Goki Shibukawa



,, *It seems my years have put me 0.1% above you ,,*

Alignment : True Neutral Race : Human Class : Martial Artist

1. Ultimate Aiki - Negate a Melee attack , the user hits himself with it and takes +20 damage , even if the attack dealt no damage it does now . This will not prevent attacks thats damage can not be prevented , absorbed or the Boddisatva Fist . Counter

2. Aggresive Spin - aggressivelly throws a target dealing 40 damage to him , however Goki dislikes aggresive techniques and can only use this 1x per Game , if used on a target that is Grappling you end the Grapple and gain 1x more use per Game of this Ability even if its use is not successful or negated . Melee

3. Middair Float - once per Round once you should take damage , you dont , this is a Reaction as Goki softly jumps away and lands with no damage . Counter

4. Finger Grab - negate any 1 melee attack then deal 20 damage to its user, then if he would attempt to use another melee attack this Round deal 20 damage to him before the attack if this kills him the attack does not go of . Counter

Ulti : Respin - from Round 2 onwards , when you use Ultimate Aiki or Aggresive Spin successfully , you may add another spin to the attack increasing its damage by +40 for that Turn as Shibukawa violently slams the opponents head into the ground by doing a 360 degree spin . This is a Reaction . Passive , Trigger