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Ultimate ninja blazing tier list 2020

No Trading / Sales AccountsNo Discussion of Hacks / 3rd party pearl pure acquisitionsNo Trolling, immature or hostile BehaviorIndividual Fire and Box PostsNo Self-Promotion or SpamNo pay-shaming or witch-huntingDo not pass the speclamation sups off as the facts Page 2i.redd.it/6inler ... By continuing to browse our website, you agree to our Cookie Policy. For information visit here. I agree Naruto Blazing Tier List below is created by the community voting and is the average cumulative ranking from 10 level lists presented. For the ranking to matter, you need to sign in and publish the list to the site (not simply download the level list image). Rank it now! Last updated: 28/07/2020 Naruto Blazing Tier Lists Page 2i.redd.it/6inler ... Share Comments This page is currently under construction Update Date: December 5, 2019 This is the level list for Naruto Ultimate Ninja Blazing. Feel free to use the Level List to check how good or bad the chosen character is. To use the Level List, read below! If you feel the need to modify the Level List itself, please look for my wall (CardFire10000) or you can comment down below. Changelog [5 / DEC / 2019] Happy Holidays! Both 2nd Anniversary Naruto and Sasuke got Limit Breaks and now they're crazy strong. Top priority to limit the break - get to it! Basics works This list of levels focuses on Player-versus-Enemy (PvE): Story Missions, Emergency Missions, Ninja Road, Ghost Castle and Test Missions. The character will be ranked according to the best role they play and in which they fall. They have five statistics, but even if they got the highest scores in those statistics, that doesn't automatically mean they're the best unit. Check their archetypes, too, to be sure what kind of role they fit into. The list of levels assumes that there is no better unity in the game. Therefore, the classification system is broader. Basic health statistics, attack, range, hit-count and other factors come into play here. They play a pretty important role in setting up a character. F/B/SS Rating Field/Buddy/Sync Qualification Rating. This represents their field skills, their buddy skills and their timing skills. Are they strong enough and contribute to their archetype? Skills What kind of skills do they have? Is it added to their arsenal? Is each skill slot used to the fullest? Jutsu Jutsu, Jutsu, Jutsu! Are they long-range? Or are they doing a lot of damage? The number of big hits? What about condition diseases? Don't give support, too? Things like Continuous Healing, Perfect Dodge, etc. Miscellaneous do not actually fit well into a team, or do just fall apart? Are on paper, but bad in practice, or vice versa? Difficulty noted with stars: how easy is it to use this character to the greatest extent? Archetype What kind of roles fit? Description Additional information about the character is written here too! Feel free to look at it and see how they are played, and how synchronize with their team. Final note Final note. Would it serve to be useful in their archetype? Would it be beneficial? Or not? If so, would someone put them on their team? Or should he pass for another? Classification for unique archetypes. Status Grade Comments Pass S exceeds expectations. It has the potential to break meta A Top-tier. This statistic shall be considered as culture cream and shall take precedence. B Considered above average. Statistics has some strengths, has some flaws, but the first exceeds. C Satisfactory: the statistic is in balance between defect and strength. They have to be accommodated at. Fail D considered to be below average. Statistics has some strengths, has some flaws, but the latter exceeds. It's the bottom of the barrel. Statistics is probably niche - as well as very situational use. F The bottom of the trash can. Statistics is frowned upon, and almost likely smells. Final Score Grade Status Grade Comments Pass S God-like Character. They will start ruining the meta completely - if all the others fails, these units carry. A high-level character, used by newcomers and veterans alike. It probably fits well in any team and they are priority units. B Character above average. It has their weaknesses, but looks to perform exceptionally well. They are easy to consider in a team. C Medium character, standard strength of mill running. The characters here are considered OK, or meh. They have an equal chance of being thrown away. Fail D Questionable if you want to use it in teams. Maybe it has a niche option that you desperately need, would be the skills that tank. It's far too niche to be used properly. While they can be used from time to time, people usually skip this. F Using this character, or all these characters will give you the hardest time possible. Press F for those who want to turn Blazing into Dark Souls. What we normally see when playing these characters: some of them contain special hidden skills that help them improve their game. They are classified into 4 categories: Offence: said hidden ability affects how much damage the unit deals with. Support: Said the hidden ability affects the team entirely. Defense: Said hidden ability affects the damage taken by the team. Chakra: Said hidden ability affects the chakra levels of the team. Be warned that this is unofficial: that means there is no indication of hidden abilities in the game! Transcendent Ranking Sometimes a character exceeds all expectations in a particular field, and they don't deserve to be ranked low. That's when a Transcendent Leaderboard comes into play! A certain statistic in which they excel is replaced by a T and their rank is personally adjusted. These units are exceptionally good, and, as should not be underestimated! Archetypes There are a few roles inside the game of Ninja Blazing. They vary from character to character, and the ability to follow an archetype or two at once gives them a higher utility statistic. Each archetype is no better than each so they are in their class. Treat it as a class page for characters in a role-playing game, except that this is not written, but by default. The attack characters in this class are extremely powerful. They are usually Warrior class on the entire battlefield. When it comes to zeroing down Bosses in style, it's these ninja chakra. For a character to be a unit of attack, these general requirements turn out to be their best friend (in descending order of importance): Attack (of course!) Increased damage (direct or indirect) High Eliminate Multipliers/Ignore wildcard techniques (Barrier/Perfect Dodge/Substitution) Resistance to Jutsu Sealing/Immobilization/Attack weakened characters as they do a lot of damage, and cause a lot of senseless destruction. Utility units serve to stack the debuff to debuff on any enemy they encounter. That's your mag character. They can immobilize, Jutsu Seal, Weaken Attack, etc. The amount of debuffs have and their rates are very high, depending on the debuff. To be a utility unit, a character must have (in descending order of importance): Chakra Cost Jutsu Range and Target Options Status Ailment Rate Length of Diseases Number of Diseases Ignore/Eliminate Perfect Dodge These units offer powerful opponent-debuffing tools to make sure they are kept under control. Supporter units like these have an extremely strong field and buddy skill, with Jutsus who are keen allies or even give them special effects. These are the support or healing classes! It also helps keep the team alive. Characters who want to be supporters should have these features (in descending order of importance): Self-Healing (Sync Skill or Capacity) Field/Buddy Skills that: Heal Reduces Damage (General or Against A Certain Item) Boosts Attack Anticipates Substitution Da Substitution Boosts Critical Jutsu Rate with high healing capacity Jutsu that stimulates Jutsu allies that cure disease-resistant disease to HP recovery sealing/slip damage Tank All these units must have an extremely high amount of HP, damage resistance and synchronization skills that increase their resistance to damage. The absolute antipodes of the Attacker's archetype. To be a tank, a unit must have (in descending order of importance): Reduces damage (general or against a non-effective element) Dodge Chance High HP State Jutsu that gives you Wildcard Effects (Barrier/Perfect Dodge/Substitution) Range (Long/Vast) Some amount of healing resistance to disease Do not note that a particular archetype can pass into another archetype, or an archetype can be supported by a requirement from another archetype. Reading an entry Reading an entry can be a bit complicated. Each entry for the character contains their ranking a difficulty setting, their Encyclopedia number, their archetype, what is their affiliation, and multiplier-to-Chakra report. They also contain a description of the character. To quickly search for a specific character, use Control + F for Windows Windows + F for Mac Then type in a pound/hashtag # followed by their encyclopedia number (in four digits). If the character is only 2 or 3 digits, replace unused digits with 0. For example: Make sure to note that each entry in the Level List is ordered by item and sub-ordered by Encyclopedia Number, in ascending order. for example, this does not mean Naruto Uzumaki As a friend is better than Obito Uchiha Final Destination, they are both S-Ranks. To search Forn Uzumaki No. 1 Maverick on a browser: Control + F to bring up Find, Type #0045. To read an entry: PvE Tier List (TL$) Use the code above in the Search Bar to return here! PvE Tier List (2019) Pic/Elem Character Stats F/B/SS Skills Jutsu Misc Utility S-Tier Units Naruto Uzumaki As a Friend S (7) S (7) S (7) S (7) S (7) S ★☆☆ #0660 A U S T 2.0/3.8 Determined to save his friend, Naruto prides himself on his abilities to be total. Its recent Limit Break allows it to be even more useful. He tanks, damage ships, heals, and supports. His only weakness is his lack of status illnesses. Very hard to overcome it! Large multipliers allow Naruto Uzumaki to do increased Jutsu damage with Attack Boost, but Reducing the attack prevents Jutsu from deteriorating. Obito Uchiha Final Destination A (6) S (7) S (7) S (7) A (6) S ★★☆ #0857 A U S T 1.5/2.6 He abandoned everything. His final destination is death! Sporting a Jutsu, which can be stacked endlessly with a secret that allows him to reuse Jutsu's, he covers damage, health recovery, utility, support, and others, except partially by tanking. His character kit allows him to semi-stack Jutsu, allowing him to cure unreal amounts of health. Madara Uchiha Phantasy's Beckoning Light S (7) S (7) S (7) S (7) B (5) S ★☆☆ #0748 A U S T 1.5 1.8 (2.8) Last madara Uchiha stand is not to be underestimated! Jutsu and Secret ignore substitution, remove Barrier and Perfect Dodge, and Jutsu cancels damage reduction. He heals, dodges, causes a good amount of damage, and more. The only thing missing from him is his lack of illness. N/A This unit has no hidden capacity. Sasuke Uchiha For Eternal Solitude S (7) A (6) S (7) S (7) S (7) S ★★☆ #0662 A U S T 0.9/2.1 To end his friendship, Sasuke boasts massively overwhelmed damage. Each corner of its motion kit contains damage. His Combi attacks deal almost as much as a Jutsu, exacerbated by his recent limit. One will pull the straw to overcome this Sasuke. Jutsu's can Infinite (with an Ultra Combo). Ultimate's push to the right and make the opponent attack him (with him putting up Perfect Dodge), and his Combi and Contras attacks do massive damage. Hashirama Senju Among the most powerful S (7) S (7) S (7) S (7) A (6) S ★★☆ #0746 A U S T 1.4/2.3 Hashimama Senju has full-screen Jutsus, and is very useful Many PvE game-modes, thanks to the reduction of its high damage, utility, good damage, partial healing, reset, and Ailment Resistance. He's very strong! Use multiple allows Hashirama to semi-stack Jutsu Nullification. A-Tier Units Kaguya Otsutsuki Divine Madness S (7) A (6) A (6) S (7) A (6) A ★☆ ☆ #0594 A U S T N / A 1.6 /3 Goddess Rabbit is on a series of killings. Jutsu with large damage that can be stacked with slight uc potential, as well as a secret that causes great damage and guarantees an Ultra Combo. It offers high healing and good support. N/A This unit has no hidden capacity. Kakashi Hatake Confident with Hope S (7) B (5) S (7) S (7) A (6) A ★☆☆ #0509 A U S T 1.3/1.4 To protect the way of life, Kakashi attacks! It also supports and causes massive, overwhelmed damage with partial resistance to disease. Too bad he's still inflicting damage against the enemies of the body. N/A This unit has no hidden capacity. Sasuke Uchiha Judging Conventional S (7) B (5) S (7) S (7) A (6) A (6) A ★☆☆ #0803 A U S T 1.4 2.6 (3.0) Sasuke causes massive damage and laces them with some diseases that last for a while! He also gives himself Dodge Chance, allowing him to avoid many attacks and survive longer. A good drive to drop into any qualifying team as a nuker! N/A This unit has no hidden capacity. Deidara Creating Light A (6) A (6) S (7) A (6) A (6) A (6) A ★★☆ #0885 A U S T 1.7/2.2 Performing a collaboration with Sasori, Deidara allows himself to be hit, while dealing with good damage. It can start with his secret technique. His entire kit is based on bait and damage! Jutsu's looks awful at first glance, but it's a decoy for enemies to attack him. Great for recovering the chakra against a massive enemy horde. Naruto Uzumaki Seal of Light S (7) D (3) A (6) S (7) A (6) A (6) A ★☆☆ #0428 A U S T 1.4/1.6 Despite being over two years old, Naruto is still relevant, providing enough healing, support, tanking and damage to be relevant. Although, he does not give any status disease - and he has only partial Diseases of resistance. N/A This unit has no hidden capacity. Madara Uchiha Endless Moonlight S (7) B (5) A (6) S (7) A (6) A ★★☆ #0590 A U S T 1.3/2.0 Definition of a Messiah. Great damage reduction, high damage, good chance of reset and 100% immobilization on Secret makes it ideal for many missions. It even has partial healing. Pair it with Reduce Damage Units. Ultimate's shooting enemies at him, and he hits tanks. Sasori Eternal Creation A (6) S (7) S (7) S (7) B (5) A ★☆☆ #0883 A U S T 1.9/2.6 Performing a collaboration with Deidara, Sasori adds massive damage to its secret. Jutsu's inflicts a surprising amount of damage, while he tanks, making him a good unit for general use, away from other units of courage. His Field Skill can also be useful, as with Buddy Skill's. Immediately after Sasori attacks with his secret, you can still attack with another unit of courage, and it will count as hitting a unit of wisdom! Sasuke Uchiha Shadow Seal (7) D (3) A (6) S (7) B (5) A ★★☆ #0430 A U S T 1.4/1.9 Over two years did not slow Sasuke down a bit. Its diseases are almost guaranteed hits and their duration is very long. He's in charge of a good damage, but apart from damage and illness, does not seem to help as a support. N/A This unit has no hidden capacity. Naruto Uzumaki Penetrating Feelings A (6) S (7) S (7) A (6) A (6) A (6) A ★★☆ #0801 A U S T 1.7/2.9 KCM2 Naruto wants to defeat and save Obito! Extremely high healing, high damage, support, resistance to appearance, and hit count orients him as a damage dealer that maximizes damage and some more. He simply doesn't have damage reduction and area-effect attacks. If you get an Ultra Combo with Ninjutsu at full-chakra, Naruto's next Secret extra deals on Courage. Kakashi Hatake Friend's Way of Life A (6) S (7) A (6) S (7) A (6) A ★★☆ #0855 A U S T 2.0(2.4) 3.1 (3.4) He accepted everything. His final destination is death! Kakashi shares every little power in his attacks, making him jutsu reward you for using him. It does not give healing or tanking ability, but does for its massive damage and unreal reset potential. Jutsu's is an automatic 100% chance of reset. Use it when you can. B-Tier Units Asuma Sarutobi Final Words C (4) C (4) D (3) B (5) A (6) C ★★★ #0848 A U S U 1.5/2.1 Asuma deals extreme damage with a Jutsu that will reward you for its use. He has partial self-healing, but heals most with his secret, with a 150% boost. Jutsu's automatic gives enough for a second Jutsu next turn. It also gives it an attack boost every time it uses it. Sasuke Uchiha Buried Past C (4) A (6) E (2) A (6) B (5) B (5) B ★★☆ #0866 A U S T 1.4/1.9 Dealing more damage and blocking something more, as well as providing a massive amount of state diseases, Sasuke is a good addition for any team in general! It does not heal and, as such, requires healing. N/A This unit has no hidden capacity. Pain (Tendo) Dawn of Peacock C (4) A (6) C (4) A (6) C (4) B ★★☆ #0850 A U S T 1.9/1.9 Budget version of old BF Pain. He heals a good amount and makes sure he heals. A good support unit through and through, with a secret that doesn't do a bad amount of damage. No damage reduction. With the 2nd skill synchronization enabled, using two Jutsu pays more than using its secret. Naruto Uzumaki Gale de Vigor D (3) A (6) B (5) S (7) B (5) B ★★☆ #0892 A U S T 1.5/2.8 Samurai Naruto finally makes an entry! It causes good damage and has a slight resistance to immobilization and jutsu sealing, as well as its low cost Chakra. Be sure to note he needs all his skills to be good. Pair it with units that stimulate its attack! His low Chakra Cost and Buff Duration, you should get an Ultra Combo, allows him to use a stronger Jutsu for increased damage. Kabuto Yakushi Self Proof B (5) B (5) D (3) S (7) A (6) B ★★☆ #0894 A U S T N/A 1.1/2.0 Kabuto panders to disease condition. His secret hits his opponent with 4 condition disorders which lasts 8 turns, while Jutsu can Jutsu Seal many enemies. He also does a good amount of damage with some reduction damage. He has no healing, though. N/A This unit has no hidden capacity. Naruto Uzumaki The The We want C (4) A (6) E (2) B (5) A (6) B ★★☆ #0863 A U S T 2.1/2.0 The New Six Ways Naruto is a strong unit! Good sync skills that protect against damage, with healing and low Chakra Cost, and a full-screen Secret that looks great! A good drive to put in some teams. N/A This unit has no hidden capacity. Naruto Uzumaki Future we want E (2) A (6) S (7) B (5) B (5) B (5) B ★★☆ #0864 A U S T 1.6/1.8 Naruto's Blazing Awakened Form revolves around Chakra Recovery, Tanking, and Support rather than damage and self-healing. As such, you should not run it for large amounts of damage, but rather for Chip and Spam! Low Chakra Cost, good range, easy-UC Jutsu, and top-tier Chakra recovery from hitting and being hit makes Naruto's spam sure. Naruto Uzumaki Child prophecy A (6) C (4) A (6) A (6) B (5) B (5) B ★☆☆ #0349 A U S T 1.5 1.7 (1.9) Sage Mode helped Naruto achieve his status as a strong, low-cost unit! He deals extremely great damage, has a chance to Ultra Combo, and his secret deals in extra courage. It provides some kind of support, but has no form of healing and survival. Be careful! N/A This unit has no hidden capacity. Sakura Haruno Sheer Diligence S (7) C (4) D (3) A (6) A (6) B ★★☆ #0511 A U S T 3.0 A useful addition for any team. Mitosis helps her quickly bring a team to the brink of death! It also tanks with partial Jutsu sealing and immobilization resistance. It is outclassed by other healers, however. N/A This unit has no hidden capacity. Sakura Haruno Heroine on the battlefield F (1) C (4) T (+) D (3) B (5) B ★★★ #0365 A U S T 1.4 A different suit from Sakura Haruno, she got a buff a little while back. It heals a large quantity, and Jutsu heals Slip Damage. It also provides more support and healing like a Buddy, with partial resistance damage courage with a sync. Her healing gave her the Transcendent ranking. N/A This unit has no hidden capacity. Madara Uchiha The power of life or death B (5) A (6) A (6) A (6) C (4) B ★★☆ #0681 A U S T 1.3(1.7) 2.1(2.5) Just freshly reanimated, he is ready to stretch the paper muscles and wreak havoc. It deals massive damage while it is a good tank, while it heals with its sync skill. A solid drive, but needs some work with other parts of his kit! N/A This unit has no hidden capacity. Shizune Benevolent Heart E (2) C (4) T (+) D (3) A (6) B ★★★ #0713 A U S T 1.4 Shizune heals a good amount of health, giving it a singular role of health recovery. A good free healer to play with potential. N/A This unit has no hidden capacity. Killer Bee Rumbling Strong Arm C (4) B (5) D (3) S (7) B (5) B ★★☆ #0877 A U S T 1.5/1.5 Killer Bee takes tanked hits and increases production of own damage, allowing him to continuously stack his chakra, and handle a ton consecutive damages. Front-line unit. His whole kit revolves around getting close. His secret gives him tanking skills for more chakra recovery (1 + 2nd capacity). C-Tier Units Naruto Uzumaki Proof of bonds S (7) D D F (1) B (5) D (3) C ★☆☆ #0401 A U S T 1/1 This iteration of Naruto Uzumaki is average at best. Despite his damage, he deals unremarkable damage, and his support is not great either. It can be passed on to others. N/A This unit has no hidden capacity. Naruto Uzumaki Name and Soul E (2) A (6) A (6) D (3) D (3) C ★★☆ #0777 A U S T 1.3/1.4 The first PvP unit is OK enough to use in PvE too! His damage production is not so great, but he takes care to ignore the replacement and cancellation of immobilization, as well as the reduction of good damage against the Body. Don't use it unless you need one last resort! N/A This unit has no hidden capacity. Tenten Battle Blade Dance D (3) C (4) D (3) C (4) B (5) C ★★☆ #0796 A U S T 0.8(1.2) 1.0(1.5) Tenten does more damage on skill, but her true ability lies in the Recovery Chakra on her allies. On a field with many enemies, she is very strong. Do not use for damage. Huge hitboxes, resets, Jutsu resistance sealing, low-cost chakra, and big hit count give sit down give sit down as a good unit chakra in heavy map units. Sasuke Uchiha Buried Past E (2) A (6) D (3) B (5) C (4) C (4) C ★★☆ #0867 A U S T 1.3/1.5 Sasuke Uchiha now eliminates his tanking capability for Ailment Tanking. Two of his skills are, however, useless to PvE. Therefore, it is not advisable to run it in PvE, minus damage reduction and cancellation tanking, or cancellation of the damage type reduction. N/A This unit has no hidden capacity. Naruto Uzumaki Beyond Rasen F (1) D (3) F (1) T (+) B (5) C ★★☆ #2001 A U S T 1.5/2.7 Despite his status as a free-to-play unit, he is very good! He's causing additional damage on Skill with a chance to Jutsu Reset. Ultimate's changes everyone in the skill range, dealing much more damage! Go after him. If you fight against a qualifying boss, using Jutsu's twice causes more damage than Ultimate's. Sasori Eternal Art S (7) C (4) F (1) B (5) B (5) C ★★★ #0222 A U S T 0.8/0.8 Deadly poison stretches further than Sasori's puppet! While his support is lacking, at max skills he provides painful Slip damage rated at higher levels than before. It makes it painful for bosses and many other units alike. Beware of him! Using Ninjutsu twice causes slip damage much more than its secret to a slight time penalty and a lower chance of illness. Hidan Pure Bloodlust F (1) D (3) A (6) D (3) B (5) C ★★★ #0830 A U S T 0.9/18% Hidan looks terrible at first, but when maxed out, it's a reliable character with Slip Damage. He can hit the opponent for up to 20 turns of damage slip. The rest is terrible, though. It's a free drive, but it offers massive utility on Jutsu. Itachi Uchiha Hero's Way F (1) A (6) F (1) A (6) C (4) C ★★☆ #0833 A U S T 1.5 1.7 Don't underestimate a Kage-League drive in PvE! Itachi has good resistance, prevents others from being hit with resistors, and can cancel the disadvantage type. Be sure to sync right with Itachi, though. N/A This unit has no hidden capacity. Sai Unleashed Drawings D (3) C (4) D (3) B (5) D (3) C C #0874 A U S T 1.5/2.2 A unit of damage slip and health recovery sealing, Sai causes a lasting effect on the opponent, with his strengthening skills said effects. A synchronization skill gives him healing. However his set quickly falls apart, like his smile. N/A This unit has no hidden capacity. Kabuto Yakushi Self Proof F (1) B (5) S (7) C (4) C (4) C ★★☆ #0895 A U S T N/A 1.1/1.9 Its Blazing Awakened form is weaker in form, eliminating its two major uses. Despite this, he can undo the reduction of type damage, increase resistance to his disease condition, but one of his skills are redundant. It is a weakened version with better damage to the heart and skill only missions. N/A This unit has no hidden capacity. Rock Lee The Eight Gates S (7) D (3) F (1) C (4) D (3) C ★★★ #0149 A U S T 0.7/0.8 Second character Blazing Festival, Rock Lee opens Opt Gates to do a massive amount of damage to his enemy. His combination attacks are painful, too, but he doesn't do Slip damage on himself, therefore it's risky using it. N/A This unit has no hidden capacity. Itachi Uchiha Eyes Looking over the future E (2) B (5) A (6) B (5) C (4) C ★★☆ #0575 A U S T 1.0 1.2 (1.5) Its Blazing Awakened shape improves on its utility kit, providing high chance Slip damage for a long duration. His damage is nothing to write about at home, and you need all his skills. Timing helps him do more. N/A This unit has no hidden capacity. Darui Sculpted Seal of Lightning E (2) C (4) A (6) D (3) B (5) C ★★★ #0759 A U S T 1.0(1.4) 1.2(1.6) Darui extra deals on the Heart, while also blocking against the Heart. Very useful in heart missions where the opponent causes great damage. He also offers some immobilization, and good support with his 2-hit. N/A This unit has no hidden capacity. Kakashi Hatake Battle Tactician C (4) B (5) C (4) C (4) C (4) C ★★☆ #0797 A U S T 0.8/1.3 Variant pvP Shop Kakashi Hatake, he targets weaker Jutsu sealing. It causes a relatively good amount of damage, but also ignores the reduction of damage. One of its skills reduces damage from skill, but be sure to run support if you want to run it! N/A This unit has no hidden capacity. Gaara Proclaimed Faith D (3) D (3) C (4) B (5) B (5) C ★★☆ #0879 A U S T 1.3/1.6 Gaara is there to do damage. He also offers a lot of disease mitigation, as well as preventing himself from being hit around, but lacks damage reduction. N/A This unit has no hidden capacity. Hashirama Senju Pursuit of a Dream B (5) D (3) E (2) C (4) B (5) C ★★☆ #2017 A U S T 1.8/1.8 Good damage-dealing unit. His Jutsu changes the enemy to the Heart, and deals with heart-types. He also spread resistance to Jutsu Seal, and Seal Recovery. Jutsu gives him most of his usefulness. Jutsu's serves as a self-defense tool in case you need emergency tanking. Hashirama Senju Pursuit of a Dream C (4) D (3) E (2) C (4) B (5) C ★★☆ #2018 A U S T 1.3/1.4 (2.4) Hashirama Senju is now causing massive damage against the Corps. Giving up healing many skills, paid its massive exit damages against the Body. Do not be afraid to use it against body units when necessary. His secret, when offered ample support, can break the 50,000-damage mark. Choji Akimichi A life bet on two wings (?6) A (6) C (4) E (2) E (2) C (4) C ★★★ #0226 A U S T 0.8/0.8 Ignore potato chips! Choji puts his life on the line to protect his friends, with absurdly great damage. He provides decent support for courage-only missions, but is hampered from his skills and lack of utility apart from damage. N/A This unit has no hidden capacity. Minato Namikaze Rapid Lightning S (7) C (4) F (1) B (5) B (5) C ★★☆ #0230 A U S T 1.2/1.4 The first fastest ninja alive, Minato stocks up to extreme damage with a somewhat useful field and Buddy Skill.His kit is configured for him to deal with as much damage as possible, and since he is U28, he is not terrible! N/A This unit has no hidden capacity. Jiraya The Toad Ninja F (1) E (2) F (1) T (+) B (5) C ★★☆ #0247 A U S T 0.6/0.8 The first Jiraya unit, although old, is somewhat relevant! He gives a large amount of damage slip, can immobilize jutsu's, and has a huge hitbox with it. He lacks the luster, but his Jutsu weighs more of it! Be careful not to be reckless with him, it's a free unit, but Jutsu has a utility almost equivalent to a Summon character. Naruto Uzumaki Nine Tails' Shroud A (6) D (3) F (1) S (7) B (5) C ★★★ #0260 A U S T 1.3 (1.5) One-Tailed Mantie Naruto causes an absurd amount of damage, including every attack or normal attack, and combination attack! Use it to do massive damage and destroy enemy defenses. He doesn't ignore substitution, so be careful. You can stack Naruto's Attack Boost semi-infinite, allowing Naruto to do up to 150% more damage. Tsunade Rising Her Life E (2) A (6) D (3) A (6) B (5) C ★★☆ #0898 A U S T 2.3/2.5 Tsunade offers good damage, reliable damage, partial healing, and a huge Jutsu effect area. She is an OK drive to run in missions, but she can't fill all the roles! N/A This unit has no hidden capacity. Naruto Uzumaki Unshakeable Will S (7) E (2) F (1) B (5) D (3) C ★★☆ #0238 A U S T 0.8/0.9 Developing since its formation, its attacks are embodiments of its will, causing great damage. His true power, however, is short, however, due to his serious lack of skills and support, as well as any form of game plan. N/A This unit has no hidden capacity. Sasuke Uchiha Racing Mark 2nd State C (4) E (2) F (1) T (+) B (5) C ★★★ #0262 A U S T 0.9 (1.3) Racing Mark Sasuke is a tanking maniac. He is an old unit, but he serves a good purpose, because he can use his hidden ability as a means to tank almost every shot dealt with on him! Therefore, he receives a transcendent ranking. Jutsu allows you to use a different Jutsu. Sasuke Uchiha All-Ending Thunderbolt C (4) C (4) D (3) B (5) B (5) C ★★☆ #0702 A U S T 1.3/1.1 One of the rarest free-to-play units to bypass the Barrier and Dodge Perfect on Jutsu. It provides some form of damage as well as increasing output damage and some support. It's viable to choose it, but be careful when. Using Jutsu's twice causes more damage than using his Secret. Sasuke Uchiha Catalyst of Ambition D (3) B (5) C (4) A (6) C (4) C ★★☆ #0783 A U S T 0.9/1.8 A budget but cleaner version of the original Taka Sasuke, it causes good damage and is able to escape the Perfect Dodge and Barrier on Jutsu. His attacks ignore damage reduction. Don't expect it to be too good, though, so support it. Both Jutsu's and Secret can easily UC if done right. Madara Uchiha Dreams of the Far Future B (5) A (6) B (5) D (3) D (3) C ★★☆ #0870 A U S T 1.3/1.8 A budget version of the first BF Madara, he annihilates types of courage, and has some Disease Resistance, as well as support skills. However, besides, it does not provide reliable contributions. N/A This unit has no hidden capacity. Killer Bee Rumbling Strong Arm F (1) B (5) C (4) A (6) B (5) C ★★☆ #0878 A U S T 1.3/1.4 The awakened shape changes it to be a more permanent tank, but loses much of its attack potential. He does a little more about Wisdom, but generally deals less damage. N/A This unit has no hidden capacity. D-Tier Units Tsunade Ninja Slug A (6) D (3) F (1) D (3) D (3) D ★★★ #0168 A U S T 0.9 Overcoming fear of blood, tenacious Senju sida with the fight against Orochimaru. Despite its high statistics, its role as support is affected by small and small damage varied Jutsu healing, and lack of useful skills. N/A This unit has no hidden capacity. Itachi Uchiha Beyond Sharingan A (6) C (4) F (1) C (4) E (2) D ★★☆ #0211 A U S T 0.6/0.7 Itachi Uchiha's appearance can not change much, due to the lack of damage he causes for the cost of his chakra. He is an outdated Blazing Festival character who has at least some Slip Damage utility! N/A This unit has no hidden capacity. Deidara Ephemeral Art B (5) D (3) F (1) C (4) F (1) D ★★☆ #0220 A U S T 0.6/0.7 Art is an explosion! Or a failed experiment, anyway. Deidara is an attempted car accident to damage. Its high chakra cost inhibits any attempt at good damage. Prost Field and Buddy Skills, as well as lackluster kit make it a terrible choice. N/A This unit has no hidden capacity. Hinata Hyuga Blooming Talent B (5) D (3) F (1) D (3) C (4) D ★★★ #0243 A U S T 1.2 She is back and better! Hinata Hyuga's first unit is considerably useful in some teams. It has great blocking ability and a secret that is significantly stronger with diseases. Apart from that, it is not very good with support and use abiility. It is also considerably difficult to use. Limit her break if you want to use it! Stringing her Ninjutsu with an Ultra Combo from another unit will make her tank significantly more. Kakashi Hatake A Father's Blade S (7) D (3) F (1) D (3) (3) D ★★★ #0256 A U S T 0.8/0.9 Kakashi shouts great damage. He is outdated, but has some potential. His lackluster skills, however, say less about him than anything else, and his lack of UC potentially means that he won't be providing the chakra. N/A This unit has no hidden capacity. Konan A Bridge to Hope F (1) C (4) F (1) D (3) C (4) D ★★☆ #0378 A U S T 0.8/1.2 Konan provides more support than corresponding damage and utility. Despite that, it is still a plausible choice if used as a chakra-recovery and support unit. N/A This unit has no hidden capacity. Kiba Inuzuka Well Honed Corners C (4) D (3) D (3) C (4) D (3) D ★★☆ #0567 A U S T 0.7/0.7 A Ninja Road Unit That Causes Poor Damage. Kiba also ignores Substitution, which is pretty good. It also offers very easy health recovery, but it is not advisable as a good drive. N/A This unit has no hidden capacity. Naruto Uzumaki Heir C (4) D (3) D (3) D (3) C (4) D ★★☆ #0665 A U S T 1.1/0.8 This is a budget version of Final Valley Naruto! He doesn't do a lot of damage, but he does some diseases, a certain amount of tanking, and some healing. It is not advisable to use it, but if you need to, go for it! Using Jutsu's twice is better than using his secret technique against a boss. Sasuke Uchiha Lone Survivor A (6) D (3) F (1) D (3) E (2) D ★★☆ #0047 A U S T 0.4 Second 6★ of the original 4, Sasuke Uchiha has a large number hit, but nothing else to support it. He's not that big, but he'll make it into a pinch. After all, he hasn't trained yet. N/A This unit has no hidden capacity. Neji Hyuga A Caged Bird A (6) D (3) F (1) D (3) E (2) D ★★☆ #0151 A U S T 0.3/0.7 The Miracle of the Branch family can still be useful even in current times. Despite his small damage, Jutsu's helps with early map mobs, but he needs all the skills to be useful. Otherwise, he is not as great as support and others. Use it with caution. N/A This unit has no hidden capacity. Fuu Wild and Free F (1) D (3) F (1) B (5) C (4) D ★★☆ #0414 A U S T 0.8/0.7 It provides a small amount of healing, but it offers little. If you need healing, it is possible to use it, but wiser to replace it with a better healer. N/A This unit has no hidden capacity. Sakura Haruno Unrelenting commitment (?6) B (5) E (2) D (3) D (3) C (4) D ★★☆ #0236 A U S T 0.7 Under Tsunade's guardianship, Sakura's kit now carries a certain weight! While she is not perfect with health recovery, she has at least some skill as a nin doctor and can be an advantage or a bane for the team. Replace it with someone else if you have better units! N/A This unit has no hidden capacity. Sasuke Uchiha Soul Shrouded in Sorrow B (5) E (2) F (1) C (4) D (3) D ★★★ #0245 A U S T 0.9/1.3 Sasuke is now stronger, faster and more skilful. He dishes good damage, but instead offers no more than damage. It is still usable, just much harder to use. N/a drive has no hidden capacity. Obito Uchiha To protect his allies A (6) D (3) F (1) C (4) D (3) D ★★★ #0254 A U S T 0.7 Obito awakens Sharingan's to protect his allies! Ninjutsu's doesn't offer a lot, so not his secret technique. His set ability is terrible, but he doesn't provide a certain level of support. N/a N/a the drive does not have hidden capacity. Kimimaro Dance of Death F (1) C (4) F (1) B (5) A (6) D ★★☆ #0603 A U S T 1.2/1.2 He serves as a tank, willing to take hits, antenna back in return, and win the chakra while he is at it. Sync skillfully to tank heart damage, and use Jutsu's tank even more. However, he needs all his skills to be viable. N/A This unit has no hidden capacity. Pain (Gakido) Unlimited Maelstrom D (3) D (3) F (1) E (2) C (4) D ★★★ #0641 A U S T 1.0 1.1 A free qualified healer who heals on taking damage. It reduces damage when associated with its element, and provides passive healing like a Buddy. N/A This unit has no hidden capacity. Sasuke Uchiha A step towards Hokage B (5) C (4) F (1) D (3) D (3) D ★★★ #0667 A U S T 0.8/0.9 This is a budget version of Final Valley Sasuke, but it leaves much to be desired. Terrible exit damage as well as terrible utility prevent him. He would have wisely used it as a damage reduction unit, but nothing more. N/A This unit has no hidden capacity. Haku A Frozen Heart C (4) D (3) F (1) C (4) F (1) D ★★★ #0140 A U S T N/A 0.5/0.6 The first appearance of haku is marked by its lackluster ability. He brings minor damage reduction skill, effective type against his element. Besides, he's doing horrible damage. N/A This unit has no hidden capacity. Naruto Uzumaki Rasengan Mastered B (5) D (3) F (1) D (3) E (2) D ★★★ #0162 A U S T 1.2/1.0 Naruto a stăpânit Rasengan! However, this power boost would not save his character. He has a slight resistance to skill, but Jutsu's can't keep up with his enthusiasm, so is his field and Buddy's skill. Useable in a pinch! Using Jutsu's twice causes more damage than using his secret technique once. Could Guy Hot-Blooded Youth B (5) E (2) F (1) C (4) F (1) D ★★☆ #0213 A U S T 0.7/0.7 Might Guy opened the gates to fight Akatsuki! It deals very large damage, supported by its secret technique, but most of the ones it offers are vomiting points. At least he's having a cold transformation! N/A This unit has no hidden capacity. Rin Nohara Overflowing Kindness S (7) D (3) F (1) D (3) D (3) D ★★☆ #0252 A U S T 0.8 Rin Health makes a lot of other units pale in comparison! Her role as a doctor may be weak, but it gives much health in need to the whole team. And if necessary, she can delete the map with her secret technique. N/A This unit has no hidden capacity. Shisui Uchiha Hero Without Glory D (3) D (3) F (1) D (3) D (3) D ★★★ #0397 A U S T 0.7/0.9 This form of Shisui builds around doing damage and disease, however he does not excel in both. Reducing light damage and support helps his kit, however. N/A This unit has no hidden capacity. Rin Nohara Gas F (1) B (5) D (3) D (3) C (4) D ★★★ #0858 A U S T 2.2/2.6 It followed everything. Her final destination is death! Aside from her loving look, she offers partial health recovery, some form of support and some damage with some utility. There's not much he can offer. N/A This unit has no hidden capacity. Kakashi Kakashi Technique copier 1K C (4) C (4) F (1) D (3) F (1) D ★★★ #0049 A U S T 0.5/0.8 Third 6★ of the original 4. Kakashi Hatake does not serve much of a purpose because of his terrible exit damage and almost no utility whatsoever. Maybe Sharingan's going to help. N/A This unit has no hidden capacity. Sasuke Uchiha Chidori: A new skill B (5) C (4) F (1) E (2) C (4) D ★★★ #0176 A U S T 0.8/0.7 Mastering Chidori allowed Sasuke to enter various defences, allowing him to bypass the Barrier. He has a good reduction in damage against Wisdom, and he's a U28 unit. Buddy's skill is also useful in courage-only missions! Damage-wise, though, do not expect a lot from it. N/A This unit has no hidden capacity. Sasuke Uchiha Clues leading to truth S (7) D (3) F (1) D (3) D (3) D ★★★ #0390 A U S T 0.9/1 Sasuke Uchiha causes good damage and has some resistance to immobilization, but that's about it. He may have passed for other units, and his illnesses are nothing to write about at home. N/A This unit has no hidden capacity. Pain (Jigokudo) Judge of