TATSUMI



,,*The reason doesn’t matter.As long as a tiny bit of hope exists,that’s all that matters.*,,

Alignment : Neutral Good Race : Human Class : Swordsman,Sacred Arms User

1.Neuntote Spear-Deals 35 damage to up to 3 targets***(counts as a melee attack).***

2.Beatdown-Hits first,deals 20 damage,if the enemy attacked with a melee attack negate it.***(Counts as a melee attack)***

3.Feat of Resistance-Tatsumi Absorbs 30 damage this action,and is immune to any negative effects other than damage that would effect him specifically(such as Seals,Burn damage,being Stunned for the next action etc…).If such effects are already on him he purges all of them with this ability.***Shield Ability***

4.Evolve-Tatsumi gets one Evolve stack.Each evolve Stack gives him +10 damage with each of his abilities.(Can be stacked infinetly).This ability can not Exaust.***Stack ability,Shield***

5.Sixth Sense-All enemies that are Stealthed loose stealth.All enemies must tell you exactly what their next action will be(after this one).***Shield Ability,Predict***

6.Lightning Speed-Tatsumi removes any number of Evolve stacks from himself,then Tatsumi takes 1+X actions simultaneously(X is equal to the number of Evolve stacks removed),he may repeat one action twice per round using this ability.After using this ability Tatsumi must skip his next action.All abilities used this way are considered Exausted.Abilities used by this ability must not have been exausted prior in this round.***Haste Ability.***

Awakening of the Dragon-Ultimate:5.+1.+4.:Instead of using the last ability in line Tatsumi enters Incursio Mark II Stance.In this stance he takes ½ dmg from all sources and deals +15 damage on all of his attacks(stacks with other modifiers such as Evolve),he also gains Flying for as long as he is in this mode,and can not lose it.While in this Stance Tatsumi is completely immune to Freeze/Stun effects(Effects that would force him to skip an Action) and all Time Stop like abilities.This stance lasts until the end of the next round,when it ends Tatsumi must lose 30hp instantly(If it is ended forcefully via effect Tatsumi does not take damage).Note that Incursio Mark II ½ damage resistance does not count as damage absorbtion,and can not thus be canceled with effects that negate damage absorbtion.***Stance***

Creator-RADONJA(10.9.2015. latest Version)