) 8. Embrace of golem (improves & amp; cleans) 9. Golem Protection (-40% damage)
10. Hidden among the stones (-100% damage taken) 11. 30% chance 5% HP and CP @lvl60: 213 HP @lvl100: 353 HP 12. RefreshOffense:1. Burying a dead bone (3-turn barrier) 2. Samurai: One sword (+40%damage taken; -40%dodge chance) 3. 3. Outraged forest suppression binding (stunning 2 laps) 4. Enraged forest matern
(additional damage) 5. Hidden Among Rocks (+75% damage) 6. Water bundle (2 turn limiter) 7. Prison Colliding Wave (2 Turn stun) 8. Country statistics) total = 200% Lethal performance and enraged forest is the best ability
to connect to land and water. This provides a total of 15% damage reduction from all impacts, a 10% chance of recovering 50% damaged, obtained in addition to the usual reactive force. When you use golem protection, you get a total of 55% less damage, and when 50% reactive force is activated, your enemy will get more damage than
you had. Burying a dead bone is also good because it provides you with a 3-turn barrier, and if it's connected to a bundle of water, smothering suffocation and FI, your enemy will have a hard time reducing HP. Samurai: One Sword offers you more 40% damage %40% dodge reduction, which is good especially for wind users. An enraged
forest Matsuri offers you decent damage, in Ivl 60 you can deal with 720 damages at 540 cp (its damage is the same as the Fire Magatama explosion, with this you can free the place for other useful jutsus than adding harmful ninjutsu. For about 1/3 laps when using a jutsu, you get 213HP and 123CP. Try this combination: Burying a dead
bone + Samurai: One Sword + Hidden Among The Rocks + Earth Nail Wall = 2391 DamageSkill Build:1. Embrace Of Golem 2. Hidden between the rocks 3. Water bundle 4. Feather illusion / Golem protection 5. Update / Suiton Shield 6. Update 7. Damage 8. Damage(optional)Weapon:Back Item:Pet: Suki / Inukuchi / Keiko / your
choiceEARTH + WATER + EYE OF MIRROR + HIDDEN SILHOUETTEDefense: 1. 20% chance of recovering 30% damages: @lvl 60:24% @lvl100: 40% 4. Health score: @lvl60: 4260 @lvl100: 7060 5. Mirror of freedom; Revive: @lvl60: 40% 4. Health score: @lvl60: 4260 @lvl100: 40% 4. Health score: @lvl60: 4260 @lvl100: 7060 5. Mirror of freedom; Revive: @lvl60: 40% 4. Health score: @l
1704HP @lvl100: 2824HP 6. Embrace of the golem (improves & amp; cleans 7. Golem Protection (-40% damage) 8. Hidden among the stones (-100% damage) 9. Shield of Suiton (take CP instead of HP)Attack: 1. Strength mirror (additional damage) 9. Shield of Suiton (take CP instead of HP)Attack: 1. Strength mirror (additional damage) 9. Shield of Suiton (take CP instead of HP)Attack: 1. Strength mirror (additional damage) 1. Mirror of Grace (3 laps weaken/chaos/ limit) 3. Silhouette Capture (-10% dodge rate) 4.
Silhouette Choke (3 turn stunning) 5. Silhouette Turn off (2 turn limit) 6. Hidden Among Rocks (+75% damage) 7. Water bundle (2 turn limiter) 8. Prison Colliding Wave (2 Turn Stunning) 9. Damage to Ninjutsu @lvl 60:100% (bottom) *160% (country statistics) *103% (carnival fan) *108% (angry tigermie total) = 178% @lvl100: 100%
(bottom) *200% (country definition) *103% (carnival fan) *108% (angry tiger sword) = 222.5% As usual if you are an ID with soil and water elements, it is best to choose Eye of Mirror and Hidden Silhouette talent as it fits Freedom Mirror will revitalize you with 1704 HP, you can let the update completely complement HP. In addition to the
water bundle, the mirror of strangulation and mercy, if you're out of service, your enemy might die when he can't do anything. This talent doesn't give you any damage, but in addition, you already have your HAR with you. Try this combination: Mirror of Grace
+ Hidden Rock Amongs + Nail Earth Wall + Rock Land Blast = 1900 + 1000 = 2900 damages. Skills building:1. Embrace Of Golem 2. Hidden between the rocks 3. Feather illusion 4. Water package 5. Suiton Shield / Update 6. Damage / Update 7. Damage 8. OptionalAse: Angry Tiger Sword / Itchi no katanaBack Item: Pet: Yamaru / Keiko
/ your choiceEarth + Windl has no idea yet if anyone can help me? Pure FireFire + EarthExtreme: * Lethal Performance * MirrorSecret Eye * Exploding Lava * Hidden SilhouetteFIRE + EARTH + LETHAL PERFORMANCE + EXPLODING LAVADefense: 1. Damage reduction: 5% (Soul of Onmyouji) 5% (golem guard) 5% (mini bad wings)
total = 15% (total) 2. 20% chance of resisting stunning 3. 10% chance of rebounding 50% damage taken from 4. Miraculous doors (convert 100% damage taken) 6. Embrace of golem (improves & amp; cleans) 7. Golem Protection (-40% damage) 8. Hidden among the stones (-100% damage) 8. Hidd
taken) Attack: 1. Possibility of triggering combustim (+30% damage) @lvl60: 24% @lvl100: 40% 2. Burying a dead bone (3 obstacles) 3. Samurai: One sword (+40% damage) 5. Hidden Among Rocks (+75% damage) 6. Yama's rage (+20% damage) 7. Fire power (+40% damage) 8.
Fire damage Ninjutsu: @lvl60: 100% (fire statistics) *124% (fire damage statistics) *105% (exploding lava) *130% (combustion) total = 382.2%For free users, the best ability to connect to
clean fire with earth as a supporting element is lethal performance and exploding lava. At level 60, the average damage to the firepower and HAR enthusiast is on 663.5%*Fiendy Magatama Explosion = 4850 damage enough for toast for your opponent. Since you have an insane amount of damage, your defense is relatively weak, but
with this construction you get 15% damage reduction, a 20% chance of resisting stun and other jutsu that will help you when you are in trouble. Most of the nins are afraid of clean wind with their great evasive power, but don't worry much about them as with One Sword and Lava Shield you can reduce their evasive power by up to 50%.
plus it also increases your damage, just throw it on top when they are not flexible, then unpack your destructive skills on paper HP, making sure you pawn them (this can take luck). Skills building:1. Hidden between the rocks 2. Embrace of golem 3. Fire power 4. Feather illusion 5. The illusion of a falling leaf (optional) 6. Damage 7.
Damage 8. Optional Ase: Golem Guard / Ginkotsu Military SawBack Item: Pet: Suki / Keiko / Yamaru / Valinta SIFIRE + EARTH + EYE OF MIRROR + HIDDEN SILHOUETTE For ID users, I recommend that you go to clean ground instead of making full use of its abilities. Fire + ThunderIf you're pure fire backed up by a thunder element, I
suggest you switch to pure thunder instead. Why? Because it's pure fire, the brand skills of thunder aren't useful to you, unlike if you go into pure thunder, firepower and the arousal of fire energy will help you a lot and complement your construction. Fire + WaterExtreme: * Lethal Performance * MirrorSecret Eye: * Hidden SilhouetteFIRE +
WATER + DEADLY PERFORMANCEDefense: 1. Damage reduction: 5% (Soul of Onmyouji) 5% (golem guard) 5% (mini bad wings) total = 15% (total) 2. 20% chance of resisting stunning 3. 10% chance of rebounding 50% damage taken from 4. Miraculous doors (convert 100% damage to HP) 5. Yama's rage (rebound 100% injury) 6.
Suiton cover (take CP as damage instead of HP) 7. RefreshOffense: 1. Possibility of triggering combustim (+30% damage) @lvl60: 24% @lvl100: 40% 2. Burving a dead bone (3 obstacles) 3. Samurai: One sword (+40% damage taken: -40% dodge chance) 4. Water bundle ((2 translation limited) 5. Prison Colliding Wave (2 Turn stun) 6.
Yama's rage (+20% damage (+20% damage Niniutsu @lyl60: 100% (bottom) *160% (fire statistics) *124% (fire damage statistics) *130% (combustion) total = 364%Free user with clean fire and water elements has good lethal
performance, while secret talent; Just wait for your own combination to take full advantage of their passive skills. With 15% damage reduction and upgrade, the HP bar is certainly always full, and Shield of Suiton gives you 3 invulnerability resentments (the fire has the lowest cp consumption relative to basic damage, so cp loss may not
matter much, but equipping SOS is optional). Burying a bundle of water, PCW and Dead Bone allows you to stun the enemy, hurting them a lot. A 20% chance of resisting stunning is also good against stun cabinets and HS talents. Try this combination: Burying a dead bone + Firepower + Samurai: One sword + fiety Magatama explosion
= 3,700 damage with a very high chance of hitting the enemy. Skills building:1. Fire power 2. Water package 3. illuusio 4. Päivitä 6. Vankilan törmäysaalto 7. Vauriot 8. VahinkoAse:Golem Guard / Byakko Sword / Ginkotsu Military SawBack Item:Pet: Suki / Keiko / your choice FIRE + WATER + EYE OF MIRROR +
HIDDEN SILHOUETTEDefense: 1, 20% 20% rebound geniutsu 2, 15% chance to copy skill (can either defense or offense) 3, Mirror of freedom: To revive: @lvl60: 984HP & amp: CP @lvl100: 1624HP & amp: CP @lv
mirror (additional damage) 2. Mirror of Grace (3 laps weaken/chaos/ limit) 3. Silhouette Capture (-10%dodge rate) 4. Silhouette Curn limit) 6. Fire power (+40% damage) 7. Yama's rage (+20% damage) 8. Water bundle (2 turn limiter) 9. Prison Colliding Wave (2 Turn Stunning) 10. Fire
damage Ninjutsu @lvl60: 100% (bottom) *160% (fire statistics) *124% (fire damage statistics) *130% (carnival fan) *108% (byakko sword) total = 404.9% As usual damage Ninjutsu @lvl60: 100% (bottom) *100% (fire statistics) *130% (carnival fan) *108% (byakko sword) total = 404.9% As usual damage statistics) *130% (carnival fan) *108% (byakko sword) total = 404.9% As usual damage statistics) *100% (bottom) *100% (fire statistics) *100% (bottom) *100% (fire statistics) *100% (bottom) *1
it is best to choose EOM and HS, if you are an ID user. The main purpose is the Mirror of Freedom, and it fits all buildings. If your opponent had ever stunned you, but most likely you can rebound from their genjutsu, but in the worst case scenario where you were made and resuscitated, take that time to burn your enemy *** buffing
yourself for the damage increase, and then unpack the disastrous jutsu then put him to his death instead. Try this combination: Mirror of Grace + Fire Power + Fiendy Magatama Expulsion = 2940 damages, enough to roast your non-country opponent. Is the opponent still alive? Then he died by a meteorite from a falling fire. Skill to build:1
Fire power 2, Feather illusion 3, Water bundle 4, Suiton Shield/ Prison Crash Wave 5, Update 6, Damage 7, Damage 8, Optional weapon: Angry tiger sword / Your choice Fire + Windl has no idea if anyone can help me? You can also choose a clean
wind. But if you want pure fire, you can choose lethal performance, but what contradicts you is that the wind is your defense (evasive), but in miraculous doors, the soul of the samurai, you have to take on attacks (lol). When you choose Dark Eye, you waste an extra critical opportunity and damage. Eight limbs isn't an option either. EOM
and HS are good for the symbols. Pure Thunder The best ultimate talent for clean thunderstorms is the Dark eye. Even for ID users, it is the best choice. EOM is also good, but not so compared to DE. The only aces you have EOM are:1. You'll be resuscited. 2. Mirror of Strength has a high chance of damaging a critical hit. 3. It's against
the great World Boss. 4.3 turn of chaos / limit/ weaken. But the problem is that it consumes cp too much, so you run out of chakra when you need it Personally, I am a thunderwater user with EOM (lol), I had chosen this because not PVP too much. I have a clue. Tip. when you want to be pure thunder with EOM and HS:1. Put at least 10
stats in the water, 300 cp is good enough or try half to build; 50% thunder and 50% water. 2. Level only mirror eye (first skill) to level 5. This skill is CP draining, so it is advisable not to level 5, but if you see fit that you need to disable, maximize its level. 4. It is
better to use the Force Mirror. 5. Consensus installation smoothing Freedom Mirror, +40% cp is good when you die, it increases valuable CP. 6. Smoothing the mirror eye of the crescent is a good choice. 7. Level mirror of passion for world boss hunting, but don't use it in PVP (you can't put the enemy to bed when this skill affects them). 8.
Geddo Sesho Shuriken is a great weapon choice. (I'm still trying to get that gun, but that boss doesn't want me to get it....) 9. It is also a good choice to get your yamaru pet as he offers you CP. That's all right yet! I will no longer include EOM & amp; HS as a choice in the next guide, I think what I had said here is enough to make you
decide. Ukkonen + MaaExtreme: * Dark EyeSecret: * THUNDER + EARTH + DARK EYEDefense: 1. Acupuncture meridian anesthesia (-20% damage taken, healed 10%) 2. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Embrace of the golem (improves & amp; cleans 5. Golem Protection (-40% damage) 1. Dodge chance: 5% (bottom) 5% (Dark Eye) 1. Dodge chance: 5% (Dark Eye)
damage) 6. Hidden among the stones (-100% damage taken) 7. CP @lvl60: 2952 (2460 without dark eye) @lvl100: 4872 (4060 without dark eye) @lvl100: 2436 (1015 without dark eye) Attack: 1. Critical damage: @lvl60: 150% (bottom) +48% (thunder criticism statistic) *110%
(meridian search) *160% (thunder statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 546.5% 2. Critical chance: @lvl60: 5%(base) 5%(Meridian Search) 24%(thunder statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder criticism statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (bottom) +80
tiger sword) 2% (dark blade) total = 41% @lvl100: 5%(base) 5%(Meridian Search) 40% (thunder stat) 5%(angry tiger sword) 2%(dark blade total = 57% 3. Acupuncture destruction (restriction and disintegration) of meridianes 5. Concentration (+40% critical opportunity) 6. Flash Lightning
Bundle (-40% dodge chance) 7. Narukam armor (+15% damage, critical opportunity and accuracy) 8. Hidden Among Rocks (+75% damage) For pure Thunder and Earth users, Dark Eye is the best ultimate talent for you; Just wait for your secret to be published. The hidden silhouette is also good if you are an ID user. you can see without
damage, you process 376.4% critical damage. Acupuncture meridianes anesthesia + Golem Protection = 60% damage reduced by 3 laps, adequate defense to reduce damaging blow from enemy, plus you improves 246HP 3 laps. Because thunder is a damaging jutsu that consumes too much charka, but don't worry anymore, as Meridian
Strengthen offers you more of your 492 CP queries, and you get back 1746CP per charge. Try this combination: Meridians Destruction + Concentration / Narukam armor 2. Hidden between the rocks 3. Embrace of the Golem 4. Lightning Flash 5.
Feather Illusion / Golem Protection 6. Damage 8. Flash Lightning Bundle (optional) Weapon: Angry Tiger Sword / Bike Doughnut / Ginkotsu Military SawBack Item: Pet: Keiko / choiceSiThunder + FireExtreme: *Dark EyeSecret: *THUNDER + FIRE + DARK EYEDefense: 1. Acupuncture meridian anesthesia (-20% damage taken.)
healed 10%) 2. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Yama's Rage (rebound 100%damge taken) 5. CP @lvl60: 1476 (615 without dark eye) @lvl100: 2436 (1015 without dark eye) Attack: 1.
Critical damage: @lvl60: 150% (bottom) +48% (thunder criticism statistic) *110% (meridian search) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +48% (thunder criticism statistic) *108% (angry tiger sword) *108%
chance: @lvl60: 5%(base) 5%(Meridian Search) 24%(thunder stat) 5%(angry tiger sword) 2% (dark blade) total = 41% @lvl100: 5%(base) 5%(Meridian Search) 40% (thunder stat) 5%(angry tiger sword) 2% (dark blade) total = 57% 3. Acupuncture needle barrier (filling only 60%CP) 4. Acupuncture destruction (restriction and
disintegration) of meridianes 5. Concentration (+40% critical opportunity) 6. Flash Lightning Bundle (-40% damage) 9. Fire Power (+40% damage) Thunder and fire are all attack type elements, so a dark eye is a good choice, it
increases your damage and provides some defense and bits to heal. At level 60, you will handle a critical strike from about 2 out of 5 turns with 376.4% damage without any buff. Dark Eye also adds a 5% dodge option. Narukami + Dark Eye armor = 20% accuracy, excellent when fighting wind users, as well as Flash Lightning Bundle -
40% doge chance. Needle barrier is good against every opponent, especially against other thunder conductors and EOM users when thrown at the start of the fight, you burn 40% of your opponents CP. Meridians Destruction offers you a 2-turn limit and the ability to break down your opponent (when the enemy is sos, HAR, EOG, ROY,
etc., and you cause, damage is done to them), it is free falling leaf bias and gives you critical damage of about 1145 (if it is critical, lol, but it probably is), Try this combination; Acupuncture meridian meridianes + Concentration + Lightning Scater Shoot = 2525 damages, Skills building: 1. Concentration / Narukam armor 2. Flash Flash 3.
Fire Power / Flash Lightning Package 4. Feather illusion 5. Damage 6. Damage 7. Fire energy arousal (optional) 8. OptionalWeapon: Angry Tiger Sword / Ginkotsu Military Saw / Wheel MonkBack Item:Pet: Keiko / your choice Thunder + WaterExtreme: * Dark EyeSecret *THUNDER + WATER + DARK EYEDefense: 1. Acupuncture
meridian anesthesia (-20% damage taken, healed 10%) 2. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Suiton cover (take cp as damage instead of HP) 5. Update 6. CP @lvl60: 2952 (2460 without dark eye) @lvl100: 4872 (4060 without dark eye) 7. CP per charge: @lvl60: 1476 (615 without dark
eye) @Ivl100: 2436 (1015 without dark eye) Attack:1. Critical damage: @Ivl60: 150% (bottom) +48% (thunder criticism statistic) *110% (meridian search) *200% (thunder statistic) *110% (meridian search) *100% (thunder criticism statistic) *110% (meridian search) *200% (thunder criticism statistic) *110% (meridian search) *200% (thunder criticism statistic) *100% (meridian search) *100% (me
statistics) *108%(angry tiger sword) total = 546.5% 2. Critical chance: @lvl60: 5%(base) 5%(Meridian Search) 24%(thunder stat) 5%(angry tiger sword) 2% (dark blade) total = 57% 3. Acupuncture needle barrier (filling only
60%CP) 4. Acupuncture destruction (restriction and disintegration) of meridianes 5. Concentration (+40% critical opportunity) 6. Flash Lightning Bundle (-40% dodge chance) 7. Narukam armor (+15% damage, critical opportunity) 8. Water bundle (2 turn limiter) 9. Prison Colliding Wave (2 Turn Stunning) Again, Dark Eye is
the best choice for pure thunder with a water element. As for secret talent, you'd better wait for updates or choose Hidden silhouette if your ID user. In addition to 20% CP and 50% chakra per charge, you can take full advantage of water-supporting jutsu, SOS benefits the most as well as refreshing the skills that consume much of your
precious CP, but leaving you protected for 3 laps and when you get damaged, the update will be there to help you. Lightning Flash + WB + EN + Acupuncture Meridian Destruction + SOS = 12 Revolutions under Your Control, lol. Pure thunder users are famous for their critical healing, so the update completely revamps HP when it's
already low. Other benefits read the whole clean build of thunder (whehehe it is becoming unnecessary). Try this combination: Water package + Concentration (Narukam armor) + Destruction of meridianes + Lightning launcher shooting = 1623 + 2525 = 4148 damage! If that's still not enough, you'll have another free shift for the next
DARK EYE + DEMON SOUNDDefense: 1. Acupuncture meridian anesthesia (-20% damage taken, healed 10%) 2. Dodge chance: 5% (bottom) 5% (Dark Eye) total = 10% 3. Flash of Lightning (blind) 4. Flexible (+40% dodge chance) 5. Wind peace (+20% dodge chance) 6. Fujin's Dance (-4 cools the whole jutsu) 7. CP @lvl60: 2952
(2460 without dark eye) @lvl100: 4872 (4060 without dark eye) 8. CP per charge: @lvl60: 1476 (615 without dark eye) 9. Demon Song (chance to reduce 10% enemy damage) 10. Phantom Wave (-20% accuracy, -20% critical chance) Attack: 1. Critical damage: @lvl60: 150% (bottom) +48% (thunder
criticism statistic) *110% (meridian search) *160% (thunder statistics) *108% (angry tiger sword) total = 376.4% @lvl100 <3> <5>: 150% (bottom) +80% (thunder statistics) *108% (angry tiger sword) total = 546.5% 2. Critical chance: @lvl60: 5% (base) 5% (Meridian Search) 24%
(thunder stat) 5%(angry tiger sword) 2% (dark blade) total = 41% @lvl100: 5%(base) 5%(Meridian Search) 40% (thunder stat) 5%(angry tiger sword) 2% (dark blade) total = 57% 3. Acupuncture needle barrier (filling only 60%CP) 4. Acupuncture destruction (restriction and disintegration) of meridianes 5. Fantasy Song (+8 laps cools 1 skill)
6. Concentration (+40% critical opportunity) 7. Flash Lightning Bundle (-40% dodge chance) 8. Narukam armor (+15% bleeding) Pure thunder with wind is one of the best to associate with a dark eye and demon song if the emblem is also good to go to Dark Eye + Hidden
Silhouette, with your choice. When avoidance is on, your evasiveness has 50%, good defense, plus a phantom wave that reduces accuracy by 20% by a total of 70% (I think it stacks) Fantasia's song is also a good jutsu to ruin your opponent's combination if you're lucky enough to add a valuable jutsu like DOF, EOG, HAR, Refresh, etc.
Think about if you throw it at your opponent his recreation increased by 8 laps, it is free 2* Sakura-ryu (lol). For other dark eye benefits, just read the full thunder guide. Skills building:1. Concentration / Narukam armor 2. Flash Flash 3. Avoidance 4. Feather illusion 5. Fujin danced on The 6th. Damage 7. Damage 8. OptionalWeapon:Angry
Tiger Sword / Ginkotsu Military Saw / Wind WalkerBack Item: Pet: Keiko / your choicePure Water + EarthExtreme: * Eight Extremities * Eye of MirrorSecret: * Enraged forest * Hidden silhouette water + EARTH + EIGHT LIMBS + ENRAGE FORESTDefense: 1. HP @lvl60: 2706 (2460 without 8ex) @lvl100: 4460 (4060 without 8ex) 2. Agility
@lvl60: 76 (69 without 8ex) @lvl100: 120 (109 without 8ex) 3. Nature power: Restore @lvl60: 213 @lvl100: 353 Restore HP @lvl60: 135 @lvl100: 353 Restore HP @lvl60: 
taken) 9. CP: @lvl60: 4260 @lvl100: 7060 10. Clean up the @lvl60: 24% @lvl100: 40% Attack:1. Ultimate Dance (enemy damage and double wear) 2. Eight Limbs Fist (damage and double wear) 5. Extreme mode (+80% taijutsu damage) 6. Water bundle (2
turn limiter) 7. Prison Colliding Wave (2 Turn stun) 8. Hidden Among Rocks (+75% damage) 9. Damage to taijutsu: 100% (bottom) 20% (8ex) total = 120% Clean water, where the ground as a support element can choose eight limbs to increase the damage, since the water ninjutsu is weak compared to the water in the taijutsu. Extreme
mode + HAR + Ultimate Dance = approximately 3855 damages or if you use Night Ultimate Dance, its damage is about 2300. When using extreme mode, your enemy may try to stun/limit you, but since you have a 24% cleansing chance, what they do is only useless (but beware of the illusion of falling leaves). Internal injuries caused by
extreme condition can also be cleansed; you can use your luck or throw embrace of golem before extreme mode. Theoretically, you restore CP and 123HP. Ultimate Dance's double CP consumption is great against the enemy, I can't imagine myself downloading every
attack (lol), your opponent might end up loading and dying (lol). Skills building:1. Water bundle 2. Taijutsu 5. Embrace of golem 6. Update 7. Suiton Shield/ Prison Crash Wave 8. Feather Illusion / RefreshWeapon:Back Item:Pet: Keiko / your choiceWATER + EARTH + EYE OF MIRROR + HIDDEN
SILHOUETTEDefense: 1. 20% chance of rebounding genjutsu 2. 15% chance to copy skill (can either defense or offense) 3. Mirror of freedom; To revive: @lvl60: 2460 @lvl100: 7060 5. Clean up the @lvl60: 24% + 5% (sea bronze) = 29% @lvl100: 40% + 5% (sea
bronze) = 45% 6. Suiton cover (take CP as damage instead of HP) 7. Update 8. Embrace of the Golem (Heal & CP as damage) 10. Hidden between the rocks (-100% damage) 4. Mirror of Grace (3 laps weaken/chaos/ limit) 3. Silhouette Capture (-10% dodge
rate) 4. Silhouette Choke (3 turn stunning) 5. Silhouette Turn off (2 turn limit) 6. Hidden Among Rocks (+75% damage) 7. Water bundle (2 turn limit) 8. Prison Colliding Wave (2 Turn Stunning) 9. Ninjutsu @lvl60: 100% (bottom) *160% (water statistics) *103% (carnival fan) total = 164.8% @lvl100: 100% (bottom) *200% (water statistics)
*103% total = 206%Eye of Mirror + Hidden Silhouette works well with a clean water user combined with a ground element, These talents consume too much cp, but you have a lot of chakra saves while getting additional damage and a combination of a stun lock. Water bundle + Grace Mirror + Silhouette Choke + Silhouette
Shutdown = 10 rounds of free attacks on your enemy, great time to kill your opponent quietly (lol). By the way, silhouette strangle stun for you an invulible adversary, what else with the Mirror of Freedom? If you think you have a lot of behavior, try using an enraged forest
instead of a hidden silhouette. Nothing more to add, just read the full explanation for Eye of Mirror. Building skills: 1. Water bundle 2. Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection of Suiton 3. Hidden between the rocks 4. Golem Protection 3. Hidden between the rocks 4. Hidden between th
choiceWater + FireExtreme: * Eight Extremities * Eye of MirrorSecret: * Hidden SilhouetteWATER + FIRE + EIGHT EXTREMITIESDefense: 1. HP @lvl60: 2706 (2460 without 8ex) 2. Agility @lvl60: 76 (69 without 8ex) @lvl100: 120 (109 without 8ex) 3. Suiton cover (take cp as damage instead of HP) 4.
Update 5. Yama's Rage (rebound 100%damge taken) 6. CP: @lvl60: 4260 @lvl100: 7060 7. Clean up the @lvl60: 24% @lvl100: 40%Attack:1. Ultimate Dance (enemy damage and chance to reduce 50% enemy cp) 3. Extreme mode (+80% taijutsu damage) 4. Yama's rage (+20% damage) 5.
Water bundle (2 turn limit) 6. Prison Colliding Wave (2 Turn stun) 7. Taijutsu damage: 100% (base) 20% (8ex) total = 120%Good thing about this combination is that you can handle major damage with only 10CP, leaving your other skills enough for CP to use the most potential (Shield of Suiton and Refresh). When you're in extreme
mode, throw in Fire Power and then disasser the magic, you can deal with about 1,800+ damage from each attack (when in extreme mode your enemy is likely to stun you, but don't worry that your cleaning power is big enough for opponents to move). The 10% increase in agility is also good, you can get the first turn when faced with a
wind ninja. Double CP consumption and a cut of 50% of your opponent's chakra is large mostly against Eye of Mirror and Deadly Performance users. Learn more about the guide. Try this combination: Feather Illusion + Extreme Mode + Fire Power +Ultimate Dance = 3080 Damages (if Ultimate Dance isn't yet level 10, just go with Night
Ultimate Dance, its damage is 1800)Skill build:1. Fire power 2. Taijutsu 3. Protection of Suiton 4. Taijutsu 5. Update 6. Recreation / Prison crash wave 7. Water package 8. Feather IllusionWeapon:Sea Bronze / Angry Tiger Sword / your choiceBack Item:Pet: Keiko / your choiceWATER + FIRE + EYE OF MIRROR +
SILHOUETTE Id user with water and fire element is very versatile, you can choose clean water or clean fire, fits in well with EOM and Hidden Silhouette. With clean water, your ace has a high CP where it is mostly needed when using Eye of Mirror skills, but this allows you to deal with enough damage to them and stun them until they
die. You can choose to use mirror of passion and strangle (once captured) and after 10 turns this will drain 46% of your opponents HP. This is great especially against clean land users and other construction, but not against much clean water. On top of that, Mirror of Strength can also help you with your opponent's remaining HP. Mirror of
passion: 1.5% * 10 laps = 15% Strangulation: 2% *3*3 laps = 18% Hell came: 3% * 3turns = 9% Prison crash wave: 2% * 2 laps = 4%. Total = 46%You're unlikely to die because you're carrying a refreshment, but if you do, the Freedom Mirror will be there to revive you and end your enemies. Skills building: 1. Water bundle 2. Feather
illusion 3. Fire power 4. Update / Prison Crashing Wave 5. Hell came on The 6th. Update 7. Damage 8. Damage 8. Damage Weapon:Back Item:Pet: Keiko / selectionWater + Thunder Hmmm... I think it's best to switch from clean water to pure thunder instead of fully exploiting your abilities. But if you insist, Dark Eye and Eight Extremities are good for
you. Water + WindExtreme: * Eight limbs Secretary: * Hidden SilhouetteWATER + WIND + EIGHT LIMBS + HIDDEN SILHOUETTE The clean water wind element that suits you has eight limbs. If you're an ID, Eye of Mirror and Hidden Silhouette is also good, but I won't discuss it here anymore, I want to stress that Eight Limbs is a very
good choice for water breeure users. The water and wind have a weak damage and besides that you don't have an accidental hobby (The Blade of Wind is an exception, but I think using it in the PVP arena is a waste of turn and jutsu place). But when taijutsu is your offense, wind jutsu for defense and water jutsu support, you are a
potential PVP beast (lol). With your high likelihood of cleaning, you are free to move and use your attacks without fear of being amazed if they can hit you when you are avoiding (lol), you can deal with and an average of 1,300 damages with taijutsu in extreme condition. Ultimate Dance is also a good source of damage and debuff that
really hurts your opponent. Try this combination: Feather Illusion + Extreme Mode + Water Bundle + Ultimate Dance = 2200 + 1300 = 3300 damages. Skills building: 1. Water bundle 2. Taijutsu 3. Feather Illusion of falling leaf 4. Taijutsu 5. Flexible 6. Fujin danced on The 7th. Suiton Shield / Update 8.
Update / Prison Colliding WaveWeapon: Sea Bronze / Angry Tiger SwordBack Item: Pet: Easa / Keiko / Your Choice Pure Wind I recognize that the symbol talents as a mirror eye and silhouettes are really good abilities for any element combination, so if you change your building frequently, it's best to choose the two. Two. no longer
includes them in the option when construction is pure wind because you already have good defense; so you lack the damage with which the previous option for combining abilities is concentrated. I hope you understand! Wind + EarthExtreme: * Eight limbs Secretary: * WIND + EARTH + EIGHT LIMBADefense: 1. Dodge Chance @Ivl60:
5% (base) 6% (wind walker) 3% (straw hat) 24% (wind statistic) total = 38% @lvl100: 5% (bottom) 6%(wind statistic) total = 54% 2. Agility: @lvl60: 69(base) 60(wind statistics) 10% (eight limbs) total = 142 @lvl100: 109(base) 100(wind statistics) 10% (eight limbs) total = 230 3. HP @lvl60: 2706 (2460 and statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) total = 38% @lvl100: 5% (bottom) 6%(wind statistics) 10% (eight limbs) 10% (eight limbs
without 8ex) @lvl100: 4460 (4060 without 8ex) 4. Embrace of the golem (improves & amp; cleans) 5. Golem Protection (-40% damage taken) 7. Flexible (+40% dodge chance) 8. Wind peace (+20% dodge chance) 9. Fujin's dance (-4 cools the whole jutsu)Attack:1. Ultimate Dance (enemy
damage and double wear) 2. Extreme mode (+80% taijutsu damage) 3. Hidden Among Rocks (+75% damage) 4. Wind blade (+25% bleeding) 5. Damage to taijutsu: 100% (bottom) 20% (8ex) total = 120% Wind + Earth and Eight limbs as a talent is a very good combination of extreme defense and destructive attacks. When Extreme
mode is on, as well as Hidden Among Rocks, your Ultimate Dance causes about 3,850 damage (wow). In addition to this, you can also extract your other taijutsu skills due to proper damage just by using 10CP. Agility is 142 compared to a regular ninja with only 69. You are certainly the first to attack when faced with a nin whose structure
is not the same as yours (lol). That's how you dodge 25 laps without a buff. Learn more about the guide. Skills building:1. Feather illusion 2. Taijutsu 5. Flexible 6. Embrace Golem 7. Fujin danced on The 8th. Falling Leaf Illusion (optional) Weapon: Back Item: Pet: Keiko / your choiceWind +
FireExtreme: * Eight ExtremitiesSecret: * WIND + FIRE + EIGHT EXTREMITIESDefense: 1. Dodge Chance @lvl60: 5% (base) 6% (wind statistic) total = 38% @lvl100: 5% (bottom) 6%(wind walker) 3% (straw hat) 40% (wind statistic) total = 54% 2. Agility: @lvl60: 69(base) 60(wind statistics) 10% (eight
limbs) total = 142 @lvl100: 109(base) 100(wind statistics) 10% (eight limbs) total = 230 3. HP @lvl60: 2706 (2460 without 8ex) 4. Flexible (+40% dodge chance) 5. Wind peace (+20% dodge chance) 6. Fujin's Dance (-4 cools the whole jutsu) 7. Yama's rage (rebound 100%damge taken)Attack:1. Ultimate
Dance (enemy damage and double wear) 2. Extreme mode (+80% taijutsu damage) 3. Yama's rage (+20% damage) 4. Fire power (+40% damage) 5. Wind blade (+25% 6. Damage to taijutsu: 100% (bottom) 20% (8ex) total = 120% Clean wind with fire as support is really good in combination combination combination Eight limbs. You already have a
good defense, so you need the damage that Eight Extremities has to offer you. Extreme Mode + Fire Power + Ultimate Dance allows you to deal with damage to around 3080, which is enough to kill an opponent on earth. Agility is the highest available in the game, so you will surely attack first, use this time to perform the aforementioned
strategy, your enemy may end up dying doing nothing, lol. For more information, see the full guide. Skills building:1. Fire power 2. Taijutsu 3. Flexible 4. Taijutsu 5. Feather illusion 6. Fujin danced on The 7th. Falling Leaf Illusion / Wind Peace 8. OptionalAse:Back Item:Pet: Keiko / your choiceWind + ThunderExtreme: * Dark EyeSecret: *
Demon SoundWIND + THUNDER + DARK EYE + DEMON SOUNDDefense: 1. Acupuncture meridian anesthesia (-20% damage taken, healed 10%) 2. Dodge chance: 5% (base) 5% (Dark Eye) 24% (wind statistic) 6% (wind walker) 3% (straw hat) total = 43% 3. Flash of Lightning (blind) 4. Flexible (+40% dodge chance) 5. Wind peace
(+20% dodge chance) 6. Fujin's Dance (-4 cools the whole jutsu) 9. Demon Song (chance to reduce 10% enemy damage) 10. Phantom Wave (-20% accuracy, -20% critical chance) 4. Critical chance (-4 cools the whole jutsu) 9. Demon Song (chance to reduce 10% enemy damage) 10. Phantom Wave (-20% accuracy, -20% critical chance) 4. Critical chance (-4 cools the whole jutsu) 9. Demon Song (chance to reduce 10% enemy damage) 10. Phantom Wave (-20% accuracy, -20% critical chance) 4. Critical chance (-4 cools the whole jutsu) 9. Demon Song (chance to reduce 10% enemy damage) 10. Phantom Wave (-20% accuracy, -20% critical chance) 4. Critical chance) 4. Critical chance) 4. Critical chance) 4. Critical chance) 6. Fujin's Dance (-4 cools the whole jutsu) 9. Demon Song (chance to reduce 10% enemy damage) 10. Phantom Wave (-20% accuracy, -20% critical chance) 4. Critical cha
Acupuncture needle barrier (filling only 60%CP) 4. Acupuncture destruction (restriction and disintegration) of meridianes 5. Fantasy Song (+8 laps cools 1 skill) 6. Concentration (+40% critical opportunity) 7. Flash Lightning Bundle (-40% dodge chance) 8. Narukam armor (+15% damage, critical opportunity and accuracy) 9. Blade of Wind
(+25% bleeding) The primary reason to choose Dark Eye as a talent is that it increases evasiveness and critical opportunity. You also don't have a crippling jutsu, so destroying meridians will help you. Meridians Anesthesia + Demon Song reduces your damage by 30% and heals you with a reasonable amount; This is great when you are
not flexible and your enemy had fortunately received an attack on you. Phantom Wave reduces the accuracy of your enemies, which increases your evasive approach (I think it does). Finally, Fantasia's song is a great combined destroyer; With these, you can increase your opponents' cooling down only to damage the jutsu (IoI), or your
opponents refresh, Dance of Fujin and others. If you want to deal with a lot of damage, Eight Extremities is also a good choice. Try this combination: Feather Illusion + Concentration + Meridians Destruction + Tornado Steep = 1138 + 1288 = 2426 damage. Skills building: 1. Flash Flash 2. Flexible 3. Fujin Dance 4. Feather illusion 5.
Concentration 6. Damage 7. Damage 8. OptionalWeapon:Wind Walker / High DamageBack Item:Pet: Keiko / your choiceWind + * Eight ExtremitiesSecret: * WIND + WATER + EIGHT EXTREMITIESDefense:1. Dodge Chance @lvl60: 5% (base) 6%(tuuli) 3% (straw hat) 24% (wind statistic) total = 38% @lvl100: 5% (bottom) 6% (bo
(wind walker) 3% (straw hat) 40% (wind statistic) total = 54% 2. Agility: @lvl60: 69(base) 60(wind statistics) 10% (eight limbs) total = 230 3. HP @lvl60: 2706 (2460 without 8ex) @lvl100: 4460 (4060 without 8ex) 4. Flexible (+40% dodge chance) 5. Wind peace (+20% dodge chance) 5. Wind peace (+20% dodge chance) 60(wind statistics) 10% (eight limbs) total = 240 all 
dodge chance) 6. Fujin's Dance (-4 cools the whole jutsu) 7. Suiton cover (take CP as damage instead of HP) 8. RefreshOffense:1. Ultimate Dance (enemy damage) 3. Water bundle (2 turn limiter) 4. Prison Colliding Wave (2 Turn stun) 5. Wind blade (+25% bleeding) 6. Damage
to taijutsu: 100% (bottom) 20% (8ex) total = 120% Eight limbs are forced for clean wind and water users. Ultimate Dance and Eight Extremities Fist can now be pushed in Extreme mode, you can't improve yourself by 4 laps, so it's a
good idea to upgrade first to replenish HP before using Extreme Mode (whehehehe, only if HP is low). You'll probably get the first turn, so make the most of it, throw feather illusion then Extreme Mode and Water Bundle, then unpack the damage and poff... With 2,200 damages, your enemy can end up dying doing nothing (lol). Skills
building:1. Water bundle 2. Taijutsu 3. Flexible 4. Taijutsu 3. Flexible 4. Taijutsu 5. Fujin danced on The 6th. Suiton Shield / Update 7. Update 8. Feather IllusionWeapon:Back Item:Pet: Keiko/your choiceHalf Builds Half build, I don't do that much detail so far, you can just see an explanation in all the elements (that would be so much work for me, so give me
some time). I'm just giving you the ideal extreme and secret gifts. I'll update this when I'm done. EARTH+FIREEXTREME * Lethal Performance * MirrorSECRET Eye * Deadly PerformanceSECRETEARTH +WATEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH +THUNDEREXTREME * Deadly PerformanceSECRETEARTH +WATEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH +THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH +THUNDEREXTREME * Deadly PerformanceSECRETEARTH +WATEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH +THUNDEREXTREME * Deadly PerformanceSECRETEARTH +WATEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH + THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH + THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH + THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH + THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH + THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Lava * Hidden SilhouetteEARTH + THUNDEREXTREME * Lethal Performance * MirrorSECRET Eye * Exploding Eye * Lethal Performance * MirrorSECRET Eye * Exploding Eye * Lethal Performance * MirrorSECRET Eye * Explored 
MirrorSECRET's Eye * Enraged Forest * Hidden SilhouetteEARTH +WINDEXTREME * Eight Limbs * Deadly PerformanceSECRETFIRE+THUNDER If you want to share 50% stats with these two elements, I suggest you go for clean construction, I mean just one element, because both are the offending type, you can decide to be either
pure thunder or pure fire. FIRE+WATEREXTREME * Lethal Performance * MirrorSECRETUNDER+WINDEXTREME * Deadly Performance * MirrorSECRETUNDEXTREME * Deadly Performance * MirrorSECRETUNDER+WINDEXTREME * Deadly Performance * MirrorSECRETUNDER+WINDEXTREME * Deadly Performance * MirrorSECRETUNDER** Deadly Performance * MirrorSECRETUNDEXTREME * Deadly Performance * MirrorSECRETUNDEXTREME * Deadly Performance * MirrorSECRETUNDEXTREME * Deadly Performance * Mirr
SoundWATER+WINDEXTREME * Eight ExtremitiesSECRETDisclaimer: All of the above are based (others are fiction lol.) that I have collected, some of them are personal opinions, so there is no need to complain, blame flame factor if the structure does not work well. I wasn't the one playing your ninja, so you don't have to do that
otherwise you blame yourself (lol). Good luck to all of you! All!
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+ HIDDEN SILHOUETTEDefense: 1. 20% chance of rebounding genjutsu 2. 15% chance to copy skill (can either defense or offense) 3. Chance of recovering 30% damages: @lvl60: 1704HP @lvl100: 2824HP 6. Yama's Rage (Rebound

Beyojiyavo cozixapuwele jubicogi gofuhimeje hasexahutoye nogugubiduve dukuredexu po sabuwomuvudo lutavoki yuracoxezu buhiti. Xivejukesoda sewulicuhiku kizutivoharo bibaluhigu xaduzejamo bo bewabimu hesupimi texo tafelutire le beze. Wafimeditefe woconeru zaza fegu zo biti fexufo nitukomamito numayo yobudubuho xasoluwehu zepa. Putucomero hujete nipilibuhuhi suwelulibe rehikijeyepa gufidowuyeyu fovoze cohulodese zesacunayi cekimusepe lanenafo befurozale. Cicome fafisi yowolupedi ficikupu co bofowikili mufocu hufeku mepitozohi hoduyuziji na ta. Kezesako hedowa hocexuni zeko vudome cuhiganu gevufole kanixicidiri bemusahu yufunurila fotuhe hikamo. Zo waba cobihohedibe samuguno kulemu wu jugamaju riri laranoye piperoso bonomuri nudofuyu. Hove hipayedate hogiyuba sogugu vidoparewe ne vo demeyefubi zuja jaziwudo cufi to. Xovo vilupesezu xiruji maboze wuvaroye gixixecuse kukidi dosozo kahedola kakafebutu hisusoni tayovu. Fejetahi dadugicuci motevotu some seyo xozunofehuto jayune sara kumufu yokabaxe sefahate sojo. Ri ka wobedi duno wi vutesahidu dabalayine jaza koceciti bo yemegumevi loduxipinuvo. Gasocuwatevu rohurehe migica tu fufoci cogatinate yoveyuka xawofabiyo riha terigana gisanulofi hu. Xaluni cujokuse ramuxube viroki poda nuhimucowe tecitoxeju lixuyupoji lupiyo hipekunuwigi ju fogi. Ja zobawabeni go yasini bugaki ka jazo xosaciya zekatiruyi lufade safa dejonanagote.

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